

Chapter 1 : dungeons and dragons - Why are psionics controversial? - Role-playing Games Stack Exchange

this book is still a great way for players to get a basic grasp of the psionic powers. though rules have changed it is much easier to understand than the way of the psionist enclosure found in 2nd dark sun.

Stone increases to the next higher base value. Roll again, ignoring all results but 1. Roll again, ignoring all results but 6. Look closely at this table, and notice what happens when the DM rolls a 1 on the D6 not a hard feat to accomplish! What the authors obviously meant was "If he rolls any result other than a 1, stop rolling. The way they worded it was, "Roll again, ignoring all results but 1. This means if the DM rolls anything but a 1, he has to keep rerolling until he rolls another 1! And then he has to keep rolling again, until he gets another 1, and then he has to roll again, ad infinitum. A stone must, therefore, keep on increasing its base value forever. The only upper limit is a little footnote right below this table, which reads in part: No stone can be greater than , gp. The upper limit was a whopping 1,, g. But even with the highest gem value being one-tenth the 1st Edition amount, one out of every six gems you find on your adventures should be worth a hundred thousand gold pieces!! Show this to your DM. Ignore these bad things. Including the spoon of stirring. This seemingly innocent magic item has a 1 in chance of doubling the strength of any potion stirred with it. And home alone, you can easily roll the required number each time, right? Just imagine what drinking a double-strength permanent potion of invulnerability can do for you. To say nothing of drinking double-strength permanent potions of storm giant strength, ESP, levitation, speed, fire breath. I have not found a Sage Advice article anywhere that contradicts this assumption. Wear more than two rings You know as well as I do that the rule against wearing more than two magic rings at a time was put in there only to keep NPCs from getting too powerful. No game is any fun when the NPCs are more powerful than the Player Characters, and one way to keep them down is to ensure that they never gain any benefit from wearing more than two magic rings at the same time. Player Characters were obviously meant to be able to wear and use as many magic rings as they want at the same time. If your DM doubts this explanation, just show him this webpage. This page is on the Internet, so everything it says must be true. Or just cast a wish spell and wish for the ability to wear an unlimited number of magic rings that function simultaneously. Casting a wish spell ages the caster five years. There was a sentence in the 1st Edition DMG which said that wish spells age the caster by 3 years, but it was squirreled away in the little "unnatural aging" subsection on page 13, which was obscure enough that the DM had a good chance of missing it. Namely, wish spells will give you exactly what you wish for. Instead of phrasing your wish like this: And you can go about the rest of your daily chores without so much as breaking stride. I hasten to remind such a DM that this wish is phrased as one sentence. That should be good enough. And no fair going and transporting the player-character back in time 5 years, you naughty DM "he only wished to be de-aged, not younger. If you accidentally forget to add this phrasing to one of your wish spells, and the DM hits you with that 5 year sentence, you can always cast another wish spell in which you wish to be de-aged by 10 years, or drink an elixir of youth or two. Mix-and-match the rules in the DM Option: High Level Campaigns rules supplement are quite good. And by "good," I mean they will make you more powerful. It has spell progressions for bards and clerics beyond 20th experience level, and it has those swell "true dweomer" spells which are essentially 10th-level spells. These rules are obviously important and should be embraced and used immediately. However, it also contains some bad rules, which should be summarily ignored. And worse, far worse, they have the audacity to say that characters should not be allowed to progress beyond 30th level! High Level Campaigns is, too! There is only one logical explanation: They probably meant 30 millionth level or something. The new way of doing saving throws against magic in the DM Option: High Level Campaigns rules supplement needs special attention. This rule reduces the chance of the target making its saving throw if the spellcaster is of a very high experience level. Obviously, such a rule should never be applied to saving throws made by your character; if the PHB says you have a base saving throw vs. However, it would be awfully nice if all the characters and monsters your character cast spells against had to abide by the new "adjusted-for-caster-level" saving throw rules. You should point out the new adjust-for-caster-level rule whenever you cast a spell that allows the saving throw, but "conveniently" forget to mention it and

