

## Psionics

Psychics and other psi-using characters don't carry spellbook equivalents; they know their powers innately.

It is possible to "imprint" a power use in an object, like a spell scroll, and they are used similarly. A psychic can learn a power from an imprint if it belongs to one of their paths; if it doesn't, they can still use the imprint itself.

**Using a power:** A psychic can use 1 power/level freely per day. More usages cost 1 hp each. Healing magic or psionics doesn't restore psychic energy, only rest does.

-> a psychic can also spend extra hp to boost a power's level, 2 hp : 1 lvl

**Psionic and magic interaction:** A spell or power can only affect the opposite "category" if it says so explicitly (a magical ward against magic won't stop psionics) - a general effect can be affected by both psionics and magic because the effect is the significant part. Fire damage is fire damage, not self-destructive.

whatever the source and whatever the source of fire resistance.

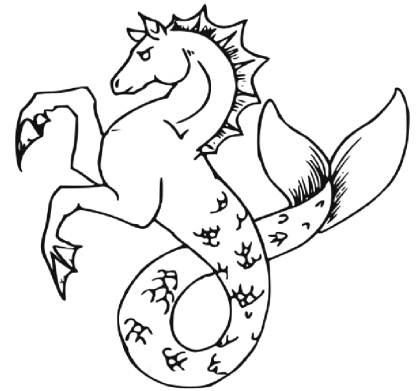
### Tweaks To Existing Lindwyrms Stuff:

\* The esper species in Lockbox instead uses psionics and choose a path to pick their power(s) from. Maybe two or three paths, if that's what the group prefers.

**Sample Paths:** It's possible to add powers to paths, but I wouldn't expand them to more than maybe six; adding more paths is probably the better tack.

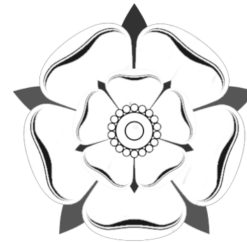
The last two are examples of "esoteric" paths. **the Mind**  
\* *Suggestion:* Plant a command into another's mind; it may have a timer or trigger, and cannot be self-destructive.

# Lindwyrms Liberty



more additions & fancies

## The Forever Rule: Open minds lead to good play, but that doesn't mean humouring harm.



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\* *Beastspeech:* Communicate with animals as with sapient beings, including with mindspeech.

\* *Empathy:* Sense emotional states within 30' rad. though not their causes. 10 min.

### the Spirit

\* *Aura Reading:* Sense the true nature of a subject (natural or otherworldly, alive/dead, etc), their motivations, or whether they lie. *Mirror Ripples:* See spirits, intangible or invisible entities, and planar connections; communicate with same. 1 hr.  
\* *Unavelling:* Destroy psionic or magical effect if lvl > or = own lvl; heal 1d4 hp if successful.

### Forces

\* *Augment:* Infuse weapon with psychic energy, allowing injury of non-mundane creatures. 4 actions.  
\* *Frostfire:* Target becomes icy and frost-timed or burning, taking 1d6/lvl appropriate damage.  
\* *Bulwark:* Sheath of energy clings to the skin; +2 Armour Class (+1 / 3 lvs). 1 hr.

### Shapes

\* *Body Weaponry:* Treat unarmed attacks as armed. (claws, spurs, fangs ...) 2 actions + 1/lvl.  
\* *Beastform:* Take shape of animal no smaller than a crow and no more than twice your size. 2 hrs.  
\* *Thousand Faces:* Change hair, eyes, complexion, build; any detail not requiring extra limbs. 4 hrs.

### Craft

\* *Sculpt:* Soften 1 cubic foot/lvl of unliving matter, allowing it to be shaped like clay. 1 hr.  
\* *Be Prepared:* Shape toolkit or other object capable of being carried out of psychic essence. 1 hr/lvl.  
\* *Infusion:* Animate an object no bigger than twice one's size. 1 hr/lvl; 1d4 (+1/lvl) actions in combat.

### Precience

\* *Thread-Pulling:* Receive an answer or vision about a possible future for oneself or others.  
\* *Battle Forecast:* Sense opponent's actions before they're made; +2 init. and cannot be surprised. 1 hr.

## Prodigies, To Craft Or Claim

\* **Mant:** Irregular translucent stones, sometimes claimed to be god-soul fragments but most often created by psychics from their own self.

