

Name: **Contact**

Telepathy

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Power Score: Ego/Willpower

Cost, Initial: varies

Maintain: 1/round

Range: special

Prep. Time: 0

Area of Effect: individual

Save: **n/a**

Prerequisites: none

Once established contact costs 1 PSP to maintain, but if the psionicist uses another telepathic power on the victim, maintenance is free.

Cost: 1-5 lvl/HD, 3 PSP; 6-10 lvl/HD, 8 PSP; 11-15 lvl/HD, 13 PSP; 16-20 lvl/HD, 18 PSP; 21-25 lvl/HD, 23 psp; 26-30 lvl/HD, 28 PSP. **Distance:** Power score mod.: Line-of-sight, 0; 1 mile, -1; 10 miles, -3; 100 miles, -5; 1,000 miles, -7; 10,000 miles, -9. **Life Order:** Power score mod.: mammal (except marsupial), -1; marsupial, -2; bird, -3; reptile, amphibian, -4; fish, -5; arachnid, insect, -6; monster, -7; plant, -8. **Power score:** four rounds free contact. **20:** No contact until next level.

Name: **Ego Whip**

Telepathy

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Power Score: Ego/Willpower -3

Cost, Initial: 4

Maintain: na

Range: 40/80/120 yards

Prep. Time: 0

Area of Effect: individual

Save: **n/a**

Prerequisites: mindlink

Ego whip is one of the five telepathic attacks used to establish contact with another psionicist's mind. The power assaults the victim's ego, leaving him with feelings of inferiority and worthlessness. If used against a contacted mind, the target is dazed for 1d4 rounds, during which all of his die rolls (psionic attacks, melee attacks, saving throws, etc.) are penalized five points (or 25%) and he cannot cast any spells above third level.

Power Score Range mods.: At medium range, the psionicist's power score is at -2. At long his power score is at -5.

Name: **Id Insinuation**

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Power Score: Ego/Willpower -4

Cost, Initial: 5

Maintain: na

Range: 60/120/180 yards

Prep. Time: 0

Area of Effect: individual

Save: **n/a**

Prerequisites: mindlink, contact

The attack, Id insinuation, seeks to unleash the uncontrolled subconscious of the defender, pitting it against his superego. The attack leaves him in moral uproar.

Technically speaking, this power drives the victim to temporary insanity. Note, the the target must be of at least low intelligence to be affected. If this power is used against a contacted mind, the target can do nothing for 1d4 rounds.

Power score range mods.: Medium -2; Long -5. **Power score:** Victim turns against allies for 1d4 rds. **20:** Psionicist's id unleashed, -1 to attacks and power checks for 1 turn.

Name: **Intellect Fortress**

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Power Score: Ego/Willpower -3

Cost, Initial: 4

Maintain: na

Range: 0

Prep. Time: 0

Area of Effect: 3-yard radius

Save: **n/a**

Prerequisites: mindlink

Intellect fortress calls forth the powers of the ego and superego to stop attacks.

Unlike most other defenses, intellect fortress has an area of effect beyond the psionicist's mind, offering protection to other minds within that radius. Every mind within that area defends against telepathic attack with the psionicist's intellect fortress.

Power Score: No additional effects.

20: The defense falters and is not usable again for 1d4 rounds.

Name: **Mental Barrier**

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Power Score: Ego/Willpower -2

Cost, Initial: 3

Maintain: na

Range: 0

Prep. Time: 0

Area of Effect: personal

Save: **n/a**

Prerequisites: mindlink

Mental barrier is one of five telepathic defenses against unwanted contact. It is a carefully built wall of thought repetition which exposes only one small area of the mind at a time.

A psionicist can initiate one other psionic power in the same round that he uses mental barrier.

Power Score: Contact during this round and next is impossible.

20: The barrier fails and the mental attempt disrupts any currently active powers.

Name: **Mind Blank**

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Power Score: Ego/Willpower -7

Cost, Initial: 0

Maintain: 0

Range: 0

Prep. Time: 0

Area of Effect: personal

Save: **n/a**

Prerequisites: mindlink

The mind blank defense attempts to hide the mind from attack, making its parts unidentifiable. This defense is particularly effective against a psionic blast and id insinuation.

A psionicist can use one other psionic power (but not another defense mode) in the same round that he uses mind blank.

Power Score: No other effect.

20: The character cannot use mind blank for 1d4 hours.

Name: **Mind Thrust**

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Power Score: Wisdom/Willpower -2

Cost, Initial: 2

Maintain: na

Range: 30/60/90 yards

Prep. Time: 0

Area of Effect: individual

Save: **n/a**

Prerequisites: mindlink

The mind thrust is a stabbing attack which seeks to “short” the synapses of the defender.

If the subject’s mind has already been contacted, and he has psionic powers, then this power can do some damage. The subject loses the use of one power, chosen randomly for 2d6 days. Beyond establishing contact, mind thrust has no effect on creatures or characters without psionics.

Power score range mods.: Medium, -2; Long -5. **Power Score:** No additional effect. **20:** The telepath loses all tangents, but not contacts.

Name: **Psionic Blast**

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Power Score: Wisdom/Willpower -5

Cost, Initial: 10

Maintain: na

Range: 20/40/60 yards

Prep. Time: 0

Area of Effect: individual

Save: **Special**

Prerequisites: telekinesis

Psionic blast is a wave of brain force which can jolt a subject’s mind like a piece of shocking news. This is one of five telepathic attacks used to establish contact.

If this power is used against a mind that has already been contacted, the subject must save vs. death. Failure means he loses 80% of his remaining hit points, *but only in his mind*. He will pass out when the remaining 20% of his hit points are gone, but won’t die unless all of them are actually lost. The effects wear off in six turns.

Power Score range mods.: Medium -2; Long -5. **Power Score:** A victim who fails his save passes out for one turn. **20:** No other effect.

Name: **Psychic Crush**

Telepathy

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Power Score: Ego/Willpower -4

Cost, Initial: 7

Maintain: na

Range: 50 yards

Prep. Time: 0

Area of Effect: individual

Save: **Special**

Prerequisites: mindlink

Psychic crush is one of the five telepathic attacks used to establish contact with another psionist's mind. It is a massive assault upon all neurons in the brain, attempting to destroy all by a massive overload of signals.

If this attack is used against any mind the psionist has contacted, the victim must make a saving throw vs. paralyzation. Failure costs the target 1d8 hit points.

Power Score: The save automatically fails.

20: The victim is immune to further crushes by this psionist for 24 hours.

Name: **Thought Shield**

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Power Score: Ego/Willpower -3

Cost, Initial: 1

Maintain: na

Range: 0

Prep. Time: 0

Area of Effect: personal

Save: **n/a**

Prerequisites: mindlink

Thought shield is one of five telepathic defenses against unwanted contact. It clouds the mind so as to hide first one part, then another.

A psionist can initiate one other psionic power during the same round in which he uses thought shield.

Power Score: No other effect.

20: No other effect.

Name: **Tower of Iron Will**

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Power Score: Ego/Willpower -2

Cost, Initial: 6

Maintain: na

Range: 0

Prep. Time: 0

Area of Effect: 1 yard

Save: n/a

Prerequisites: mindlink

Tower of iron will is one of the five telepathic defenses against unwanted contact. It relies only upon the superego to build an unassailable haven for the brain.

A psionicist can initiate one other psionic power during the round in which he uses the tower of iron will.

Power Score: The area of effect increase to 10 feet.

20: The psionicist is “lost inside himself” and cannot engage in psionic activity for 1d4 hours.

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