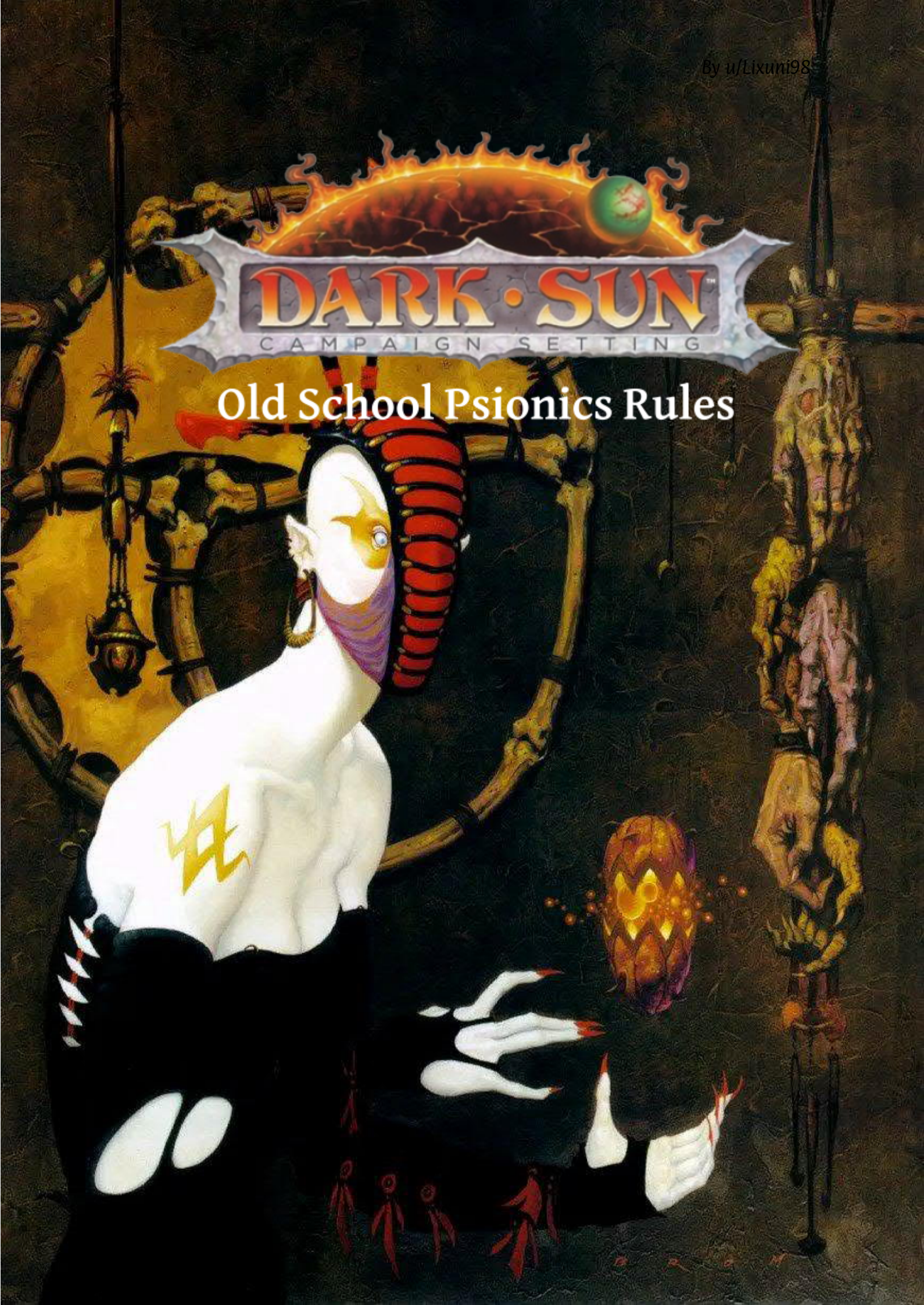


DARK • SUN™

C A M P A I G N S E T T I N G

Old School Psionics Rules



Foreword

Ever since Psionics was first introduced in first edition, psionic rules have always been received in a mixed manner, some like it, some hate it and some are indifferent, but they have been a part of the game almost since their inception, and they certainly reached the forefront when they were made an integral part of the Dark Sun setting for 2nd edition. Athas was introduced as a world filled with psionic energy and power, and as such almost every creature on Athas had at least some sort of psionic powers in them. The issue? Psionic rules have always been hazy, convoluted, difficult to understand and tedious to keep track of, meaning that most people were always going to have mixed opinions regarding them. For this reason, I came up with a variation of these rules specifically for those who enjoy the OSR playstyle, doing my best to present a set of psionic rules that are easy to understand, distinct from their magic counterparts and just overall fun to play with. In this small booklet I am presenting rules for Psionics, one psionic class (the psionicist), optional rules for wild talents and 42 psionic powers to build characters with.

The implied system compatible with these rules are those based on the B/X edition, specially Old School Essentials, however conversion to other OSR systems should not be very difficult. These rules are also implied to be used in a Dark Sun Campaign, but should

work regardless of the setting. This is part of an ongoing project to create an OSE conversion of Dark Sun that aims to fix the complicated rules of 2E. As such, expect changes to these in future.