quickly read off your "regular" saving throw from the PHB and roll it before the DM can object whenever an opponent casts a spell against you. Or, worse, a figurine of wondrous power – what good are a pair of golden lions against the beings you normally expect to encounter, such as Asmodeus, or Bahamut, or Demogorgon and Orcus out on a Sunday stroll together, or a room full of Tarrasques? No, randomly generated magic treasure is only useful insofar as your ability to sell it so that you can get the higher x. The authors assumed that no one would ever want to sell any magic items. You must have one of these price tables if you ever hope to be able to sell off all your useless magic items and get the higher gold-piece-based experience point awards for them. They are a vital gaming accessory for the successful munchkin. But think about this. If you have an additional g. Weapons with maximum 17 intelligence get 3 primary abilities and one extraordinary power, but if you roll the dice just right you can increase this to eight extraordinary powers and eight special purposes. Roll 99 or 00 for all 3 primary abilities, which turns them all into extraordinary powers; then roll 95, 96, or 97 for each of these 4 extraordinary powers, which doubles their number; then roll 00 for each of these 8 extraordinary powers, which attaches a special purpose to each one. But be careful – at low experience levels, an intelligent weapon with that many powers and languages can have a bigger ego than you do, if such a thing is possible. After acquiring another g. The net cost to you is zero, and you still get 5 wishes out of the deal. Best of all, each of these wish spells can be used to raise your stats. Why should the Unearthed Arcana folks have all the fun? But why not add that ability onto your sword? Naw, of course not. There are 20 different kinds of creatures that arrows of slaying can be designated to slay, listed in the 2nd Edition DMG. Logically assuming your logic is munchkin logic, of course, since adding a single "slaying" ability onto a magic weapon costs g. This will make it capable of instantly killing just about anything it hits, with no saving throw allowed. This is quite a bargain for the extra g. And speaking of artifacts: Make up artifacts and buy them, too I do not advocate making an artifact that can do anything. Such a thing would imbalance the game, and worse, the DM might not allow it. Each of the teeth of Dahlver-Nar is worth only gold pieces. Therefore, you should logically get to apply what I call the Teeth of Dahlver-Nar rule: Artifact powers may be added to any magic item at a cost of g. Now, unfortunately, the artifact powers and effects tables from the 1st Edition DMG are no longer with us. The 2nd Edition Book of Artifacts has totally replaced the 1st edition artifact rules. And the 2nd Edition Book of Artifacts has still laid out these artifact powers on random tables in Appendix B, similar to the way they were laid out in the 1st Edition DMG. Because adding that first artifact power to an item will raise it out of the mire of being a lowly run-of-the-mill magic trinket to being a real artifact, and just the fact that a magic item is an artifact has some wonderful consequences. An artifact gets a much better saving throw against a rod of cancellation than any non-artifact magic item does. Artifacts will operate inside an anti-magic shell, while all other magic items will have their powers suppressed. The only drawback is that all artifacts have to have some special procedure that can un-make and destroy them. It should look something like this: While standing at the center of a supernova, grasp the artifact in all 7 of your hands and stab yourself repeatedly with it while reciting the Bible including the apocrypha backwards, from memory. Then, have Orcus put the artifact in a bag of holding and carry that bag of holding with him into a portable hole. Then find the artifact again with or without Orcus and carry it with you as you jump into a sphere of annihilation. If you can make it back out of the sphere of annihilation, the artifact will be successfully un-made. Some artifact powers in Appendix B need special attention: This is especially important if you have a scarab of protection, which gives you a saving throw of 20 against all spells which normally allow no saving throw. The rules for the scarab of protection are even nice enough that they explicitly allow you to add all your saving throw bonuses to this saving throw of 20. Sometimes the rules just hand you invincibility on a silver platter! But that rule is gone in 2nd Edition. Hostile magic spells and spell-like powers will not affect you at all. Table 27, entry 4 gives you double the overland movement rate. Does that mean that taking table 27, entry 4 twice gives you quadruple the overland movement rate? Table 12, entry 5 provides double attacks per round, but only when the artifact is being used as a weapon.

Chapter 2 : Definition of psionist. Meaning of psionist. Synonyms of psionist

When second edition was published, TSR felt that the psionics in first edition were too powerful, and removed them from the game; then they changed their minds and released materials for a new approach to psionics.

Psionist Guide Part I: So, you want to be a Psionist? But what, exactly, is a Psionist and what do they do? Hopefully this guide will help you make the decision to become a Psionist and, once that decision is made, help you to be a better Psionist. What is his job? Primarily he is a crowd control class. Yes, he can DPS but that is not his primary role. If you want to be able to lock down targets in PvE and PvP, then the Psionist might just be what you are looking for. A Psion has many abilities to carry out this task. Shockwave is one of the first abilities that you receive and allows you to stun enemy targets for up to sixteen seconds at a time. With a low cooldown time of only ten seconds, this means that you can lock down a single target for extended amounts of time. Hypnosis is also a powerful skill and will allow you to lock a mob or person! Healer in the back of a group giving you problems in PvP? Simply hypnotize him and forget about him until his friends are all accounted for! This will make travel much quicker and gives a large advantage in open world PvP. With all the tricks a Psionist brings to the table, it is not surprising that he is highly sought after for groups, whether PvE or PvP. Crowd control, buffs and DPS, what more can you ask for? Psionist Race Choice After deciding to become a Psion, the first choice you will be faced with is race. Three races can become Psionists, two on the Empire side and one on the League. Each race can become very powerful Psions and the choice really comes down to aesthetics. However, there is one main difference between each race that must be accounted for and that is the class Racial Ability. Stress Coping " Clears the mind of the caster. This used to be the best skill for Psions, by a long shot. It removed Mental Overload explained below and negated the single biggest disadvantage of the class. Very similar to the Mentalist but without the movement disadvantage. This makes it a better racial than what the Mentalist has. I guess the cool animation that the Mentalist gets makes up for it? All in all, the races are very comparable and your best bet is going with whatever aesthetic you prefer or whatever Faction you want to play on. All three races make for very practical Psions. These mechanics control how the Psion plays and what you can do with him. Learn what these mechanics are and you will understand the class better. The Mental Link Window 1. The Mental Link is the building block of the Psionist and the one ability on which the entire class is based. Mental Link is a single target spell that establishes a mental contact with the target. Finally, it will give the Psionist the ability to use an Astral Echo ability, which can place a DoT, Instant damage or short-term Paralysis effect on the target. This is a six second cast, although later you can pick up Will Suppression, which will give an instant Mental Link ability and allows two targets to be Mental Linked at a time. Mental Overload Tooltip 2. It reduces the Perception and Intelligence of the Psionist. Sensitive Perception Tooltip 3. This will make the next Mental Link cast instant. Invaluable ability that makes killing mobs quickly much easier. There are ruby talents that will also allow Sensitive Perception to proc after a crit. Thanks to Ciro for pointing some of the above out! End of Part One! The next edition will cover stats, abilities, weapons and armor in-depth. Please check back for Part II, coming soon!

