

The Nature of Psionics

What is Psionics?

Psionics is the ability to cause seemingly magical effects without tapping an external source of power. Magic-users reach out to various planes of existence, clerics call upon the gawds, glorialists seek power through honor, but the psionic character draws his strength from within. Psionicists are often feared and reviled by those who don't understand their gifts. Spellcasters in particular tend to hate psionicists, viewing them as threats to the established laws of the TeraVerse™. With the exception of glorialists, most magic-users and many clerics will seek to quarantine, set apart, or even destroy those who evince psychic abilities. As such, a large number of psychics have turned their backs on religion, while others quietly serve their gawds and preach the union of faith and willpower. Spellcasters who awaken psychically often feel torn between embracing their new gifts and holding true to the traditions and teachings of their youth.

Becoming Psychic

In order for a character to “awaken” (gain access to psionic powers), he must purchase at least five (5) building points (BP) worth of psionic talents from Table 4A during character creation. Even gurus, mentalists, charlatans, and monks need to purchase these talents if they want access to the psionic aptitudes. Note that monks and charlatans do not lose their normal class abilities if they are not psychic, but those who want to expand their powers into the psychic realm (see Chapter 1 for the effects of this) must purchase talents like everyone else. Characters with certain talents (marked with *) from this table are considered psychically awakened for purposes of telepathic attacks, even if they have no attack or defense modes. Characters who do not embrace their awakening by adding aptitudes may find this a serious liability.

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Table 4A: Psionic Talents

Talent	BP Cost	Available to	Found in
Acute Psychic Awareness*	10	Any	but Half-Ogres BG
Blind Casting	10	Any	SSG
Burst of Speed	10	Any	ZG
Concentration	20	Any	ZG
Critical Hit Bonus	4	Dwarves, Gnome Titans, Half-Orcs, Half-Ogres, and Humans CG	
Detect Secret Doors†	5	Elves, Half-Elves, and Humans	PHB
High Spell-Jacker	5	Humans, Half-Elves	SSG
Knack for Languages	3	Humans	GG
Lucky	5	Humans	CG
Magic Trap Sense	1	Any	GG
Multiattack Bonus	5	Any	CG

Opportunist	5	Gnomes, Halflings, Humans	PHB
Paralyzation Bonus	4	Any	ZG
Perfect Grooming	2	Elves, Half-Elves, and Humans	
Photographic Memory	5	Elves, Half-Elves, and Humans	PHB
Prophecy	12	Humans	ZG
Savant*	Special	Any	BG
Second Sight*	5	Any	ZG
Seeking, Grasping Hands*	5	Elves, Humans	
Sixth Sense*	5	Any but Half-Orc and Half-Ogre	PHB
Spirit Guide	10	Any	BG
Spirit Mentor*	20	Any	BG
Superior Meditation	3	Humans	SSG
Unyielding	10	Dwarves, Gnomes, Halflings, Half-ogres, Half-orcs, Humans	
		CG	
Vigor	9	Any	ZG

* This talent makes the character more vulnerable to telepathic attacks, even if he has no attack or defense modes.

† Only if actually purchased. Elves and other characters who receive this ability innately are not “awakened”.

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Chi, Wu, and Wen

Chi

Chi (also Ki or Qi) is the core energy of every living being. Some scholars describe it as the physical manifestation of the soul. A character's aura reflects his Chi. Great men have stronger Chi but everyone possesses Chi to some degree, as well as the potential to develop and strengthen it.

In HackMaster, Chi gives the psychic his power. He draws upon this force to drive the mental effects he is trying to produce. Pure psionicists (Mentalists and Gurus) find their chi by multiplying the sum of their Constitution, Wisdom, and Charisma by their class level. Partial psionicists (Monks and Charlatans) multiply half of the sum by their level. Non-psionicist classes add up their Constitution, Wisdom, and Charisma and multiply one-fourth of this total by their level. Multiclassed characters use the average of their levels (after adjustments) to calculate Chi. Temporary ability increases from magic items or spells do not increase Chi, but some talents and actualizations can.

Wu

Wu is the union of body and chi. It brings martial prowess, grace, health, and physical might. Through mastery of Wu, an old woman could shatter stone, break bones, dance across treetops, and even slow the hand of death. The monk class represents ultimate expression of Wu. Many of the Wu-related actualizations are similar to those available to non-psionic monks, and those monks who embrace the psychic path will find vast horizons and frightening new techniques now within their grasp.

Characters calculate Wu in much the same way as they figure Chi. Monks multiply the sum of their Strength and Dexterity by their class level. Gurus multiply half the total of these attributes by their level, while charlatans multiply one-third of the sum by their level. Mentalists and non-psionacist classes add their Strength and Dexterity together, dividing and multiplying as shown in Table 4B below. Temporary ability increases from magic items or spells do not increase Wu, but some talents and actualizations can.

Wen

Wen is the union of mind and Chi. It gives prudence, insight, knowledge, and mental strength. By mastering Wen, a character can see the unseen, foretell the future, defy gravity, and actually know the thoughts of others. The typical “psychic” powers of our own world (clairvoyance, prescience, etc.) are Wen abilities.