The following rules were inspired by those present in Carcass Crawler Issue #1 (Kineticist) and Planar Compass Issue #1 (Psion and Psionic Rules), supplemental material for Old School Essentials, I recommend to please check them out. They are worth every penny.

Feel free to use these on your games, and if you have any recommendation or feedback, please feel free to reach out and let me know, I am looking to always improve.

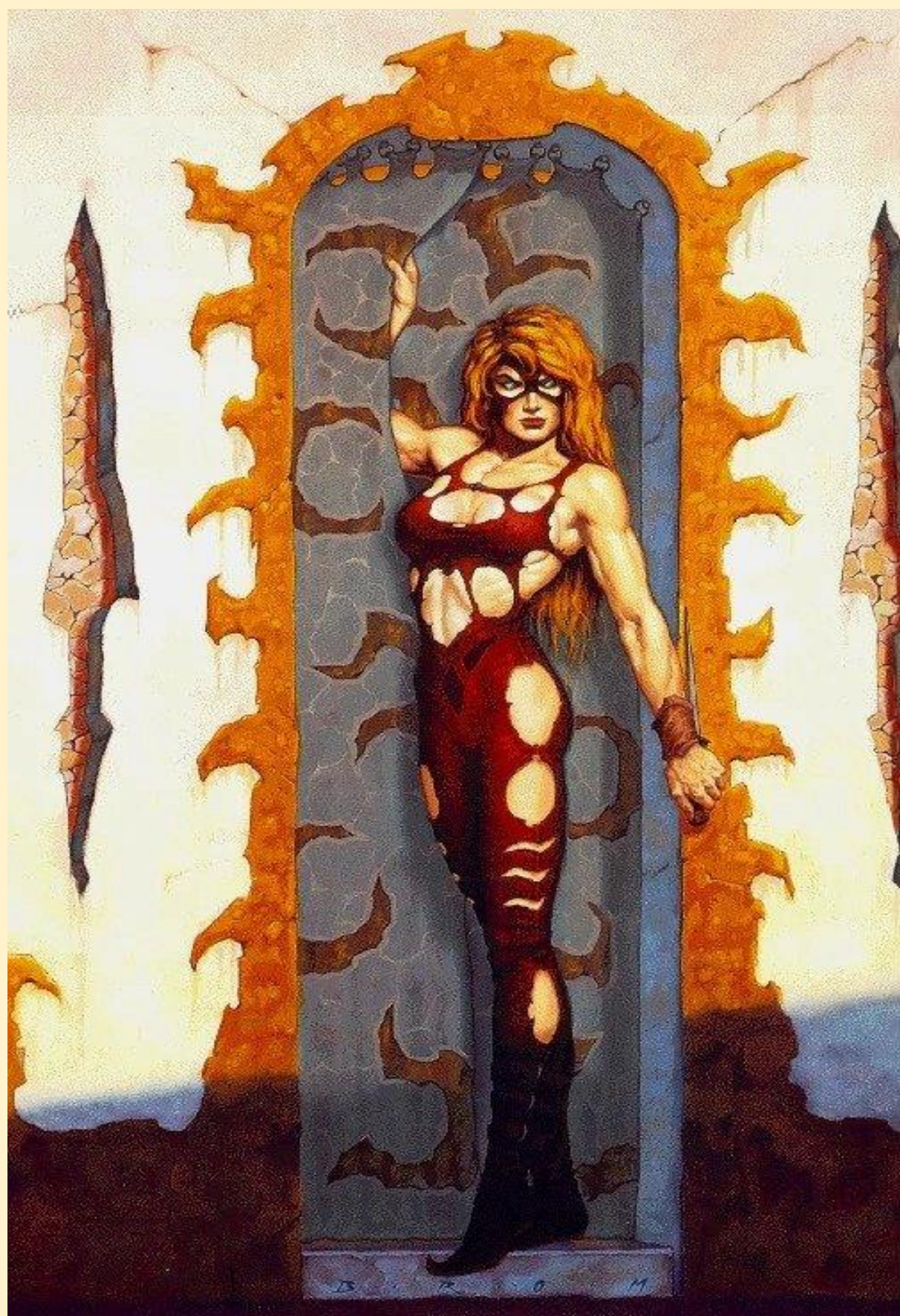
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Psionicist

Requirements: None
Prime requisite: INT and WIS
Hit Dice: 1d4
Maximum level: 14
Armor: None
Weapons: Any
Languages: Alignment, Common

Psionicists are masters of mind over matter, their rigorous physical and mental training allows them to learn the Way, a philosophy of mental discipline, to become master of his Will, or innate mental power.

Prime requisites: A psionicist with at least a 13 in one requisite gains a 5% bonus to experience. If both INT and WIS are 16 or higher, the psion gets a 10% bonus.

Combat

Psionicist can use all weapons, but cannot use armor or shields, instead relying on their honed reactions and mental powers for defense in battle.

Mental Defense

Psionicist gain a +2 bonus to all saving throws against mental powers, including the powers of other psionicist.

Armor Class

As a psionicist advances in level, their honed reactions and ability to deflect attacks grant them an improved Armor Class, indicated in the table opposite.