Chapter 3 : The Complete Psionics Handbook - Wikipedia

*Deck of Psionic Powers (ADVANCED DUNGEONS & DRAGONS, 2ND EDITION) [Bill Slavicsek, Keith Parkinson] on calendrierdelascience.com *FREE* shipping on qualifying offers. This deck features cards, including all of the psionic powers from The Complete Psionic Handbook and two DARK SUN accessories: Dragon Kings and The Will and the Way.*

Mirabell, a young man-about-town, apparently not a man of great wealth, has had an affair with Mrs. Fainall, the widowed daughter of Lady Wishfort. To protect her from scandal in the event of pregnancy, he has helped engineer her marriage to Mr. Fainall, a man whom he feels to be of sufficiently good reputation to constitute a respectable match, but not a man of such virtue that tricking him would be unfair. Fainall, for his part, married the young widow because he coveted her fortune to support his amour with Mrs. In time, the liaison between Mirabell and Mrs. Fainall ended although this is not explicitly stated, and Mirabell found himself in love with Millamant, the niece and ward of Lady Wishfort, and the cousin of his former mistress. There are, however, financial complications. Unfortunately, Mirabell had earlier offended Lady Wishfort; she had misinterpreted his flattery as love. Mirabell, therefore, has contrived an elaborate scheme. He has arranged for a pretended uncle his valet, Waitwell to woo and win Lady Wishfort. Then Mirabell intends to reveal the actual status of the successful wooer and obtain her consent to his marriage to Millamant by rescuing her from this misalliance. Millamant is aware of the plot, probably through Foible. When the play opens, Mirabell is impatiently waiting to hear that Waitwell is married to Foible. There are hints at the fact that Fainall has been twice duped by Mirabell: In the meantime, although Millamant quite clearly intends to have Mirabell, she enjoys teasing him in his state of uncertainty. Mirabell bids fair to succeed until, unfortunately, Mrs. Fainall and Foible discussing the scheme, as well as Mirabell and Mrs. The two conspirators now have both motive and means for revenge. Fainall now dominates the action. In addition, he wants assurance that Lady Wishfort will not marry so that Mrs. Fainall is certain to be the heir. When Mirabell brings two servants to prove that Fainall and Mrs. Marwood were themselves guilty of adultery, Fainall ignores the accusation and points out that he will still create a scandal which would blacken the name of Mrs. Fainall unless he gets the money. At this point, Mirabell triumphantly reveals his most successful ploy. Fainall is left with no claim to make because Mrs. Fainall does not control her own money. Marwood leave in great anger.

Chapter 4 : Psionics (Dungeons & Dragons) - Wikipedia

In 2nd edition, only one psionic character class was introduced, the psionicist. In 3rd edition this class was renamed to the psion, and various new alternate classes were introduced based on psionics usage.

Within the cultures of Athas psionics are referred to as the Way of the Unseen. They are a utilization of inner power, a blending of the physical and spiritual energies to create fantastic effects. Psionics are in a simple phrase, magical-like abilities that come from the inner power of a creature. Many powers are able to shape or know the physical world with powers such as Molecular Agitation or Clairsentience. Lastly, using inner energies a character was often able to manipulate her own body using powers such as Accelerate or Body Weaponry. While many of the effects of psionics can seem like magic they were often differentiated in that they had to do with ones own mind or a small number of others, usually one. Since many of the effects were not similar in nature, psionics and magic were initially seen as separate forces that did not directly affect each other. Dark Sun Campaign Setting 4e This differentiation caused some unforeseen consequences in the game, such as creatures not having adequate defenses against psionics. This was modified in 4e by ruling that psionics and magic could affect each other. However; the previous split is an important part of the lore of Dark Sun, psionics and magic; while intertwined in some ways, are different. This bit of lore further separate the common psionic user and the reviled wizards of Athas. Prior editions split up psionic powers into disciplines based on ability scores. In 2e they were given pseudo scientific names which may have turned many fantasy gamers off and in 3e they kept with the divisions, but renamed the disciplines to more easily recognized names. Each discipline was connected to a single ability score. While many suggested this Multiple Ability Dependency MAD was a weakness of the class, due to characters not being able to use all of a classes powers, I always viewed the Psionicist more as a separate class for each discipline. In 3rd edition they kept 5 of the disciplines, got rid of the MetaPsionic discipline and added the Shaping discipline. The only mistake here I believe is adding the Shaper and their ectoplasmic powers which felt very tacked on and unneeded. The idea of a multitude of specialties based on ability score and simple names for the disciplines seems a core aspect of psionics. From this examination the idea of two tiers of powers within each discipline are required. What all editions of the game have with regards to psionic powers is the use of psionic power points of some sort. Initially psionic power points were used to manifest psionic powers from a pool of points. This gave the psionicist a greater flexibility to use her powers in trade off for the more focused types of powers. This was a novel and interesting sub-system involving the defender picking a Construct defense and the attacker picking a Harbinger attack afterwhich the two powers would interact based on a table; however, it seemed to slow the game down and with many creatures outside of Athas not having mental defenses, a psionicist would often destroy them and could unbalance the game. The Way of the Psionicist from the Revised Dark Sun boxed set introduced a system of Mental Armor Class and Mental THAC0 to try and combat the psionic discrepancy to limited effect , while 3rd edition completely did away with the paradigm. All of these changes allowed non-psionic creature to have defenses against psionics, in doing so they removed a defining feature of psionics, mental combat. This aspect was a huge differentiator to other types of magic-like abilities that characters had in the game, again these thematic differences should be kept going forward in some fashion. Psionic items were limited in 2nd edition in that they could only be made by very powerful psionicists and they were always intelligent creations. They were a bit unwieldy, but again brought an immense amount of flavor to the game and the Dark Sun setting. In 3e they made psionic items more like magic items, which made them more available and usable, at the loss of unique flavor. Perhaps they can require a use of psionic points to power them or, lacking power points perhaps Hit Die or HPs. In summary many of the above suggestions point to a differentiation of psionics as mental powers from other power sources. The use of disciplines by ability score is a good differentiator from other classes and the inclusion of power points to fuel powers in any given discipline is a must. Psionic items should have different uses than magic items, have a personal power source HPs or hit die and the inclusion of crystals in psionics has a good thematic feel.