HackMaster characters calculate Wen in the same basic fashion as their Wu and Chi. Mentalists simply multiply the sum of their Intelligence and Wisdom by their class level. Gurus multiply half of the sum of these abilities by their level, and charlatans multiply one-third of it times their level. Other classes total their Intelligence and Wisdom scores, dividing and multiplying as shown in Table 4B below. Temporary ability increases from magic items or spells do not increase Wen, but some talents and actualizations can.

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Table 4B - Calculating Chi, Wu, and Wen by Class

Psionacists

Class	Chi	Wu	Wen
Charlatan	$((Con+Wis+Cha)/2) \times Level$	$((Str+Dex)/3) \times Level$	$((Int+Wis)/3) \times Level$
Guru	$(Con+Wis+Cha) \times Level$	$((Str+Dex)/2) \times Level$	$((Int+Wis)/2) \times Level$
Mentalist	$(Con+Wis+Cha) \times Level$	$((Str+Dex)/4) \times Level$	$(Int+Wis) \times Level$
Monk	$((Con+Wis+Cha)/2) \times Level$	$(Str+Dex) \times Level$	$((Int+Wis)/4) \times Level$

Non-Psionacists

Class Group	Chi	Wu	Wen
Fighter	$((Con+Wis+Cha)/4) \times Level$	$((Str+Dex)/3) \times Level$	$((Int+Wis)/5) \times Level$
Magic-user	$((Con+Wis+Cha)/4) \times Level$	$((Str+Dex)/5) \times Level$	$((Int+Wis)/3) \times Level$
Cleric	$((Con+Wis+Cha)/4) \times Level$	$((Str+Dex)/4) \times Level$	$((Int+Wis)/4) \times Level$
Thief	$((Con+Wis+Cha)/4) \times Level$	$((Str+Dex)/3) \times Level$	$((Int+Wis)/5) \times Level$

Note: Chi, Wu, and Wen are based on the character's current actual score at the start of each game session, so increases during level-up and other long-term attribute adjustments impact these scores. Multi-classed and dual-classed characters should use the best value for each score.

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Impact of Honor

When a character's honor changes, his ability to access his Chi, Wu, and Wen changes as well. A character in Great Honor enjoys the benefit of a 10% increase in his scores. A dishonorable character suffers a 20% penalty to his scores.

Actualizations

Actualizations are the psychic equivalent to spells. They define specific effects described in detail to provide the GM and his players a set of rules to ensure fair arbitration. Readers should already be familiar with the standard statistics block at the top of spell descriptions. This volume adds a few new statistics while removing the "level" entry associated with magical effects. The components section remains, but these represent the outward signs of the actualization being used, not necessary conditions of using them. For instance, if an actualization has a V component, it means that the psychic must actively try to make noise, probably a mantra or nonsense sound that helps focus his Chi. Consciously suppressing these components increases the base drain by 1 for each component affected. Unintended suppression carries no cost, so if, a Silence - 15' Radius spell is cast on the psychic, he can use the actualization without penalty. The character still tries to make sounds, but no one actually hears it.

Actualizations have no levels, only prerequisites. One prerequisite is the attack and/or defense modes necessary to gain access to the power. The other is the minimum Chi, Wu, and/or Wen needed to activate the psychic ability. Finally, actualizations have a drain statistic. Drain not only measures how much the power affects the character's fatigue, it also gives players a general idea of the effect's relative potency. If the duration is listed as "Concentration", the character cannot move more than a foot or so per round (like a concentrating spell caster) in order to maintain the effect. Actualizations with a duration of "Maintenance" allow characters to move and even attack or cast spells while creating the effect. In either case, he cannot initiate any other actualizations unless the description specifically allows it.

A duration of "Sustained," however, means the character can undertake any action normally allowed to him while he continues to support the actualization. This includes other actualizations, spells, etc. He must of course pay the drain every round, and possibly make control and/or fatigue checks. If a character can adjust his drain on a Sustained actualization below 0.25, he can elect to sustain the effect permanently at no cost, provided the cost never rises above 0.25 and his Wu and Wen are high enough to use it without a Control Check. Such an actualization affects the character at all times, even when he sleeps, unless he chooses to stop it or something else causes the drain to rise above 0.25, such as an area with bad Chi flow.

Note that this means that a character can use more than one actualization per round. In such cases, the activation times are sequential, so using the Burn actualization to ignite a flask of oil and the Hurl actualization to throw it would take a total of 4 segments. Under no circumstances does this allow direct attacks against multiple, unique targets. Only area effect actualizations can attack multiple creatures in the same round.

Instantaneous actualizations can be used against telepathic attacks or against physical attacks that the character is aware of. Area effect blasts, such as those employed

by Mind Flayers, do not allow instantaneous defenses unless the character is aware of the attack beforehand. Person-to-person telepathic attacks take long enough that instantaneous effects can be employed. Unless the actualization's description says otherwise, a psychic can only activate one actualization per segment. Most actualizations leave the psychic partially helpless for 1d4 segments following activation, much like a spellcaster. Those with an activation time of Instantaneous do not.