Psionic Powers

Psionicists know a number of psionic powers depending on their level, as indicated in the table opposite, also representing the amount of powers they are able to cast per day as well. Psionic powers are chosen by the DM, who may allow the player to choose.

Psionic Power Rank

Psionic Powers are classified by ranks, which determine the intensity of the power's effects, the table opposite indicates which rank is available to a psionicist's powers depending on their level.

Activating Psionic Powers

Psionicist' psionic powers take effect instantly at the beginning of the character's initiative. A psionicist may activate a power and perform other actions (e.g. moving, attacking, etc.) in the same round.

Combat sequence: Mental powers take effect at the beginning of the combat sequence, before movement.

One power per round: A psionicist cannot activate more than one power in a single round.

After Reaching 9th Level

A psionicist may establish a psionic academy where they teach their skills to students. The psionicist will attract 1d6 apprentices, who are of level 1-4.

Psionicist Level Progression

Level	XP	HD	THACo	AC	D	W	P	B	S	Psionic Powers	Power Rank
1	0	1d4	19[0]	9[10]	13	15	10	16	15	2	1st
2	2,000	2d4	19[0]	8[11]	13	15	10	16	15	3	1st
3	4,000	3d4	19[0]	7[12]	13	15	10	16	15	4	1st
4	8,000	4d4	19[0]	6[13]	13	15	10	16	15	5	1st
5	16,000	5d4	19[0]	5[14]	12	13	9	15	14	7	2nd
6	32,000	6d4	17[+2]	4[15]	12	13	9	15	14	8	2nd
7	64,000	7d4	17[+2]	3[16]	12	13	9	15	14	9	2nd
8	120,000	8d4	17[+2]	2[17]	12	13	9	15	14	10	2nd
9	240,000	9d4	17[+2]	1[18]	10	11	8	13	12	12	3rd
10	360,000	9d4+2*	17[+2]	0[19]	10	11	8	13	12	13	3rd
11	480,000	9d4+4*	14[+5]	-1[20]	10	11	8	13	12	14	3rd
12	600,000	9d4+6*	14[+5]	-2[21]	10	11	8	13	12	15	3rd
13	720,000	9d4+8*	14[+5]	-3[22]	8	9	7	12	11	17	4th
14	840,000	9d4+10*	14[+5]	-3[22]	8	9	7	12	11	18	4th

THACo: Attack matrix row to use.

(Ascending AC attack bonus in [].)

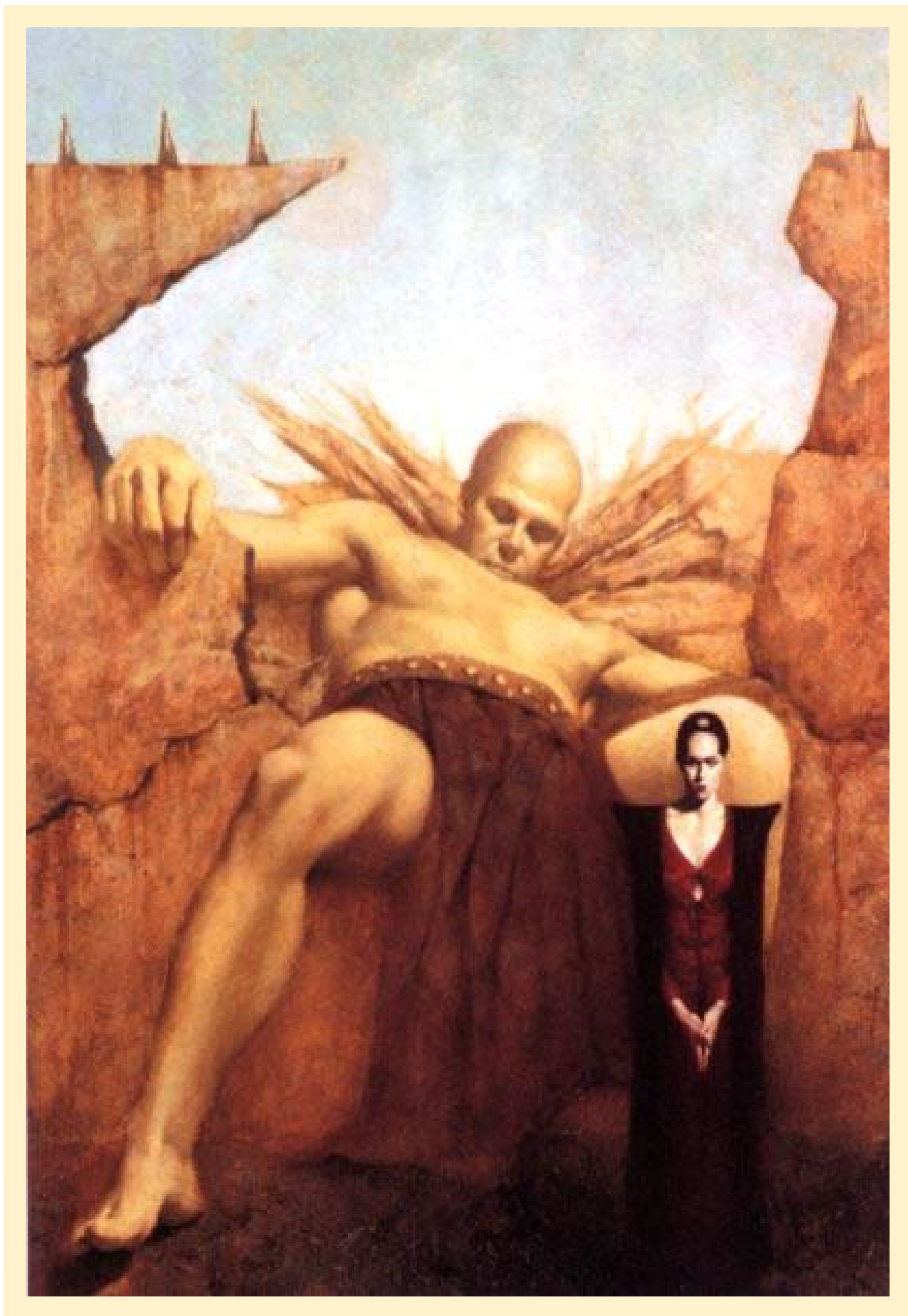
*: Modifiers from CON no longer apply.