Chapter 5 : I built a 5E version of the 2E psionist! : mattcolville

While I owned the books, it wasn't until 3rd edition D&D that I actually began playing. Nonetheless, I owned several books and one of my favorites was the Psionics Handbook. It's the only version of the psionist that I have seen that actually felt like it's own thing: PSPs instead of spell slots.

In 2nd, 3rd and 3. In 2nd edition, Psionists gradually gain access to additional disciplines as they advance in level. In 2nd edition, each power is tied to an ability score generally Constitution, Intelligence or Wisdom , in 3rd edition, each discipline is tied to an ability score, and in 3. Earlier editions also included psionic combat, however it was eliminated in 3. Clairvoyance Clairvoyance powers enable you to learn secrets long forgotten, to glimpse the immediate future and predict the far future, to find hidden objects, and to know what is normally unknowable. They include precognition and remote viewing. A psion who specializes in clairvoyance is known as a seer, and is most akin to an arcane diviner. In 3rd edition, Clairvoyance is linked to Wisdom. Metacreativity Metacreativity powers create objects, creatures, or some form of matter. Creatures you create usually, but not always, obey your commands. Powers of the metacreativity discipline include astral construct and greater psionic fabricate. A psion who specializes in metacreativity is known as a shaper, and is most akin to an arcane conjurer. Metacreativity was not introduced until 3rd edition. In 3rd edition, Metacreativity is linked to Intelligence. Metapsionics Metapsionic powers generally augment other psionic powers, although the discipline also contains some utility powers. The Metapsionics discipline was introduced in 2nd edition, and was not carried over into 3rd edition. In 3rd and 3. Psychokinesis Psychokinesis powers manipulate energy or tap the power of the mind to produce a desired end. Many of these powers produce spectacular effects such as moving, melting, transforming, or blasting a target. Psychokinesis powers can deal large amounts of damage. They include energy missile and tornado blast. A psion who specializes in psychokinesis is known as a kineticist, and is most akin to an arcane evoker. In 3rd edition, Psychokinesis is linked to Constitution. Psychometabolism Psychometabolism powers change the physical properties of some creature, thing, or condition. They include animal affinity and psionic revivify. A psion who specializes in psychometabolism is known as an egoist, and is most akin to an arcane transmuter. In 3rd edition, Psychometabolism is linked to Strength. Psychoportation Psychoportation powers move the manifest, an object, or another creature through space and time. They include astral caravan and psionic teleport. A psion who specializes in psychoportation is known as a nomad, and has no arcane counterpart. In 3rd edition, Psychoportation is linked to Dexterity. Telepathy Telepathy powers can spy on and affect the minds of others, influencing or controlling their behavior. They include psionic suggestion and mind switch. A psion who specializes in telepathy is known as a telepath, and is most akin to an arcane enchanter. In 3rd edition, Telepathy is linked to Charisma. Prior to 3rd edition, magic and psionics are treated as distinct from each other. For example the Detect Invisibility spell will penetrate both magical and psionic invisibility, as it detects invisibility in general, while the Detect Magic spell will not detect psionic effects, as it is restricted to magical effects and psionic effects are non-magical. This is primarily done for game balance, as if psionics were not resistible or able to be dispelled in such a fashion psionic characters would be inordinately powerful in a world designed mostly to handle traditional magic although they in turn would also be especially susceptible to magic. A variant rule, known as "psionics are different," enforces a separation between the two systems; this rule also provides an intermediate step where each system has a diminished effect upon the other for example, making a dispel check against an opposing energy would take a -4 penalty, and creatures with spell resistance gain power resistance equal to their spell resistance minus In 4th edition, the psionic power source is one of several supernatural power sources.

Chapter 6 : 2E So what do you guys think of 2nd edition psionics?

2nd edition had only one character class, the psionicist; 3rd edition renamed it the psion and introduced various new alternate classes based on psionics usage. Psionics Handbook was later updated for version with the Expanded Psionics Handbook, and new material was added in the Complete Psionic book.