Learning Actualizations

Gurus and mentalists automatically begin play with all of the actualizations that they have the prerequisites to use. Charlatans and monks begin play with up to five, provided they meet the requirements for them. Other characters can begin play with no more than two actualizations.

Each time he advances a level, a mentalist automatically learns two-thirds of the actualizations for which he now meets the prerequisites. A guru gains half of such actualizations. In each case, the player selects the specific actualizations and the number is rounded normally with a minimum of one, provided the character meets the requirements for any actualizations. Characters from other classes do not automatically gain any actualizations when they level up.

To learn more actualizations, characters must spend a week per point of drain (one day minimum) researching the actualization in books or being tutored by another psychic in its use. This costs 100gp per day (or more!), and GMs should make it very hard to find trainers or books for powerful actualizations. If the character succeeds at a learn check, he gains the actualization. If he fails, he can attempt to learn it each succeeding day, provided he continues his studies.

Characters other than gurus and mentalists can only learn 1d4+1 actualizations per class level. The GM should secretly roll this number each time the character levels up, telling the player only after his character fails to learn an actualization that he cannot learn any more until he levels up. Unused slots from previous levels can be used later. The actualization-like special abilities associated with charlatans and monks do not count against this number.

The actualizations given in Appendix B are not the only possible effects that characters might be able to create. PCs can certainly attempt to research new actualizations and the best of the best can hope to gain HMA sanction by being published in HackJournal. GMs should approach psychic research in much the same fashion as new spell research. If the actualization is an adaptation of an existing spell, the GM should use the spell adaptations in Appendix B as a guide.

Attack / Defense Modes

As in previous versions of HackMaster, the new version of HackMaster makes use of the concept of attack and defense "modes". Unlike other games that spin fanciful names out of moonbeams and wishful thinking, this tome relies on tried-and-true concepts from the realm of parapsychology. Thus, each of the five attack modes and five defense modes correspond to a subset of psychic power, as shown in Table 4C.

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Table 4D: Attack & Defense Modes

Power Category	Attack Mode	Defense Mode	Concept
ESP	A	F	Preternatural Awareness & Knowledge
Psychokinesis	B	G	Moving or Changing Objects
Phenomenology	C	H	Self-Awareness, Planar Effects
Psychosmatry	D	I	Changing or Effecting the Body
Telepathy	E	J	Communication & Mind Reading

XXX END TABLE XXX

Note that each power category corresponds to both an attack and a defense mode. Each mode is a separate aptitude, which can be purchased during character creation like talents or during game play like skills- with EPs, money, time, and luck. Thus, a character needs to purchase the Attack Mode E and Defense Mode J aptitudes to have the full range of telepathic actualizations available to him. Of course, even within a power category, a character's Chi, Wu, and Wen limits his access to actualizations. Thus, three different characters might have very different abilities even if they all have the same attack and defense modes.

Reducing Drain

When a character's Chi exceeds twice the prerequisite for an actualization, cut its drain in half. Every additional doubling by which the character exceeds the prerequisites causes an additional halving of the drain. For instance, the Blinding Burst actualization, with a drain of 4, requires a Chi of 100 and a Wu/Wen combination of either 25/15 or 15/25. A seventh level mentalist with a Chi of 273 pays a drain of 2, not 4. The same mentalist at eleventh level (Chi 429) suffers only a single round of fatigue. Drain cannot be reduced below 0.1 (1/10 of a round of fatigue), except for Sustained duration actualizations.

Psychic Monsters

Observant GMs will note references in the Fourth Edition Hacklopedia of Beasts to terms used by the Third Edition PsyHack rules. This volume's more hackworthy concepts replace that outmoded usage. Members of the HackMaster Players' Association should mind their own business, skip straight to "Limitations" below and forget that there might be monsters with psionic powers.

Members of the HackMaster GameMasters' Association should look to HackJournal and the HMGMA website for updated monster statistics. Until official statistics become available, GMs can use these guidelines:

Use the PSPs listed under "Psionic Ability" as the monster's starting Chi, Wu, and Wen. If the creature is particularly physically- or mentally-oriented (such as Intellect Devourers and Thought Eaters, respectively), adjust the Wu and Wen by 50%, one up, one down.

Most monster entries include a list of “Devotions” and “Sciences”. Using Appendix B, find the closest equivalents in Fourth Edition Hackmaster. Finally, adjust the creature’s Attack/Defense Modes and Chi/Wu/Wen if necessary to meet the minimum prerequisites for these powers.

Limitations

Ultimately, the potency of a character’s psychic ability is limited by his Chi. Chi does not degrade as it is used. It is not the wussy “psychic strength points” of other, lesser systems. No, the psionicist plays with his very life when he calls forth his power! After all, drawing on one’s own life force is tiring and dangerous.

The complexity of the actualizations a psychic character can use are limited by his Wu and Wen scores. The more complicated, delicate, or bizarre the effect he is attempting to create, the higher Wu and/or Wen he will need to make it happen.