D: Death / poison; W: Wands;

P: Paralysis / petrify; B: Breath attacks;

S: Spells / rods / staves.





Psionics

Psionic characters have the ability to tap into their own mental energy to unleash powers. Psionic powers consist of patterns of supernatural energy born from within a psychic mind.

Using Psionics

Powers Known: The character's class determines how many powers they know, as well as how many they can cast before they run out of mental energy.

Recovering Mental Energy: After using all of their available powers, a psionic character can regain their energy faster after an uninterrupted night's sleep. It takes additionally one hour of meditation to regain all Powers a character is able to cast.

Activating Psionic Powers: Psionic powers take effect instantly at the beginning of the character's initiative. A psionic character may activate a power and perform other actions (e.g. moving, attacking, etc.) in the same round.

Combat sequence: Mental powers take effect at the beginning of the combat sequence, before movement.

One power per round: A psionic character cannot activate more than one power in a single round.

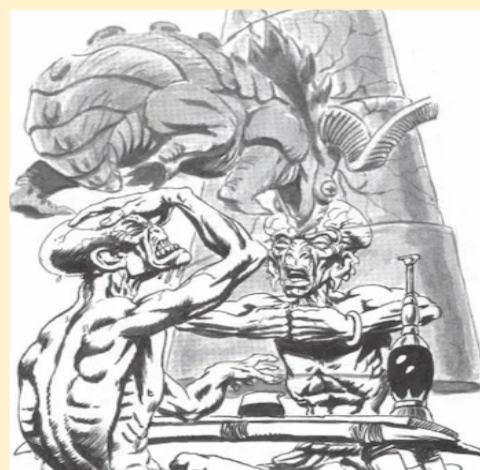
Psionic Power Rank: Psionic Powers are classified by ranks, which determine the intensity of the power's effects. The rank available to a character is indicated by their class.

Power Effects

Selecting targets: Some powers affect multiple targets, either by area or by Hit Dice total. If the power description does not specify how targets are selected, the DM must decide whether they are selected randomly, by the caster, etc.

Concentration: Some powers specify that the caster must concentrate in order to maintain the psionic effect. Unless the psionic description states otherwise, performing any other action or being distracted (e.g. attacked) causes concentration to end.

Cumulative effects: Multiple powers cannot be used to increase the same ability (e.g. bonuses to attack rolls, AC, etc.). Powers that affect different abilities can be combined. Powers can be combined with the effects of magical items.



Psionics and Magic

Psionics operate similarly to, but not on the same principles as, magic. Magic draws on sources of power “outside” the spellcaster (i.e., clerics receive energy from their deities, and magic-users call upon arcane powers). Psionics, by comparison, is the power of the unlocked potential of the mind, and its ability to access the fundamental nature of being and the world that stems from it. DMs have, therefore, two choices for dealing with these matters should they want to include psionics in their games:

Magic and Psionics can affect each other: Spells that may affect other spells (i.e, *Dispel Magic*) work on psionic powers as well and vice versa. The nature of both psionics and magic may be different, but they operate in the same plane of the supernatural.

Magic and Psionics can not affect each other: Spells that may affect other spells (i.e, *Dispel Magic*) do not work against psionic powers and vice versa. This means that both forces do not operate in the same plane, even though they manifest and manipulate reality. This however, still allows the use of spells and psionic powers to detect the presence of the other (i.e, *Detect Magic* and/or *Detect Psionics*).

Wild Talents (Optional rule)

A wild talent is someone from any other character class who has natural, latent psionic potential. This potential can be present in any character, regardless of class, alignment, or race. Wild talents can never approach psionists in skill, but they do boast at least one psionic power-which is known as a "wild power" among psionists.

Generating Wild Talent

During character's creation, roll a d20. If the result is equal to or under the Intelligence score, or if the class is Psionist, the character is considered a wild talent and has a wild psionic power. Refer to the table below to determine what the wild power is (Psionists may pick their power instead of rolling). Wild powers can be used a number of times per day equal to half the character level (rounded up).

