

BASIC D20 PSIONIC SKILLS

Basic d20 assumes that you will use the normal D&D manifesting system to create psionic characters. A more basic, generic system is detailed here that allows each character to be customized as the player desires.

PSIONIC SKILLS

There are six Psionic skills, one for each discipline of psionics. Each rank in a Psionic skill costs the same as one rank in a normal Basic d20 broad skill area (1 Power Point per skill rank). Purchasing ranks in a Psionic skill confers certain manifesting benefits to the character. Each Psionic skill represents the character's knowledge and mastery of one of the disciplines of psionics. These skills are listed below.

Check: Normally associated with manifester level checks only. The key ability does not figure into manifester level checks. The key ability does affect the saving throw DC for powers of that discipline.

Action: Not Applicable.

Try Again: Not Applicable.

Psionic Skills
Clairsentience
Metacreativity
Psychokinesis
Psychometabolism
Psychoportation
Telepathy

The Psionic skills do not work like other skills. Each Psionic skill grants the character the following advantages:

Manifester Level: the character's level for the purposes of manifesting is equal to the number of skill ranks the character has in a Psionic skill. Each Psionic skill counts separately. Thus, a character can potentially have six different manifester levels, since there are six different Psionic skills. Manifester level governs the highest level of power the character can use, the maximum number of power points the character can use for one power, and is used for all situations where a manifester level is required. The character's manifester level in each discipline is based on the number of skill ranks in Psionic skill the character has in that particular discipline. For game effects requiring a class manifester level (or some other "generic" manifester level), use the highest manifester level from among the character's six different Psionic skills. For manifester level checks, use the appropriate Psionic skill to determine manifester level.

Power Lists: Each Psionic skill allows the character to access powers of the appropriate discipline. These powers become part of the character's personal power list, representing the breadth of the character's psionic knowledge and training. They are taken from all power lists (psion, psychic warrior, etc.). If a power has different power levels for different classes, use the psion level. For example, *telepathy* becomes a 7th level power under this system. If a power is not found on the psion power list, use the lowest level listed for any class.

It is important to note that not all of these powers become automatically known by the character immediately. They must be found and learned through normal means (as determined by the GM).

Being on the character's personal power list simply makes them available to be learned by the character, much like all psychic warrior powers are available to be learned by psychic warriors.

All powers of the appropriate discipline up to a level equal to the number of Psionic skill ranks plus one, divided by two, become part of the character's power list. See the chart below.

Ranks	Power Levels in List	Ranks	Power Levels in List
1	1st	11	1st-6th
3	1st-2nd	13	1st-7th
5	1st-3rd	15	1st-8th
7	1st-4th	17	1st-9th
9	1st-5th		

For example, a character with 7 ranks in Psychokinesis would include all psychokinesis powers from 1st to 4th level in his personal power list. A character with 17 ranks in Metacreativity would have every metacreativity power (1st-9th) in his personal power list.

Power Knowledge: Each time a character gains an odd-numbered rank in a Psionic skill, he gains knowledge of one power of the appropriate discipline. If the character takes Expanded Knowledge feats during the normal course of the campaign, he can learn additional powers on his personal power list as well. A character must know a power before he is able to manifest it. In order to know a certain power through Expanded Knowledge, the character must have learned the power from another character, studied a psionic item containing the power, or by some other method (as determined by the GM). A known power can be manifested as long as the character has enough power points to do so. It bears repeating: a power must appear on a character's personal power list before he is able to learn it.

Power Points: Every rank gained in a Psionic skill adds a number of points to a character's total power points. The table to the right shows the number of power points in the character's total for each Psionic skill. For example, if a character has three Psionic skills at 7 ranks, two Psionic skills at 5 ranks, and one at 3 ranks, then that character's power point total is equal to $3 \times 8 + 2 \times 4 + 1 \times 2 = 34$ power points. Always round all fractions up to the nearest integer.

Ranks	Power Points	Ranks	Power Points
1	0.33	11	18
2	1	12	21
3	2	13	24
4	3	14	28
5	4	15	32
6	6	16	37
7	8	17	42
8	10	18	47
9	12	19	52
10	15	20	57

Synergy: If you have 5 or more ranks in a Psionic skill, you get a +2 bonus on Science (psicraft) checks relating to the appropriate discipline.

KEY ABILITIES FOR PSIONIC SKILLS

The GM determines the key ability for all Psionic skills in his campaign. He can vary the key ability by character, allowing the player to determine the nature and “feel” of his particular psion. The GM can also choose different key abilities for different Psionic skills, such as Wisdom for Clairvoyance and Charisma for Telepathy. He could rule that the highest of the character’s mental abilities (i.e., Int, Wis, and Cha) is always that character’s key ability.

Regardless of the key ability chosen for each Psionic skill, certain uses are standard. The key ability is added to the Difficulty Class of the saving throws for powers manifested by the character. The key ability also determines the highest power level the character can learn.

$$\text{HIGHEST POWER LEVEL ABLE TO BE LEARNED} = \text{KEY ABILITY} \times 2 + 1$$

A simple table summarizes this formula:

Key Ability for Psionic Skill	Highest Power Level Able to be Learned
+0	1st
+1	3rd
+2	5th
+3	7th
+4	9th

BONUS POWER POINTS

The formula for bonus power points remains:

$$\text{BONUS POWER POINTS} = \text{KEY ABILITY} \times \text{HIGHEST RANKS IN A PSIONIC SKILL} \times \frac{1}{2}$$

POWER POINT COST BY POWER LEVEL

The base power point costs by power level are shown below.

Power Level	Power Point Cost	Power Level	Power Point Cost
1st	1	6th	11
2nd	3	7th	13
3rd	5	8th	15
4th	7	9th	17
5th	9		