Fatigue

Because of the stressful nature of psychic actualization, every moment he spends using his powers counts as active combat, so it’s important for him to have a high fatigue factor. Fatigue factor (the number of rounds the character can safely exert himself) is equal to half the character’s Constitution score, rounded normally. Worse yet, the stronger the ability he’s using, the more fatiguing it is, as indicated by the “drain” of the actualization he’s using. Drain represents the number of rounds of combat that the psionicist applies to his fatigue factor for a single use of the power. Count these rounds in addition to any fatigue for physical activity he engages in- the numbers assume the character is doing nothing more taxing than an afternoon stroll. Note that this can actually force multiple fatigue checks for a single use of a power. While many weaker actualizations have fractional drains, truly potent abilities can actually knock psychics unconscious with a single use!

At the other end of spectrum, add together fractional drain (0.25, 0.5, etc.) until a whole number is reached. Any remaining fractions should be carried over and added together in the same fashion. Fractional drain that is not converted into whole integers should be dropped one minute after the end of combat, provided no actualizations are used during that time. For instance, if a guru takes 1.5, 0.25, 0.75, 2, and 4 points of drain during the course of a single combat, his total fatigue is only 13 rounds (8 drain + 5 rounds of combat). The remaining 0.5 drain is dropped after a minute (10 combat rounds). Said guru needs to rest at least twenty-six non-combat rounds (26 minutes) to feel fully refreshed. GMs must remember to roll random encounter checks as a deterrent to excessive resting.

Once a character’s fatigue factor hits 0, he must succeed at a fatigue save (less than or equal to WIS+CON/2 on 1d20) or lose Strength and Dexterity. If he actually loses Strength and Dexterity from fatigue, our guru needs to rest much longer than normal in order to regain his lost points. Note that a Ring of Perpetual Mojo does not protect against fatigue from Drain, only from normal fatigue related to combat and exertion.

If a psychic becomes too exhausted, death results. This is a very real possibility, as players may be tempted to use more than one ability at a time, quickly exhausting their characters past safe limits. Even more frightening, some powers activate automatically to protect the character. If he is already seriously fatigued, these usually beneficial powers could push him over the edge.

When a character uses his psychic powers and begins to lose Strength and Dexterity, the clock is ticking. As soon as one of those ability scores reaches half its normal score, the psychic begins to lose Constitution and Wisdom points as well. From that point on, every time he fails a fatigue check, his ability to resist fatigue and to control his powers wanes. This loss does not reduce his Chi, Wu, or Wen, but it does affect saving throws, fatigue checks and control checks (see below). If his Constitution ever reaches zero, the character simply dies. There is no saving throw, no system shock check, no warning beyond the player's own knowledge that his character is skating the razor-thin edge between triumph and tragedy.

Backlash

Worse still, powerful psionic powers can be hard to control. Whenever he attempts to use an actualization that is in the top 25% (rounded normally) of his Wu or Wen, the psionic character must make a "control check". This means that he must succeed at a modified Wisdom check to avoid a "backlash". Subtract the actualization's modified drain from his Wisdom, rounding normally. If he rolls less than or equal to this number, he successfully controls the power. GMs use Table 4X at the end of this chapter to determine the price of failure. When a psychic maintains an actualization from round to round that requires a control check, he must roll again every ten rounds (one minute).

To make matters more terrifying still, a psychic can attempt to use actualizations that are normally too difficult for him to use. While a character cannot exceed the limits of his Chi except by gaining levels, he can attempt to push beyond the boundaries of his Wu and Wen. To do so, he must succeed at a control check with an additional -1 penalty (to his effective Wisdom score) for every 1% to 10% by which he exceeds his Wu and/or Wen. So a character who exceeds his Wu by 16% and his Wen by 23% would suffer a combined -5 hit to his effective Wisdom for that roll! If the actualization has a drain of 2, he suffers a whopping -7 modifier to his control check! Success allows a single use of the actualization, while failure results in a backlash from Table 4X.

Unmaking

When a character suffers from the major forms of both the Unglued flaw and the Unstuck quirk, he faces the imminent danger of Unmaking. If he rolls any backlash result including either Unglued or Unstuck, the character immediately suffers an Unmaking eruption. Any creature smart enough to know what is happening will head for the hills as fast as possible, for those caught within an Unmaking are never seen again.

The GM will, upon realizing that an Unmaking is about to take place, secretly instruct the hapless character's player that his character is doomed unless his friends can figure out what is happening and stop it. There is no possible way for the character to know that this event is unsurvivable. If the player does not do his utmost to seek help

from his character's companions, the GM is authorized to roll on the HSST and to apply the results to the players next character!

One round after the GM notifies the player, the character swells into a shapeless blob as big around as the character was tall. Over the course of the next $10+4d6$ rounds, the character grows to 100 times his normal size. This mass consists of flesh, stone, soil, wood, metal, and anything else in the affected area. Only truly indestructible features, like solid stone more than 20' thick, do not yield to this mass. In such cases, the mass simply flows around the barriers, trying to reach its utmost extent. Creatures within this area are trapped in the mass and unable to move unless they succeed at a Bend Bars/Lift Gates check. Creatures armed with daggers, claws, or other small cutting weapons can break free with a simple Open Doors check. One such attempt may be made each round.