Wild Talent Generation

D10	Result
1	All-Round Vision
2	Know Direction
3	Catfall
4	Chameleon Power
5	Animate Shadow
6	Control Sound
7	Sight Link
8	Life Detection
9	Send Thoughts
10	Control Lights

WILD POWER DESCRIPTIONS

All-Round Vision

Range: Self

Duration: 1d4 Rounds

This power gives the psionist "eyes in the back of his head-and in the sides and top, as well. (figuratively; eyeballs are not literally sprouting) In effect, the character can see in all directions simultaneously.

Know Direction

Range: Self

Duration: 1 day

The psionist becomes his own compass. For the duration of this power, the psionist knows which way is north.

Catfall

Range: Self

Duration: n/a

A character using this power can spring like a cat in the same round, and always land gracefully on his feet. He still suffers damage from falling, but the damage is halved.

Chameleon Power

Range: Self

Duration: 1d4 Rounds

The character using this power changes the coloration of their skin, clothing, and equipment to match the background. The match is automatic; appearance is not chosen.

Animate Shadow

Range: 100'

Duration: 1d4 Rounds

The caster can animate the shadow cast by anyone or anything and make it seem to have life of its own.

Control Sound

Range: 100'

Duration: 1d2 Rounds

This power allows the caster to shape and alter existing sounds.

Sight Link

Range: Unlimited

Duration: 1d2 Rounds

Sight Links allows the telepath to tap into another creature's optical system. The telepath sees whatever his link sees.

Life Detection

Range: 100'

Duration: 1d4 Rounds

A telepath can detect the presence of living, thinking creatures within a limited area.

Send Thoughts

Range: Unlimited

Duration: 1d2 Rounds

This is one-way communication, allowing the telepath to send his own thoughts to a creature they can see to its mind.

Control Light

Range: 30'

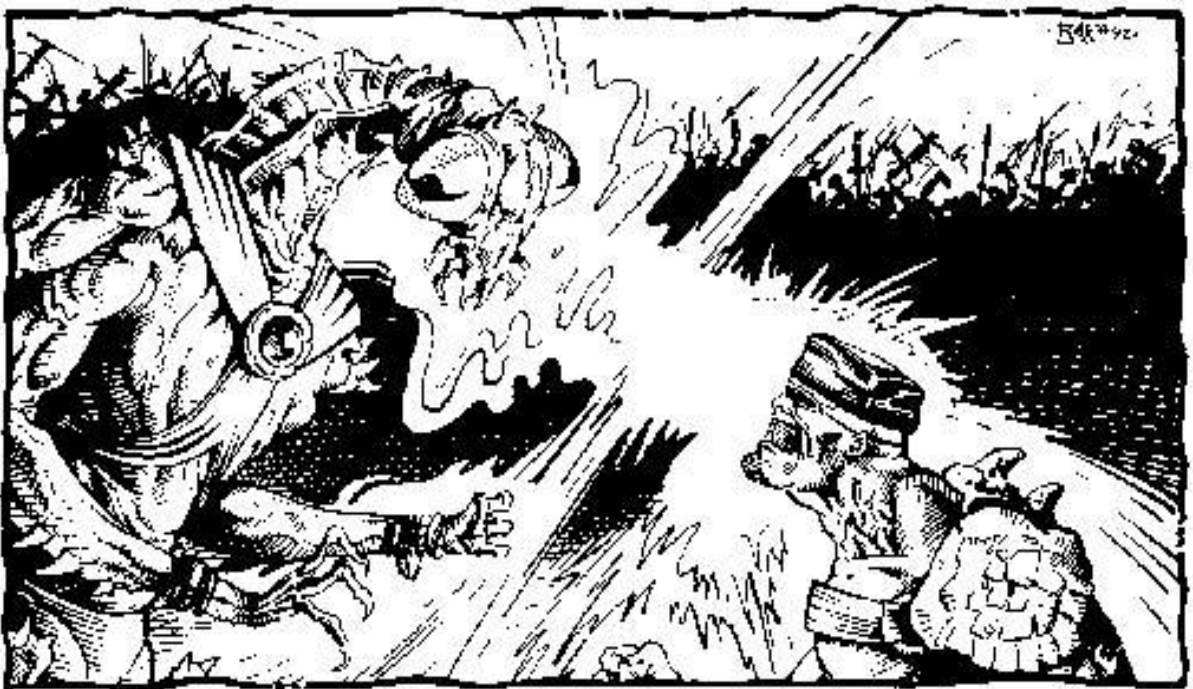
Duration: 1d4 Rounds

The caster can manipulate existing light, either changing colors or shading.



Psionic Power List

- Accelerated Motion
- Astral Projection
- Aura Alteration
- Body Control
- Body Equilibrium
- Body Weaponry
- Cell Adjustment
- Clairaudience
- Clairvoyance
- Control Density
- Crush Life
- Detect Evil
- Detect Magic
- Dimension Door
- Dimension Walking
- Domination
- Empathy
- Energy Control
- ESP
- Expansion
- Hypnosis
- Invisibility
- Kinetic Fist
- Kinetic Leap
- Kinetic Shield
- Kinetic Wave
- Levitation
- Mass Domination
- Mind Bar
- Mind Link
- Mind Over Body
- Molecular Agitation
- Molecular Manipulation
- Molecular Rearrangement
- Precognition
- Reduction
- Shape Alteration
- Suspend Animation
- Telekinesis
- Telepathic Projection
- Teleport
- Thought Shield



Psionic Power Descriptions

Accelerated Motion

Range: n/a

Duration: 1 round

The caster makes a rapid burst of movement, driven by an internal surge of kinetic force.