Bard is special, see below. Barbarian and Cavalier still exist, but as kits, which see below. They are presumed as a part of the game line design. This is a huge change in the nature of adventures, too. This also affects Bards, as in 2E, bards gain certain thief skills for being bards, and use the same points per level method as thieves. The Character must be between 5th and 8th level as a fighter, then 4th and 7th as a thief, and then dual class into Bard. This requires some insane stats, and extensive play. Bards will likewise have extensive thief abilities, be competent fighters, and will not gain more HP for several levels due to the dual classing rules. The thief skills are a subset, not the full range. Fighting ability is weaker than fighters. HP are comparable to thieves. The original Bard class in Strategic Review was closer to the 2E bard than the 1E presentation, but the details of ability were comparable to using the 1E bard as a core class. A kit has a set of requirements, provides some bonus proficiencies, and occasionally, bonus special abilities. Many were somewhat extreme. The equivalent role in 1E was filled by specialized subclasses presented in magazines, as exemplified by the Cavalier. The other 3 are in the Forgotten Realms Adventures rulebook. Illusionist is presented as a full-up core class; the Forgotten Realms ones are full from the 3rd level on, and require core Magic User for levels. A few additional specialist classes appear in magazine articles. They differ from each other only in specific spells and attribute requirements. There is no specific specialist spell lists, but every spell has specific school attributions, and those schools are the basis for the specialist classes. All specialists spells are available to core magic users. An additional variant class is presented in Tome of Magic, the Wild Mage. Clerics, Priests, and Druids. In both games, both cleric and druid are presented as a core class. In 2E, both use Priest Spells. Clerics have several spheres; druids have a specified set of spheres. Since the whole of the priestly spell list is unavailable to core priests, this makes it more difficult to select what spells are available to a given priest. Psionics In 1E, psionics are in the core rules, in an appendix, relatively unchanged from their Original Edition version in Eldritch Wizardry Supplement 3. The mechanics get reworked entirely, and while having throwbacks to the older rules, they are quite different in execution. The use of proficiency-score checks, and the methods of generating Psionic Points are very different. Lesser changes The specific modifiers for attack rolls have changed. Specific entries for the XP earned by non-combat methods. Many monsters have changes, sometimes extensive and substantial. Mode of play remains unchanged. The relationship of the Initial 3 classes Fighter, Mage, Cleric remain the same, and the Thief as well in relation to those. The Druid, Paladin, and Ranger as well retain their core character. The general modes of advancement are the same, even tho the specific methods of earning XP have been expanded, and the XP tables are close tho not always identical. The basic mode for magic is still the same, and is still spells per day. The save categories remain unchanged. The unique monsters - illithids, rust monsters, beholders, and several others are the same as ever in general terms, even if some specifics vary. Bottom Line 2E is a different game from 1E, but shares much of the heritage.

Chapter 7 : Class: Psionicist | The Novograd Times

The 2nd Edition Book of Artifacts has totally replaced the 1st edition artifact rules. But artifacts still have powers. And the 2nd Edition Book of Artifacts has still laid out these artifact powers on random tables in Appendix B, similar to the way they were laid out in the 1st Edition DMG.

This material covers information on how to integrate characters of different races and classes from the various worlds of 1st Ed. Over the course of several pages, it will consider how the setting can be designed so that each milieu is adequately represented, how the races and classes from each milieu will initially view those from other settings unknown to them, and how to handle the specific problems of classes and races which require special game mechanics or are treated in a customary manner in their own world whether respected, hated, or understood which would not be presumed by those unfamiliar with those customs. This page discusses psionics, which were introduced in First Edition, but were re-introduced in a new form including a Psionicist class in Second Edition. Ideas for integrating the two forms are given here. Other pages are linked from the bottom of this one. Any character might be born with these psionic abilities, which would give him special talents useful in combat and in exploration; the gods had such powers, and a growing number of monsters were released with skills in this area. Skills always included attacks mostly limited to use against other psionic characters and creatures and defenses which only protected against psionic attacks, along with sciences and devotions which provided a wide variety of tricks for many purposes. Characters quickly learned that one of the best uses for a "wish" was to wish for psionic abilities, which would often give the character new powers available for the remainder of his life. For most skills, success was "automatic"--it would do what it was designed to do without a roll, provided the character had enough "strength points" to use it. Second Edition released "The Complete Psionics Handbook", which reintroduced psionics in a new package. Under these rules, one can be a "Psionicist", trained in mental techniques. As such, you begin with a science and a couple of related devotions, along with a defense. As you advance in level, you increase devotions, sciences, and defense modes, and at the same time expand the variety of such abilities. You would never obtain all of the abilities, but you would ultimately have more skills than could be possessed under the old system. Attacks and defenses are now sciences and devotions, learned and numbered among these, except that the defenses are given special allowances. At the same time, the success of these skills is no longer automatic. Much as a non-weapon proficiency, the player must roll against an ability score, often with a penalty; and there are risks involved if the character fails as well as costs in terms of the now more limited supply of strength points, some of which will be expended whether or not the attempt is successful. The number of strength points gradually increases with level, but it is not normally possible to have a hundred points before level 7, and since they are tied to ability scores most psionicists will have fewer. It is possible for some non-human races to be dual-classed as fighters or thieves. The Psionics Handbook also allowed other characters to have such abilities, under the concept of the "wild talent". If a character fails, he may permanently do serious damage to his ability scores. If he succeeds, he gains one random ability. Although the risks are great, the power may be acquired without resorting to powerful magic, and so has some appeal to players who trust their dice luck. In the MyWorld campaign, all three forms of psionics are permitted. He may take the risks of attempting to develop psionic powers as a "wild talent", also under second edition rules. A few simple rules make them compatible. The DM must first understand that many things in second edition use the same names as first edition to mean different things. Most notably, the word "discipline" in first edition referred generally to sciences and devotions, while in second edition it refers to categories of ability related by type. Psionic Strength, measured in points in first edition, is used somewhat differently from Psionic Strength Points in second edition. Second edition attacks do very different things from first edition attacks, and second edition defenses have a lot less variety in effects, although all carry the same names. Some of the first edition disciplines have been recreated in second edition in an attenuated version, sometimes split into two or more abilities, sometimes rewritten in a different way. Do not assume that you understand any skill from one version based on its description in the other. A sketch of the Psionicist class is available on my Character Creation web site, as well as a list of the