Once the expansion stops, either because the duration ends or because there is no available space for expansion, the character (and everything entangled in his noisome mass) implodes. In the blink of an eye, the mass shrinks to nothingness, sucking movable objects (up to the size of trees!) into a swirling vortex of doom. This vortex has a radius of 1000 feet. What becomes of the character and the matter he takes with him is still a matter of horrified speculation. Some believe that the gawds devour the hapless psychic as punishment. Others postulate that he becomes the gawdlike creator of a new TeraVerse™. No one who actually knows has ever been seen again.

Telepathic Combat

While most psionic combat can be resolved using the normal HackMaster combat system, some actualizations use telepathy to attack the victim's mind directly. These powers use a slightly modified set of combat rules. Some lesser games assume that mental combat takes place much faster than normal combat; but this is not the case in HackMaster. Each actual telepathic attack consists of multiple actions, much like the feints, parries, and dodges of melee combat. As such, mental attacks use the same clock as normal combat and roll for initiative in the same fashion. No psychic can initiate more than one telepathic attack and one telepathic defense per round. Thus, a mentalist could activate the Iron Will defense while Ego Slapping an opponent in the first round of telepathic combat. In the second round, he could stack on a Mental Shield and then strike back with an Id Stun attack.

Some monsters have special area-effect telepathic attacks. Such powers result directly from special structures in those creatures' brains, so no similar actualizations are available to player characters.

Mental Armor Class

Every character has a Mental Armor Class (MAC), which is used to determine whether or not his mind can be successfully infiltrated and attacked. To calculate MAC, start with a base of 10 (15 for psychically awakened characters), and add the character's MAC modifier from Table 4E. Psychic armor (see chapter 2) changes the base MAC and certain defensive actualizations also shift the MAC.

XXX TABLE BEGIN XXX

Table 4E - Intelligence Modifier to Mental Armor Class

Intelligence Score	MAC Modifier
1-2	+5
3-4	+4
5-6	+3
7-8	+2
9-10	+1
11-13	0
14-15	-1
16-17	-2
18-20	-3
21-23	-4
24-25	-5

XXX TABLE END XXX

Mental To-Hit

Telepathic attacks are always directed against a specific target. As such, the attacker must succeed at a to-hit roll against the character's MAC. Instead of Strength or Dexterity modifiers, the attacker applies his attack modifier from Table 4F. Mentalists and gurus make telepathic attacks using the fighter group to-hit matrix (Table 8L on GMG.95). Charlatans and monks use the cleric group to-hit matrix (Table 8I on GMG.94). Other awakened magic-users and clerics use the thief group matrix (Table 8K on GMG.95) and other awakened fighters and thieves use the magic-user matrix (Table 8J on GMG.94).

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Table 4F - Charisma Modifiers to Attack and Damage Rolls

Charisma Score	Attack Modifier	Damage Modifier
1-3	-4	-3
4-6	-2	-2
7-9	-1	-2
10-11	0	0
12-14	+1	+1
15-17	+2	+3
18-21	+3	+5
22-25	+4	+7

XXX TABLE END XXX

If the attack roll succeeds, the attacker rolls Ego damage as per the actualization description, adding his damage modifier from Table 4F. Other effects may also occur, as detailed in each actualization. A natural 20 on a mental to-hit roll inflicts double ego damage. Ego damage dice penetrate in the same fashion as regular combat dice.

Ego

Characters who sustain damage from telepathic attacks suffer a literally wounded Ego. In other words, the attack harms his sense of self. Ego is calculated by multiplying the character's Wisdom score by his character level. Consider 0-level NPCs as first level characters for Ego purposes. Do not apply a kicker to any character's Ego.

Damaging a character's Ego by 50% or more in a single round forces a Threshold-Of-Pain (TOP) check, just like physical damage, though in this case the injury is emotional and spiritual. Characters with less than half of their normal Ego suffer a -1 to saving throws against Charm and Fear spells and other effects that rely on personal convictions and inner strength, as determined by the GM. When a character's Ego reaches 0, he falls unconscious as if he had sustained physical damage, though no Ego "bleeding" occurs. Characters physically injured to below 50% of the HP will bleed like any other unconscious character unless treated.

When a character's current Ego drops to -10, he permanently gains a mental or personality quirk (50% of either). Any character damaged to the inverse of his normal Ego (for instance 34 to -34) goes insane, as per Table 7H on GMG.86. This insanity is permanent until cured. Note that it is impossible to kill a character by damaging his Ego unless the specific actualization states otherwise.

Characters heal Ego at a rate equal to their level plus their Magical Defense Adjustment (from Wisdom) per day, unless healed using psychic means. All characters heal a minimum of 1 Ego point per day.