- **Movement:** The caster's movement rate is doubled.
- **Melee attacks:** The caster may make multiple melee attacks per round. The number of melee attacks the caster can make depends on the rank, as indicated in the table below.

Accelerated Motion: Attacks per Round

Rank	Attacks per Round
1st	2
2nd	3
3rd	4
4th	5



Astral Projection

Range: n/a

Duration: 1 hour per rank

This power separates the caster's astral body from their physical one. This projection has the following conditions:

- **Physical tether:** The astral body is connected to its physical body by a long silver cord that disappears from sight after 10'. This cord is virtually indestructible but if it is somehow severed (perhaps from another projected astral body) then the caster dies.
- **Temporary Body:** The caster's astral body is projected into the astral plane, meaning that it is invisible to characters present in the physical plane and is not able to interact with any objects. However, its presence may be perceived by magical detection or any other projected astral bodies.

Aura Alteration

Range: Touch

Duration: 1 hour per rank

This power can be used in two ways:

- **Mask alignment and level:** The true alignment and level of the target remains the same but anyone viewing the aura will be fooled.
- **Remove geas or quest:** Remove a compulsion or charm effect imprinted on the target's aura (e.g., curses, geases, quests, etc.).

Body Control

Range: Self

Duration: 1 turn per rank

The caster is able to adapt their body to survive in a hostile environment such as fire, water, acid, or poison.

Body Equilibrium

Range: Self

Duration: 1 turn per rank

Allows the caster to adjust their weight so that they may walk on water, quicksand, etc.

Body Weaponry

Range: Self

Duration: 2 rounds per rank

One of the caster's limbs becomes a weapon of their choosing. The limb takes on the material of the weapon (wood, steel, etc).

Cell Adjustment

Range: Touch

Duration: 2 rounds per rank

This power is used in two ways:

- **Cure disease:** Psionic energy is used so a disease can be cured in 1 round.
- **Restore hit points:** 1d4 hit points can be restored each round.



Clairaudience

Range: Special

Duration: 1 turn per rank

Allows the caster to hear clearly up to a certain range in a certain direction. The range of the power is affected by the rank as per the table below.

Clairvoyance

Range: Unlimited

Duration: 1 turn per rank

Allows the caster to see clearly up to a certain range in a certain direction. The range of the power is affected by the rank as per the table below:

Clairaudience & Clairvoyance Range

Range	Rank
300'	1st
1 mile	2nd
10 miles	3rd
100 miles	4th

Control Density

Range: Touch

Duration: 1 day per rank

This shrinks or grows an object up to 2' per rank smaller or bigger in scale, However, its weight remains the same, as well as its material and density.

Crush Life

Range: 60'

Duration: N/A

The Caster chooses a target they can see, the target takes 1d8 per rank psychic damage or half damage after a succesful **save vs spell**.

Detect Evil

Range: 120'

Duration: 1 turn per rank

Objects enchanted for evil purposes or living beings with evil intentions are revealed by the aura.

- **Intent only:** This power does not grant the ability to read minds, but only grants a general sense of evil intent.
- **Definition of evil:** The referee must decide what is "evil". Some things that are potentially harmful, like traps, are not "evil".

Detect Magic

Range: 60'

Duration: 1 turn per rank

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.



Dimension Door

Range: 10'

Requirement: 3rd Rank

Duration: N/A

The caster or a single creature is instantly transferred to another location up to 360' distant. The destination may be selected in two ways:

1. **Known location:** A location, within 360', known to the psionic character.
2. **An unknown location:** Specified by a series of offsets (e.g. 120' north, 160' east, 80' up) totaling not more than 360'.

Stipulations: The following apply:

- **If the destination is occupied:** By a solid body, the power fails.
- **If the target is unwilling:** It may save versus spells to resist the teleportation.

Dimension Walking

Range: N/A

Requirement: 3rd Rank

Duration: 1 turn per rank

This power allows the caster to travel long distances by passing through a pocket dimension. They can travel at the rate of 21 miles a turn.

Domination

Range: 90'

Duration: 1 Round, varies

A single humanoid or creature must **save vs spells** or be dominated. A dominated creature is under the control of the psionic wielder but may make another **save** if forced to act against its own alignment. The caster may use this power again to maintain domination for another round.

Empathy

Range: 60'

Duration: 1 round per rank

This power is used to sense the emotions and motives of a mind. If the target is not willing, the target creature must **save vs spells** or be affected by the power.

Energy Control

Range: Self

Duration: 2 rounds per rank

Allows the caster to warp energy around themselves and dissipate it thereby protecting them from cold, heat, electricity, and fire that would normally harm them.

ESP

Range: 60'

Duration: 1 round per rank

This power grants the caster the ability to perceive and understand the thoughts of other living creatures.

- **Meaning:** The psionic character understands the meaning of all thoughts even if they do not share the creature's language.

Expansion

Range: Self

Duration: 1 round per rank

Allows the caster to increase their proportions by 50% per round up to four times their original size.