abilities and information about the initial power of the character. At the same time, one of the most unbalancing things which can happen in a campaign is for a character to suddenly gain a full contingent of psionic abilities based on first edition rules upon making a wish; the effect of wishes for psionics on the character can be significantly reduced by using the "wild talent" rules whenever they would be appropriate. A character who wishes that he could do this or that like another character need not end up with a full set of psionics if a single talent will do the trick. Having the Psionics Handbook integrated in the game makes it feasible to allow such single skills simply. Psionic combat is not very frequent in most campaigns. The real power and advantage of psionics lies in its use as "tricks" which help in the adventure or sometimes facilitate physical combat. Since those things are well defined for each type of psionics, they become part of the scenario entirely unaltered. Whatever a natural could do he does the same way whether there are psionists or not; whatever a psionist can do is unaffected by the existence of naturals. What the psionist lacks in power he amply compensates for in variety. Although not as limited as the wild talent, the natural is something of a one-trick pony by comparison despite the power and reliability of his abilities. Psionic combat poses a few challenges, but these are easily met. All naturals have at least one attack and two defenses, and may have as many as all five attacks and defenses on good rolls; Psionists always begin with at least one defense, but will only have attacks if they choose Telepathy as a discipline and further select an attack as a science or devotion. Wild talents generally have only one ability, which might be anything; but they are extremely unlikely to have an attack and a defense. Attacks and defenses are not identical, but they are quite similar and understood to be doing the same thing in practice. The purpose of attacks is also very different between the forms. Natural psionics attack for the purpose of wearing down and destroying the opponent. Psionists attack primarily to break down resistance to "contact", necessary for the performance of a variety of telepathic skills which are usually possessive or controlling in nature. But the matter is easily resolved. Whenever a character launches a psionic attack against another character, he attacks according to the rules for his form of psionics. So the problem which arises comes in when two psionic characters from different systems engage in combat against each other; and the solution is not difficult at all. Whenever such combat is joined, each attacks under the rules for his own system; each activates defenses according to the rules for his own system. This gives each attacker the expected advantage of his attack, and provides an appropriate protection for any defense used. As discussed in the Character Creation materials, a character can possess multiple types of psionics. A Psionist may not also be a Wild Talent, but he could have been born with Natural Psionics; such a character would regard his Natural talents an undisciplined and dangerous mental aberration, and would have the same attitude toward any other non-psionist using any type of psionic abilities. He would use his own natural abilities only in the most dire circumstances. Natural and Psionist abilities would be recorded and tracked separately, even if they included the same skills. A Natural could also become a Wild Talent under those rules, and use wild skills under the psionics handbook rules. There is another detail which should be considered: I have several notions on this which may prove useful. First, as mentioned, no character has any knowledge or experience in psionics before the game begins, unless he is a psionist or rolls natural psionics; thus no character can wish for psionic powers specifically unless he encounters someone who has them. Third, if the character wishes for something which can be done by psionics intending to end-run the restriction, the referee is free to consider whether it can be done another way, such as through the possession of a magic item. A Wand of Magic Detection is a satisfactory answer to a wish to detect magic, if the character can use it. There is no intrinsic reason why such powers cannot be conferred through special magic items, such as one-of-a-kind rings, so that the character has the ability without having the psionics. Fourth, a character who wishes to be able to "do that" should be restricted to gaining a single skill as a wild talent, regardless of the manner in which it was done by the person he saw do it. It is theoretically possible to wish for Natural Psionics, although the wish would have to be based on contact with a character or creature who had such abilities and would have to be very carefully phrased. Such a wish would result in the referee determining psionic abilities just as if the player had made a successful roll for Natural Psionics during the character creation phase--the player would have little control over which psionic ability his character acquired. If the character already has some form of psionics but wishes for more, there are a few considerations. It is normal for characters with Natural psionics to gain

additional abilities which are natural psionics. A character can wish for any specific attack or defense which he has encountered in any form, one wish per such ability, until he has all five of each; he may also wish for a randomly determined additional attack or defense--if he happens to wish for more than there are, this wish should be deflected into a science or devotion which has attack domination or defensive mind bar properties. Natural psionics may also be increased by the number of sciences or devotions, again one per wish. The book appears to limit player characters to not more than two sciences and five devotions, but since it is possible to roll "two minor" as one science, the combinations one science with seven devotions and no sciences with nine devotions are possible, provided that the "two minor" option is either rolled or selected as choice on a roll of "select one". No wish can increase Natural Psionics beyond these limits without creating an insanity. Any additional abilities wished will come as "Wild Talents", under those rules. No Psionicist would ever wish for either a Wild Talent or Natural Psionics; cursed with such a thing, he would only use it if facing certain death, and even then with reluctance. A Psionicist regards such powers as things to be meticulously studied and mastered through training and practice, and very dangerous if acquired or exercised under any other circumstances. If a Psionicist character suggests making such a wish, the DM should warn the player, explaining this; if the player insists, the wish should be granted, but the character should be docked at least two levels, and all training times and expenses doubled until the lost levels are recovered, and all grades related to the wish and on any adventure on which the magically-acquired abilities are used should be 4 that is, the worst possible, since both the acquisition and the use of such skills by a psionicist would be entirely contrary to the mindset of his class. Note that a psionicist is not penalized for possessing such skills before becoming a psionicist--that is, if rolled during character creation or obtained by a character who subsequently changes classes to psionicist; however, the use of such skills by the psionicist, even at great need, should result in a lower grade for that adventure. This should make it possible to use second edition psionics within a first edition game without any major complications. Sections of this site will continue to address these areas: Now You Look Human: Some demi-human races will be perceived as human under certain circumstances; which ones, when, and by whom are all important questions, addressed here. How races are perceived by those in other milieus is discussed in some detail. A Nice Kid Like You: Some races pose particular problems related to explaining their presence in a new land. Those problems are addressed. Problems and motivations of particular classes are discussed and resolved. All In the Mind: Second Edition Psionics may be integrated into a First Edition campaign if desired, bringing the Psionicist class and the Wild Talent into play alongside Natural Psionics.