Example of Telepathic Combat

Marvin the Massive, a Mighty Mentalist, declares that he's going to use Ego Punch against Gertrude the Great, a Gifted Guru. Both characters roll initiative (unless Gertrude is surprised). Marvin rolls a 2 and Gertrude rolls a 6. On segment 5, Marvin's mind attacks Gertrude. He rolls a modified 5, which is just barely enough to hit Gertrude's Mental AC of -1 (crystal circlet + Intelligence modifier). Gertrude suffers 7 points of Ego damage. Marvin is now unable to act for 1d4 segments, in this case, 3. On 6, Gertrude throws up an Iron Will defense, improving her Mental AC to -7. On segment 7, she begins activating an Id Stun attack, which will occur on segment 8. On segment 8, Marvin also throws up an Iron Will, and just in time, because at that moment, Gertrude retaliates with her Id Stun. Sadly, Marvin forgot to wear his crystal helmet, so his Mental AC is only 2. Gertrude rolls a modified 12, more than enough to hit. Marvin takes 3 points of Ego damage, and because he failed his saving throw, gets stunned for 3 rounds. On the next round, Gertrude walks over and slits Marvin's throat before he can recover.

Fey and Psionics

Pixie-fairies and many of the other fey races exhibit magical "telepathic" abilities that mimic attack modes A and E and defense modes F and J. While these races can develop psychic powers, they cannot learn these aptitudes, nor actualizations dependent on them unless they permanently give up their equivalent magical powers. Pixie-fairies and their ilk who lose these abilities through quirks and flaws automatically qualify, whereas whole and healthy fey need to deliberately choose to sacrifice their powers, usually

through self-mutilation (See the Double Antennae Amputee flaw on page 32 of the Adventurer's Guide to Pixie-Fairies).

Time Travel

Time travel in the TeraVerse is poorly understood. Theologians generally preach that the present solidifies out of the nebulous future and that mysterious creatures best left to the imagination devour the past. Indeed, some clerics speculate that Great Kuchooloo could be such creature that escaped into the present.

That said, time travel of the H.G. Wells sort has been observed by several learned magic-users. Indeed, creatures with a Bill-and-Ted-like ability to warn their past selves about a danger after the danger is faced are rumored to exist. Worse still, COSM suggests that a careless time traveler could literally write himself out of existence, by falling in front of his maternal grandfather's carriage, for instance.

With the exception of minor mulligan-like effects, time travel controlled by player characters is not part of sanctioned HackMaster. In sanctioned play, the most powerful effects carry a substantial risk of character loss. GMs may elect to include magic items and spells that permit safer and/or longer time shifts in their own home games, as Garweeze Wurld Prime and the TeraVerse are resistant to such time tinkering.

Be forewarned! Unless any time travel is outside of the characters' control and their actions are carefully circumscribed, allowing characters to affect the past of your game world can carry dire consequences. Imagine for instance that the PCs travel back in time and kill Sahr'Tang the Cruel in -761TR, before he united the Orkurd. The Southern Orc League might not exist. You would have to rethink over nine hundred years of history before the PCs returned to the present!

Backlash Tables

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Table 4X - Psionic Backlash Table Indicator

(GMs should make all these rolls, as players can look up their rolls in this book.)

Roll 1d10 and cross reference with the character's Chi to determine which table to roll on.

Character's Chi	1	2-3	4-7	8-9	10
1-100	Table 4X1	Table 4X1	Table 4X1	Table 4X2	Table 4X3
101-250	Table 4X1	Table 4X1	Table 4X2	Table 4X3	Table 4X4
251-500	Table 4X1	Table 4X2	Table 4X3	Table 4X4	Table 4X5
501-1000	Table 4X2	Table 4X3	Table 4X4	Table 4X5	Table 4X5
1001+	Table 4X3	Table 4X4	Table 4X5	Table 4X5	Table 4X5

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Table 4X1 - Psionic Backlashes, Chi 1-100

1d100 roll Effect

-
- 01 Character dies of anoxia because he diverted Chi away from his brainstem.
- 02 Character's skin peels back around his eyes and mouth. Lose 1d3 points of Comeliness permanently.
- 03 Character's skin turns ghastly white. Lose a point of Comeliness permanently.
- 04-06 Character develops a random quirk or flaw from PHB Table 6A [Psychics] permanently.*
- 07-15 Character's eyes roll back in his head as he passes out for 1d4+1 days.
- 16-20 Character's skin peels back around his eyes and mouth. Lose 1d4 points of Comeliness for 1d3+1 weeks.
- 21-25 Character's skin turns ghastly white. Lose a point of Comeliness for 1d3+1 weeks.
- 26-40 Character develops a random quirk or flaw from PHB Table 6A [Psychics] for 1d2+1 weeks.*
- 41-50 Character's eyes roll back in his head as he passes out for 3d4 hours.
- 51-55 Character's skin peels back around his eyes and mouth. Lose 1d4 points of Comeliness for 1d3+1 days.
- 56-60 Character's skin turns ghastly white. Lose a point of Comeliness for 1d3 days.
- 61-90 Character develops a random quirk or flaw from PHB Table 6A [Psychics] for 1d3+1 days.*
- 91-95 Character's eyes roll back in his head as he passes out for 2d10 minutes.
- 96-98 Character develops a ghastly nosebleed and loses a point of Con for one day.
- 99 Character's skin oozes clear, sticky fluid for one day.
- 100 Character passes gas noisily. Lose one point of temporal Honor.