Each mani grants its wearer (once placed in a special metal setting or into the body) a boon, often potent; some examples:

- +1 to a stat
- a specific shapechange ability
- 2d6 "hit points" for casting spells
- +1-3 to attack rolls
- +2-4 to Armour Class
- Flight
- Teleportation: to specific range or known locale
- Sage: grants knowledge of [subject]
- Teacher: grants 1d4+1 spells or powers
- Farsight (up to 10 miles)
- Immunity or invulnerability to an element
- Restore: 2d6+1 "points"/day for healing (2d3), curing poison, or curing disease
- The Eye: sense [specific subject/substance] within 100'

- *Spirit Mastery:* Spirit pool, 2 / lvl daily, used for: heal 1d4+Wis mod, 60' ranged 'unarmed' attack, purge one status effect

**Monk:** d4 HD. Armour: None. Weapon: d6  
- *Worldly Cloister:* 2-in-6 to recognize history / legendry / genealogy; +2/lvl to tests and Saves for research, manuscripts, bureaucracy, ritual  
- *Soothe Flesh:* heal by touch, 1d4 + 1d4/lvl daily (can split up dice); +1 / 2 lvs on poison Saves

## Equipment Kits

**Hermit:** Blanket or cloak, knife, basket of scrolls, inkstone, token from former life  
**Soldier:** Light armour, two weapons, haversack, mess kit, battle trophy  
**Messenger:** Horse, satchel or special saddlebag, seal and wax, bronze horn, dagger  
**Waterfolk:** Weathered canvas sheet, net, jigs or hooks or leister, coil of rope, oil flask  
**Diplomat:** Pleasant outfit, beltknife, packet of correspondence, map, ciphered letters  
**Healer:** Satchel, dose of sleep, poultices, bandages and wound-moss, sharp knife

- Non-wych test for success (14); wych can choose to test, success meaning 1d2+1 doses  
 - Failure always means 1-in-6 poison (half Str for 24 hrs, take 3d6 damage, -4 to all tests for 2d4 days, whichever ~)

**Hedge-Brewing:** Small enchantments. A simple potion (or other small consumable) requires at least one rare ingredient and a carrier.

\* Creating a mani requires a path in-theme, and sacrificing spirit and lifeforce (in game terms, a minimum of 1 Hit Die + two daily power uses) permanently.  
 \* It is said that carrying too many has a cursed effect on body and soul -- and that is true. One can use/absorb a number = Con mod. + Wis mod.; Save (d. 15) daily or take 1 damage to random stat for every sekhem over that limit.

- *Cornucopia:* sustain without food for [period; usually days]  
 - *Bloodflame:* once wounded, 1d4+1 damage to any who close to attack in melee, for battle

- *Calling:* Choose a theme; learn one spell every second level (1 hp to cast)

**Hunter:** d8 HD. Armour: any. Weapon: d8  
 - +1/lvl to tracking, survival, snares; +1/lvl for Saves concerning hunting specialty (choose)  
 - *Marked:* once a day/lvl, injured target's direction is sensed (within 10 mil.)

**Wych:** d4 HD. Armour: Light. Weapon: d4  
 - *Blessing-Bane:* Heal/harm 1d6, nearby target; per day, 1/lvl + Wis or Cha bonus  
 - *Enchant:* 1 hp to ensorcel weapon (+1/+1) for an hour or make a charm (+1 to rolls, one use; # active = Wis or Cha bonus)

**Psychic:** d6 HD. Armour: light. Weapon: 1d6  
 - *Awareness:* Mindspeech 100', 2-in-6 chance to sense psychic energy/effects/active minds  
 - *The Gift:* Choose two paths; choose a starting power from them. Gain 1 power/lvl, 1 path/3 lvls. Can use powers lvl/day, then 1 hp/usage.

**Mystic:** d8 HD. Armour: None. Weapon: d6\*  
 - *Body Mastery:* Unarmed attacks do d8; base AC 12, +1 / 2 lvls

\* *Luminescence:* Create light (as candle); glowing eyes, skin patterns, hair, etc. 4 hrs.  
 \* *Absorption:* Convert elemental or energy injury to healing (2:1) or a meal (one attack). 4 actions; 4 hp/lvl daily.

**Rejuvenation**  
 \* *Mending:* Accelerate healing in self or others, restoring 1d6 hp + 1/lvl.  
 \* *Sacrificial Feast:* Create rations from own life, 1 ration : 2 hp. Decide form of ration.  
 \* *Equilibrium:* Purge a toxin or disease from subject.

**Awareness**  
 \* *Ruined History:* Learn three facts about an object or discrete structure touched.  
 \* *Farsense:* Cast a sense (usually sight) up to 10 mil./lvl in any direction. 10 min.  
 \* *Unwinding Spool:* Reveal the direction and approximate distance of a known object or individual.

**Communication**  
 \* *Farspeech:* Communicate with a subject up to 10 mil./lvl away. 1 hr.

\* *Wind Of Fate:* When making a test or Save of any kind, roll twice; take the favourable result. 4 hrs (to use).