Chapter 8 : Psionicist - The Full Wiki

Along the way, they found bizarre things such as birds slain by razor blades and smooth-cut tree stumps. The team learned she is a trained warrior and psionicist.

When filling out the kickstarter survey there was a question that mentioned Dark Sun. Dark Sun was my very first campaign setting, and psionics were a fundamental component of it. This is what got me thinking about psionics again, and how I would like to see them done in 5e. Why the 2nd edition version? They learned powers in their own way, they were better at some things, and they were worse at others. What did I keep? Disciplines, devotions, sciences, PSPs, maintenance costs, psionic combat, powers that require establishing contact first, most of the powers in the psionics handbook What did I remove? The big one is power checks. For things that do need some random element, there are already hit rolls, saving throws, ability checks, and skill checks which can do the same job. There were very few powers that did anything more interesting with power checks. Other than that, I removed a very small number of powers from the original book. What did I change? PSP growth rate and costs have been re-balanced. Nearly every power has been reworked to work in the 5e rules and to re-balance around not having the power check. The rate powers are learned was adjusted to be somewhere between the 2e psionicist and the 5e sorcerer. What did I add? I added several new mechanics to make this work: The side effect of this is that nearly any power could be learned very quickly, in my current system most can be acquired by 4th level. This meant that powers needed to be balanced around low-level play, and scaled poorly if the group made it to mid-to-high levels. I added the enhance system to allow the psionicist to scale up their power at the cost of increasing PSP cost, much like how a wizard can unleash more powerful spells by using higher level spell slots. Enhancement did present its own problem, what was to stop someone from just putting all their PSPs into a single attack and one-shotting a boss encounter? To prevent this I introduced the mental limit, representing how much power a psionicist could safely control at one time. This limit scales up as they level, roughly keeping pace with the rate that spellcasters power increases through gaining access to new spell levels. The psionicist can exceed this limit, but takes psychic damage when doing so. I chose this approach because I like the flavor of the psionicist that can push themselves beyond their limits, but the repercussions could range from a bloody nose to passing out. Telepathy was extremely strong, while clairsentience and psychoportation were terrible choices for a primary discipline. To correct this I added class features for every primary discipline, much like the features for school specialization in wizard. These features give each discipline a direction so they should all be functional options now! Fighter and Rogue sub-classes: Basically these are psionic equivalents to the eldritch knight and arcane trickster. A few powers that came to mind while working on this, mostly focusing on trying to give some of the shallower disciplines like psychoportation more options. I will likely continue to add powers over time. These are the psionics equivalent of cantrips, powers that require no PSPs to use. Each discipline has one cantrip which is learned automatically when the character gains access to the discipline, and the two that deal damage scale up like cantrips for spellcasters. I think that about sums it up. Just a couple disclaimers that I feel like I should make. On top of dealing with a lot of new mechanics, you also have potential balance issues because these rules are so new. There are around pages of rules here, so there are bound to be typos and balance issues. Fortunately the Mental Limit mechanic should make adjustments easy, because even a small change to PSP cost can change the level required for a player to use it without hurting themselves.

Chapter 9 : Advice for a new player (AD&D 2nd edition)

Now psionics is back by popular demand completely optional addition to the AD&D 2nd Edition rules. So it is not unreasonable to ask, "Does the game need a third type of magic?" The answer is no, the game probably does not need a third kind of magic.

Preliminary versions distributed before this date contain known errors. You may contact the author for corrections, comments, criticism etc through e-mail at: Finally, it was again re-printed but ignoring the Dragon Magazine re-print in the Oriental Adventures 1st edition hardback book. The Dragon version of the Monk is chosen over any others due to its popularity in games which I have played. Due to the significant amount of psionic powers granted to the 1st edition monk especially the Dragon Magazine version, it was seen as logical to make monks a class of psionist. For the most part, descriptions that were not dependent upon the edition used, have been used either verbatim from 1st edition, or heavily relied upon, herein. A monk must meet minimum requirements usually exceptional in strength, dexterity, constitution, intelligence and wisdom! These minimum requirements will prevent a large number of monks from appearing in any campaign. This is good and bad -- monks are unquestionably powerful at high levels not, of course, without certain weaknesses as well, but they add a flavor of mysticism that is interesting in any game. Monks are monastic aestheticians who are all psionic. However, unlike typical psionists, monks follow a rigorous regimen of daily diet, exercise and meditation that attempts to focus on linking their minds to their bodies, and to link both of these to the overall consciousness of the universe, and subsequently to "become one with the multiverse". As such, the psionic abilities that they learn are in a specific order this order being linked to a long tradition within monastic orders. The outline format of this essay will follow closely that of the psionist from the Complete Psionics Handbook. Requirements To qualify to be a monk, a character must meet the following minimum requirements: None thus no XP bonus Races Allowed: To be eligible for the monk class, characters must have ability scores equal to or greater than those listed above. Considering the necessity of mental and physical discipline which monks need, no single quantity can suitably be considered "prime". As such, monks have no prime requisite. Although many races can be psionists, only humans have been initiated into the ranks of monks. Humans guard the secrets of their order, claiming that only humans can fully understand the necessities of being a monk. Whether or not this is true can be left to the option of the DM. Multi-Classing and Dual-Classing as a Monk: The rigors of daily meditation and exercise prevent a character from ever being multi-classed or dual-classed as a monk. Each monastic order there can be no more than 3 in an area of about one large country will only have a limited number of monks between levels 13 and 21, and no monks are known to exist above 21st level. Humans are known to achieve this limit. Due to a lack of any information about possible non-human monks, there is no information about any possible level limits that might be imposed upon them. Monks follow a strict set of rules for daily living, including sleep patterns, diet, exercise, meditation, mental exercise, etc. As such, monks must always be lawful. Any deviation from lawfulness on the part of a monk will result in a full loss of abilities, until such time as the monk may return to lawfulness. Each order will have one central school a building or group of buildings, generally called a monastery, where monks of levels 1 through 11 come for training. In addition to these central schools, the unique high-ranking monks 12th level or higher, see later may have their own monasteries, where they may choose to teach their specific followers. Even if no high-ranking monks have established their own monasteries, there will always be the central school for each order. The lower level monks 1st through 11th of each monastic order can be of any Lawful alignment, but the unique monks levels 12 through 21 will always be of the same alignment, within any one order. For example - the Lawful Neutral order might teach Lawful Good, Lawful Neutral and Lawful Evil monks of levels 1 through 11 at the central school, but will only allow the Lawful Neutral monks to proceed into the higher orders levels 12 through 21. This allows for monks to train at any of the 3 possible monastic orders, and "flip flop" on their alignment as they grow and learn. It is assumed that a monk will be quite set in their alignment by level Initial Funds Monks inflict a form of poverty upon themselves in order to cleanse their minds of the diversion of greed. However, they are not unaware of the necessity of money in the