* Affected character gains no additional BPs. If the character already has this quirk or flaw in a Minor form, it becomes the Major version. If the character already has the Major form of this quirk or flaw, or no Major form is available, roll again.

XXX END TABLE XXX

XXX START TABLE XXX

Table 4X2 - Psionic Backlashes, Chi 101-250

1d100 roll Effect

- 01 Character dies of cerebral hemorrhaging, leaving a nasty mess on the rug.
- 02 Character dies of anoxia because he diverted Chi away from his brainstem.
- 03-04 Character's skin peels back around his eyes and mouth. Lose 1d3 points of Comeliness permanently.
- 05-06 Character's skin turns ghastly white. Lose a point of Comeliness permanently.
- 07-12 Character develops a random quirk or flaw from PHB Table 6A [Psychics] permanently.*
- 13-20 Character's eyes roll back in his head as he passes out for 1d4+1 days.
- 20-25 Character's skin peels back around his eyes and mouth. Lose 1d4 points of Comeliness for 1d3+1 weeks.
- 26-30 Character's skin turns ghastly white. Lose a point of Comeliness for 1d3+1 weeks.
- 31-40 Character develops a random quirk or flaw from PHB Table 6A [Psychics] for 1d2+1 weeks.*

41-50 Character's eyes roll back in his head as he passes out for 3d4 hours.
51-55 Character's skin peels back around his eyes and mouth. Lose 1d4 points of Comeliness for 1d3+1 days.
56-60 Character's skin turns ghastly white. Lose a point of Comeliness for 1d3 days.
61-85 Character develops a random quirk or flaw from PHB Table 6A [Psychics] for 1d3+1 days. *
86-90 Character's skin oozes clear, sticky fluid for 1d3 days.
91-97 Character's eyes roll back in his head and he passes out for 2d4 minutes.
98-100 Character develops a ghastly nosebleed and loses a point of Con for one hour.
* Affected character gains no additional BPs. If the character already has this quirk or flaw in a Minor form, it becomes the Major version. If the character already has the Major form of this quirk or flaw, or no Major form is available, roll again.
XXX END TABLE XXX

XXX START TABLE XXX

Table 4X3 - Psionic Backlashes, Chi 251-500

1d100 roll Effect

- 01 Character forgets to stay attached to his body and accidentally disincorporates (dies). The nearest friendly character gains the Haunted quirk*
02 Character dies of cerebral hemorrhaging, leaving a nasty mess on the rug.
03 Character dies of anoxia because he diverted Chi away from his brainstem.
04 Character suffers a Transient Ischemic Attack. Lose 1 point of Intelligence permanently.
05 Character suffers Transient Cardiac Episode. Lose 1 point of Constitution permanently.
06 Character suffers an Ego Dissociation. Lose 1 point of Wisdom permanently.
07-20 Character develops a random quirk or flaw from PHB Table 6A [Psychics] permanently.*
21-25 Character disappears and reappears in the same geographic location 1d3+1 hours later. He has no knowledge of how or why this happened. He gains no experience and takes no actions during this time.
26-30 Character suffers a Transient Ischemic Attack. Lose 1 point of Intelligence for 1d3+1 weeks.
31-35 Character suffers Transient Cardiac Episode. Lose 1 point of Constitution for 1d3+1 weeks.
36-40 Character suffers an Ego Dissociation. Lose 1 point of Wisdom for 1d3+1 weeks.
41-50 Character develops a random quirk or flaw from PHB Table 6A [Psychics] for 1d4+1 weeks. *
51-55 Character's eyes roll back in his head as he passes out for 3d4 hours.
56-60 Character suffers a Transient Ischemic Attack. Lose 1 point of Intelligence for 1d3 days.
61-65 Character suffers Transient Cardiac Episode. Lose 1 point of Constitution for 1d3 days.
66-70 Character suffers an Ego Dissociation. Lose 1 point of Wisdom for 1d3 days.

71-90 Character develops a random quirk or flaw from PHB Table 6A [Psychics] for 1d3+1 days. *

91-97 Character's eyes roll back in his head and he passes out for 2d6 minutes.

98-100 Character develops a ghastly nosebleed and loses 1d3 points of Constitution for one day.

* Affected character gains no additional BPs. If the character already has this quirk or flaw in a Minor form, it becomes the Major version. If the character already has the Major form of this quirk or flaw, or no Major form is available, roll again.

XXX END TABLE XXX

XXX START TABLE XXX

Table 4X4 - Psionic Backlashes, Chi 501-1000

1d100 roll Effect

01 Character explodes, throwing debris in a 20' radius. Creatures in this area take 4d4 points of damage, but can Save vs. Breath Weapon for half damage.