**the Soulpool**  
 \* *Passing Wisdom:* Choose a non-combat skill or profession; +1/lvl to tests and Saves involving it. 4 hrs.  
 \* *Experience:* Ask one question about a past individual/place/event. Requires 10 min. quiet.  
 \* *Eidolon:* Manifests an individual as remembered to inhabit a phantom body -- or the psychic. Can have consequences. 24 hrs (possession) or 4 hrs + 1 day/hp temporarily sacrificed from total (phantom; HD = 1 / 2 lvl, min. 1)

**the Pearl**  
 \* *Falling Tears:* Stillness and sorrow projected to 2d4 targets; ML test or quiet, overcome with the emotion.  
 \* *Revelation:* +1 / 2 lvls to Saves and tests involving Wis or creating harmony; 4 hrs.  
 \* *Rest Lost One:* Sense undead within 30' rad., 1 hr; once during period, cause one undead of < or = lvl to unanimate.

\* *Levinlymph:* Generate electrical bolt or charge. 1d4/lvl damage and paralysis, 1d6+1 actions. 20' if ranged.

**Light**  
 \* *Soaring:* Lift self+gear or 50 lbs/lvl into the air (up to 40'), move at normal speed. 10 min./lvl deals 1d6/lvl to 100'.  
 \* *Forcebolt:* Lance of projected psionic force away. 1 hr/lvl.

**the Touch**  
 \* *Unseen Hands:* Manipulate objects up to 20'/lvl away. 1 hr/lvl.  
 \* *Voisdring:* Send a target elsewhere for 10 min./lvl. There is nothing elsewhere.

**Distance**  
 \* *Flickering:* Make a series of short dimension hops within 10', 1/lvl max. 20 min. for total hops.  
 \* *Between:* Return to a familiar place within 20 mil./lvl, bringing up to 6 along.

\* *Mindsight:* Search another's mind for a specific memory, or place a false one.  
 \* *Decision Paralysis:* Mental static causes paralysis in 1d3+1 targets. 1d6 actions.

**Who do you owe a favour to?**

01. The witch of your village
02. An antlered hermit from the broken mountains
03. A hunter who showed mercy
04. A wandering minstrel
05. The fey and jaunty fellow at the tavern one night (... all taverns, every night)
06. An ancient lord of death
07. A dragon, once a ruler of hundred-thousands
08. A talking beast you met on the road

**What do you owe?**

01. A favour in kind
02. A grand sacrifice at a holy site
03. A tenth of all you gain for a year
04. An epic tale
05. An enemy dealt with
06. The creation of a place or object
07. The delivery of an object or missive
08. Another's lifeblood

01. bone marrow
02. pearl powder
03. firewater
04. lotus milk
05. wyrm ichor
06. moon dew

**Sample carriers:**

10. *Heartstring:* Beastspeech, 10 min. approach within 10', 4d4 actions)  
 09. *Spirit Filament:* Faeward: (fae cannot 3 successful attacks)

08. *Lightshard:* Deadbane (+1 damage undead, 07. *Angel Flame:* Aegis (+1 all stats, +2 AC)  
 06. *Dreamstone:* Sleep 12 hrs min.

05. *Whisperweed:* Understand languages, 10 min.  
 04. *Silkstone:* Bulwark (+1 AC, 1 hr)  
 03. *Pearl Tear:* Luck (+1 to any Save, once) hp/shard used  
 02. *Essence Shard:* [Elemental] protection, 3  
 01. *Silver Rose:* Healing (1d4)

**Sample materials and results:**

Recipes (and materials) can be recorded, shared, and rewarded or found as treasure.

**Character Options**

**Kiths**

- **Ancient One:** +2 Save vs magic; mindspeech 50'; 2-in-6 understand ancient/lost languages, ciphers; +1/lvl for tests involving ancient relics and tech, innate spell (2 hp to cast)
- **Aquan:** See in the dark; +2 AC; breathe water, adroit swimmer; cold resist; douse with water 1/day minimum or halve stats daily til death.
- **Dragonblood:** [Element] resist; [element] aura, 1d6, 10', 1/day/lvl; +2 to Reaction, Cha tests
- **Risen:** Undead; see in the dark; no living needs; rise at 1 hp when "killed" unless "heart" destroyed; heal via corpses, 1 HD : 1 HD
- **Felicit:** Cat's eyes -- see in the dark, 2-in-6 sense spirits within 40'; +1/lvl to athletic tests; unarmed damage half of weapon damage (claws)

**Classes**

**Savant:** d6 HD. Armour: Light. Weapon: d8 / d4  
 - *Bond weapon:* Choose form; call at will; one element or other theme (damage); d8 damage