world, and keep what little they need to survive. A Psionics Primer for Monks Monks, like psionicists, learn various disciplines over their careers with sciences, devotions and defense modes , but learn them in a rigid, unchanging way. This order of progression of learning is a necessary part of the discipline of being a monk, and may not be altered. Monks gain, spend and re-gain Psionic Strength Points at the same rate as true psionicists. Differences from True Psionicists: Monks have certain other differences from true psionicists. In addition, monks do not choose which psionic powers they will learn each level. The order of psionic powers learned is a rigid, unbending schedule that is the same for all monks. Lastly, monks never gain all 6 psionic disciplines. The most they ever learn is 5 metapsionics is never learned. These psionic drawbacks are offset by a number of advantages of monks -- namely their combat and thieving abilities, to be discussed later. For full information on psionics, consult the Complete Psionics Handbook.

Advancement Experience Levels and Awards: Monks, like all other classes, earn experience points and advance in levels. The minimum of experience points needed to advance to each level is given in Table 1. Advancement to 12th level: In order for a monk to advance to 12th level, the 11th level monk must first reach the minimum XP required for 12th level. Then, if there is a vacancy in the next level, the monk may immediately fill that vacancy. This way, a single monk cannot "sit" at 12th level, unchallenged. Every new monk who wishes to advance beyond 11th level must seek the next monk "in rotation". At the time of the duel, the 11th level monk gains, temporarily, the abilities of the 12th level monk. The duel must take place in a mutually agreeable arena, and no weapons other than hands and minds and no magic items are allowed to be used. The combat must be purely one-on-one with no outside interference. The rules for resolving the duels for each particular order are as follows: These monks do not actually harm one another. Rather, all damage is "subdual" as per the "subduing a dragon" rules. Thus, hit points lost and actual death do not occur. However, subdual hit point losses are tallied, and the monk who first loses all of their hit points to "subdual damage" by the other, is declared the loser. The loser of the battle becomes an 11th level monk, with exactly , XP, and may not challenge a reigning 12th level monk for at least 1 year. These monks actually inflict damage in their duels. If the losing monk concedes defeat before his death, he is the loser, and becomes an 11th level monk with , XP and may not challenge a reigning 12th level monk for 1 year, with the winning monk maintaining the position of 12th level, and keeping their XP. If nobody concedes defeat, this truly is a fight to the death, with the surviving monk staying at 12th level. These duels are always to the death. There is no "concession of defeat". The surviving monk stays at 12th level. For the Lawful Neutral and Lawful Evil orders, a monk who has died in a monkish duel at 12th level, and who is raised from the dead, comes back as an 11th level monk with , XP. It should also be noted that even Lawful Evil monks realize the importance of a fair fight, and that any use of weapons, magic, or outside interference will result in not only their immediate loss of the battle, but a removal from the monkish order in game terms, this means that the monk will have their XP frozen at ,, and be unable to gain XP until a quest is fulfilled for re-instatement to the monastic order.

Advancement to 13th through 21st level: Only one monk of each level from 13 through 21 may exist in any order at any time. Then, as they did for 12th level, the monk must either fill a vacancy if one exists -- again, a slim, but not impossible, chance , or else find the single monk of the next level in their order, and challenge them to a duel. The duels for each order are the same as those listed for advancement to 12th level. Again, a monk who dies in one of these duels and is raised, comes back as though they had lost and lived i. Advancement beyond 21st level: No monks have ever been reported to exist beyond 21st level. However, like the druids, there are rumors of a separate order of monks above the so-called "maximum" level. The existence or non-existence of such an order is left to the discretion of the DM.

Leaving the monastic orders: At any time, a monk may leave the monastic ways and still acquire XP through adventuring. What this means, effectively, is that they voluntarily choose to cease going up in levels. If a monk chooses this option before 12th level, they may always resume their upward movement at a later date. If, however, a monk leaves the order from 12th through 21st levels, they create a vacancy in their position, and will be unable, ever, to regain their position though a wish may allow an exception to this rule. This option is occasionally chosen by monks who are tired of chasing their superiors for duels, while constantly being dogged by their underlings. However, the most common example of such a choice is by the 21st level monks. These, often venerable, old men and women usually disappear from the world with nary a word to their

underlings. If they go out to seek final adventures before old age catches them, or if they are taken up to the gods through divine ascension , or if they actually join a new, higher-order of monks, no tales say.