Hypnosis

Range: 30'

Duration: 1 round per rank

The psionic character is able to place targets into a trance in which they are very susceptible to suggestion. Target creature must **save vs spells**, to resist the hypnotic suggestion. . If the save fails, the subject will follow the caster's suggestion for up to the duration of the spell.

The number of hit dice of the targets that the caster is able to hypnotize depends on the caster's rank, as indicated below:

- **1-4:** 1st Rank.
- **5-8:** 3th Rank.
- **9-12:** 3th Rank.
- **13+:** 4th Rank.

Insibility

Range: 300'

Duration: 2 rounds per rank

Unlike a magic user's invisibility, psionic invisibility involves tricking the minds of other creatures into not seeing the psionic character. Doing any other action except for movement will end the effects of the power. The caster may use this power again to maintain its effects.

Kinetic Fist

Range: Self

Duration: 1 round per rank

The caster's unarmed attacks are charged with focused kinetic energy, making their bare hands deadly weapons.

Damage: The caster's unarmed attacks inflict increased damage, as indicated in the table below.

Invulnerable monsters: Kinetically charged attacks are able to harm monsters which are immune to mundane damage (e.g. which can only be harmed by magic or silver weapons).

Kinetic Fist: Unarmed Damage

Rank	Unarmed Damage
1st	2d4
2nd	2d6
3rd	2d8
4th	2d12

Kinetic Leap

Range: 10' + 10' per rank

Duration: Instant

The caster propels their own body with a surge of kinetic force, allowing them to make a superhuman leap. Leap: The caster can leap to any location within range, including vertically.



Kinetic Shield

Range: Self

Duration: 1 round per rank

A shield of kinetic energy whirls around the caster's body, deflecting attacks against them.

Missiles: The kineticist is completely immune to small, non-magical missiles. No protection is granted against, for example, hurled boulders or enchanted arrows.

Melee attacks: Opponents suffer a -2 penalty to melee attack rolls against the kineticist.

Energy attacks: The kineticist gains a +2 bonus to saving throws versus magic wands, rods, and staves, breath weapons, and energy attacks.

Concentration: Performing any other action (except moving) causes the power to end.

Kinetic Wave

Range: 30'

Duration: Instant

A wave of kinetic force surges from the caster's hand at a single target in range.

Push: The target must **save vs paralysis** or be thrown back by the kinetic force.

If the save fails: The target suffers 1d6 damage per rank and is thrown away from the kineticist to a distance of 10' per rank of the caster.

Levitation

Range: Self

Requirement: 2nd Rank

Duration: 1 round per rank

Allows the caster to rise vertically at the rate of 3' per second or 90' per round. Weight beyond the caster's own weight is limited by their carrying capacity per rank.

Mass Domination

Range: 120'

Requirement: 2nd Rank

Duration: 2 rounds, varies.

The caster is able to dominate up to 5 creatures. Each target must be dominated separately and each must **save vs spells** or be dominated. All dominated creatures are under the control of the psionic wielder but may make another **save** if forced to act against their own alignment. The caster may use this power again to maintain domination for another round.

Mind Bar

Range: Self

Duration: 3 rounds per rank

Imparts the psionic character with the following benefits:

- **Magic Resistance:** +6 bonus to **saves versus spells** for charm, confusion, fear, feeblemind, and magic jar.
- **Psionic Protection:** +6 bonus to **saves** against mental attacks.

Mind Link

Range: Unlimited

Duration: 1 turn per rank

This power allows the caster to converse with an intelligent creature they can see without any words spoken. Only thoughts that the parties wish to transmit to the other will be understood. The two parties are able to understand each other regardless of language.



Mind Over Body

Range: Touch

Requirement: 3rd Rank

Duration: up to 10 days per rank

Allows a number of people to survive without food, water, or sleep through deep meditation. Characters who have survived in this fashion experience the following at the end of this period:

- **Complete Exhaustion:**
Characters must rest for one day for every two days surviving using Mind over Body.
- **Restored from Healing:**
Characters can be fully rested from this exhaustion with a full day of healing.

Molecular Agitation

Range: 120'

Duration: 1 + 1 up to round per rank

This power increases the speed of an object's molecules, generating heat. Its effect varies depending on the length of time it is maintained:

Molecular Agitation Effect

Rounds	Effect
1	Paper & grass ignite
2	Wood smokes, skin burns (1d4 damage)
3	Wood ignites, severe burns (1d6 damage)
4	Steel softens
5	Steel Melts

Molecular Manipulation

Range: 45'

Duration: 1 round per rank

The psionic character can weaken a substance by moving its molecules around at the rate two square inches per round.

Molecular Rearrangement

Range: 6'

Requirement: 3rd Rank

Duration: 1 hour per rank

This power can change the material of an object at the rate of one ounce an hour.

Psionic Blast

Range: 60/120/180'

Requirement: 3rd Rank

Duration: N/A

This power is a dreadful mental attack that makes. It has the following effect:

- **Health Deception:** The target's they must **save vs death** or for 6 turns the target believes they have lost 80% of their remaining hit points. If they lose their perceived hit points the target will pass out. They will not die unless their actual hit points are depleted.

There are three ranges that effect the target's **save**:

- ❖ 60 feet: no effect.
- ❖ 120 feet: +2 to save.
- ❖ 180 feet: +5 to save.

