Psionicist Specialists

Some time ago, I developed these Psionicist Specialists. They were published in the Complete Psionic Net Handbook. Due to the press of T$R, these Netbooks vanish and reappear from time to time.

Statistics

Here are the statistics for the five different Specialists:

Specialist	Barren Disciplines	Ability Requirements
Clairsentientist	Psychometabolism Psychokinesis	CON 11 INT 15*† WIS 16
Psychokinetant	Clairsentience Telepathy	DEX 12* CON 11 INT 15 WIS 15
Psychometabolist	Clairsentience Psychoportation	STR 11* CON 16 INT 12 WIS 15
Psychoportant	Psychometabolism Telepathy	CON 15*† INT 13 WIS 15
Telepathist	Psychokinesis Psychoportation	CON 11 INT 12 WIS 16 CHR 14*†

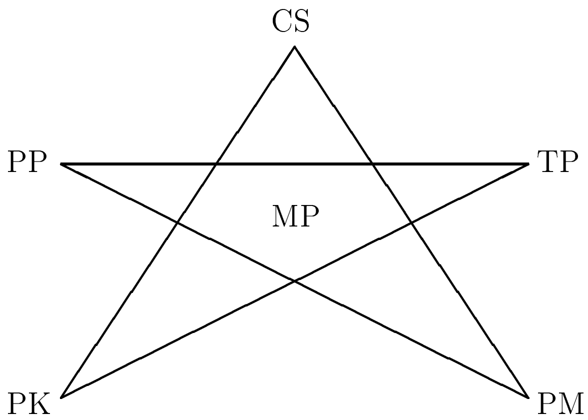
* This ability modifies the psionicist's inherent potential like INT and CON (use table 5 of PHBR5). The DM may rule, that this modifier may be used every time, a character advances to a new level (in addition to the modifier of the WIS-score).
Example: Clara, a Telepathistin, has a WIS of 17, a CON of 16, an INT of 12, and a CHR of 16. Her inherent poten- tial is 26 (24 points for her WIS-score, +1 for her CON- score, and +1 for her CHR-score). If she advances to a new level, the DM may rule that she gains 13 points (10 +2 for WIS-score, +1 for her CHR-score).

† Obviously, there is a disadvantage for the Clairsentientist and the Psy-

choportant. These Specialists add **double** their modifiers for INT/CON to their inherent potential. They proceed like any other Specialist when advancing one ex- perience level. Example: Thomas, a Psychoportant, has a WIS of 17, a CON of 16, and an INT of 13. He has an inherent potential of 26 (24 for WIS, 2× +1 for his CON, nothing for his INT). He advances one level, and his DM gives him 13 additional PSPs (10 +2 for his WIS, +1 for his CON).

Opposed Disciplines

Primary Discipline $\Longleftrightarrow$ Barren Disciplines



CS: Clairsentience
MP: Metapsionics
PK: Psychokinesis
PM: Psychometabolism
PP: Psychoportation
TP: Telepathy

MP is not opposed by any other discipline, so every Specialist may learn powers from this discipline without restrictions (at sufficient level).

Specialists gain a +1 bonus to their Power Scores for powers of their Primary Discipline, they suffer a -1 penalty for powers of each other discipline (except MP), and they must not learn powers of their barren disciplines.

Specialist Power Progression

Exp. Level	Total Discipl.	Total Sciences	Total Devotions	Def. Modes
1	1	1	4	1
2	1	2	6	1
3	1	2	8	2
4	1	3	10	2
5	2	3	12	3
6	2	4	13	3
7	2	5	14	4
8	2	5	16	4
9	2	6	17	5
10	3	6	18	5
11	3	7	19	5
12	3	8	20	5
13	3	8	22	5
14	3	9	23	5
15	4	9	24	5
16	4	10	25	5
17	4	11	26	5
18	4	11	28	5
19	4	12	29	5
20	4	12	30	5
For those characters of the Dark Sun Campaign, I have expanded the table for levels up to 30th				
21	4	14	32	5
22	4	16	35	5
23	4	19	40	5
24	4	21	45	5
25	4	23	50	5
26	4	26	55	5
27	4	28	60	5
28	4	30	65	5
29	4	33	70	5
30	4	35	80	5