02 Character accidentally turns himself 90° to reality. His body disappears and his soul or spirit moves on.

03 Character forgets to stay attached to his body and accidentally disincorporates (dies). The nearest friendly character gains the Haunted quirk*

04 Character dies of cerebral hemorrhaging, leaving a nasty mess on the rug.

05 Character dies of anoxia because he diverted Chi away from his brainstem.

06-07 Character suffers a Stroke. Lose 1 point each of Intelligence and Dexterity permanently.

08-09 Character suffers a Heart Attack. Lose 1 point each of Constitution and Strength permanently.

10-11 Character suffers a Nervous Breakdown. Lose 1 point each of Wisdom and Charisma permanently.

12-30 Character develops a random quirk or flaw from PHB Table 6A [Psychics] permanently.*

31-40 Character disappears and reappears in the same geographic location 1d3+1 days later. He has no knowledge of how or why this happened. He gains no experience and takes no actions during this time.

06-07 Character suffers a Mild Stroke. Lose 1 point each of Intelligence and Dexterity for 2d3+1 weeks.

08-09 Character suffers a Mild Heart Attack. Lose 1 point each of Constitution and Strength for 2d3+1 weeks.

10-11 Character suffers a Mild Nervous Breakdown. Lose 1 point each of Wisdom and Charisma for 2d3+1 weeks.

Character gains 2d4 pounds per week for the next 1d3+1 months.

16-20 Character turns a strange color for 1d4+1 weeks.

Character changes sex for 1d4+1 months the next time he sleeps or trances.

26-30 Character changes race for 1d4+1 months the next time he sleeps or trances.

31-50 Character develops a random quirk or flaw from PHB Table 6A [Psychics] for 2d3+1 weeks. *

51-55 Character's eyes roll back in his head as he passes out for 1d3 days.

56-70 Character disappears and reappears in the same geographic location 2d3 hours later. He has no knowledge of how or why this happened. He gains no experience and takes no actions during this time.

71-80 Random undead creatures appear and attack the psychic and his companions. 1d4 Ghosts (1 on 1d4), 2d3 Wraiths (2 on 1d4), 2d4 Shadows (3 on 1d4), 1 Ankou (4 on 1d4).

86-89 Character swaps bodies with the nearest intelligent creature for 2d4 days.

90 Character's bones partially dissolve the next time he sleeps or trances. His Dexterity drops to 0 and he is completely helpless for 1d3+1 days while his bones rebuild.

91-95 Character's skin oozes clear slime for 2d4 days.

96-99 Character's eyes roll back in his head and he passes out for 1d6 hours.

100 Character begins bleeding all over and loses 1d4 points of Constitution for one day.

* Affected character gains no additional BPs. If the character already has this quirk or flaw in a Minor form, it becomes the Major version. If the character already has the Major form of this quirk or flaw, or no Major form is available, roll again.

XXX END TABLE XXX

XXX START TABLE XXX

Table 4X5 - Psionic Backlashes, Chi 1001+

1d100 roll Effect

01 Character suffers an Unmaking eruption.

02 Character explodes, throwing debris in a 20' radius. Creatures in this area take 4d6 points of damage, but can Save vs. Breath Weapon for half damage.

03 Character dissolves into a puddle of goo.

04 Character accidentally turns himself 90° to reality. His body disappears and his soul or spirit moves on.

05 Character's head explodes, throwing debris in a 10' radius. Creatures in this area take 2d6 points of damage, but can Save vs. Breath Weapon for half damage.

06 Character forgets to stay attached to his body and accidentally disincorporates (dies). The nearest friendly character gains the Haunted quirk*

07 Character dies of cerebral hemorrhaging, leaving a nasty mess on the rug.

08-10 Character suffers a Stroke. Lose 1d3 points each of Intelligence and Dexterity permanently.

11-13 Character suffers a Heart Attack. Lose 1d3 points each of Constitution and Strength permanently.

14-16 Character suffers a Nervous Breakdown. Lose 1d3 points each of Wisdom and Charisma permanently.

17-30 Character develops two random quirks or flaws from PHB Table 6A [Psychics] permanently.*

31-33 Character disappears. His clothing and equipment remain behind. He is never seen again.

34-40 Character disappears and reappears in the same geographic location 1d2+1 weeks later. He has no knowledge of how or why this happened. He gains no experience and takes no actions during this time.

41-48 Character permanently swaps bodies with the nearest intelligent creature.

49-56 Character permanently changes sex the next time he sleeps or trances.

57-63 Character permanently turns a bizarre color.

64-70 Character permanently changes race the next time he sleeps or trances.

71-80 Random undead creatures appear and attack the psychic and his companions. 2d4 Ghosts (1 on 1d4), 2d6 Wraiths (2 on 1d4), 2d8 Shadows (3 on 1d4), 1d3+1 Ankou (4 on 1d4).

* Affected character gains no additional BPs. If the character already has this quirk or flaw in a Minor form, it becomes the Major version. If the character already has the Major form of this quirk or flaw, or no Major form is available, roll again.

XXX END TABLE XXX