Precognition

Range: Self

Requirement: 3rd Rank

Duration: N/A

The psionic character is able to look into the future and see the most likely result of a plan or decision.

- **Player knowledge:** The referee should make the prediction cryptic, vague and/or redundant in order to give leeway to potential unforeseen outcomes of the player's actions.

Reduction

Range: Self

Duration: up to 2 rounds per rank

Allows the psionic character to shrink their body up to 3 feet or less. Below that they can reduce their current size by 2 feet per rank.

Shape alteration

Range: Self

Requirement: 2nd Rank

Duration: up to 1 round per rank

The psionic character can transform their body into an object or living thing as long as it is of similar mass. This transformation has the following effect:

- **Retained stats:** The psionic character's health points and THACo remain the same.
- **New AC and attacks:** The psionic character assumes the AC of that which they are transformed into, as well as any non magical attacks it may have.

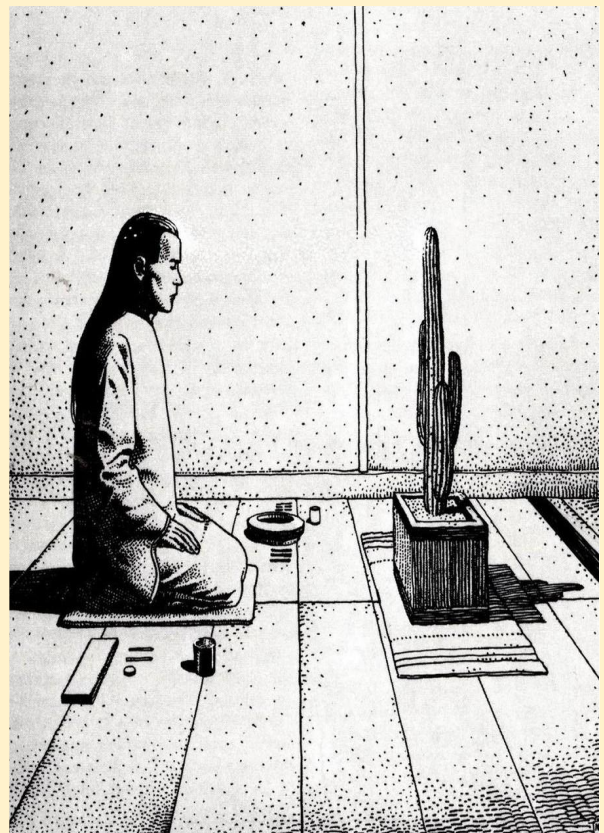
Suspend Animation

Range: Touch

Requirement: 3rd Rank

Duration: Up to 1 week per rank

Allows the caster to slow their life signs, or the life signs of another willing creature, to the point where they appear to be dead by most inspections. The duration of the suspension can go up to is equal to their rank. To end this slumber they may choose a time to awake at will. The caster may use this psionic power again to keep the target in suspension, as long as the target creature is willing to keep the slumber.



Telekinesis

Range: 90'

Duration: 1 round per rank

By concentrating, the psionic character is able to move objects or creatures by the power of thought.

- **Weight:** The target's weight allowed is determined by the caster's rank, as indicated by the table on the right.
- **Movement:** The target may be moved up to 30' per round, in whatever direction the psionic character wishes (including vertically).
- **Weapon:** The target may be used as a weapon using it as a ranged attack. The Damage is determined by the Target's weight and caster's power rank, as indicated in the table on the right.

Telekinesis Weight & Damage

Weight (Coins)	Damage	Rank
Up to 200	2d4	1
201-400	2d6	1
401-800	3d6	2
801-1,500	4d6	3
1,501+	5d6	4

Telepathic Projection

Range: Unlimited

Duration: Up to 2 rounds per rank

The caster is able to project emotions onto targets they can see. This cannot result in extreme changes but can only sway emotions.

Teleport

Range: Infinite, depending on the rank

Requirement: 3rd Rank

Duration: N/A

The psionic character or a chosen creature vanishes and reappears at a location of the psionic character's choosing.

- **Gear:** The subject is teleported with all its gear, up to its maximum load.
- **Teleport other:** The target must be willing or unconscious. The caster must use one of their powers for any other partner.
- **Destination:** May be at any distance, but must be known to the psionic character. The destination must be an open space at ground level. (It is not possible to intentionally teleport the subject into mid-air or into solid matter.) The caster must roll on d%, with a result of less than or equal to the listed percentage indicating success., depending on the distance and/or caster's rank, as indicated on the table below.

Teleportation Difficulty and Rank

Range	3rd Rank	4th Rank
30'	55	75
300'	45	65
3000'	35	55
10 miles	25	40
100 miles	20	25
1,000 miles	10	20
10,000 miles	05	15
Interplanar	01	10

Thought Shield

Range: 60'

Requirement

Duration: Up to 2 rounds per rank

This power has the following effects:

- **Recovery from Charm, Hypnosis or Domination:**
Removes any instantaneous or permanent effect on the target caused by a psionic power only as long as said power was casted at a rank equal to the caster's.
- **Psionic Shielding:** +6 bonus to **saves** against mental attacks.
- **Concentration:** Performing any other action (except moving) causes the power to end.