

ARRGGHHH I'm Psionic

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This article extends [my "Oops" series](#), but psionics are far more of a mess than usual. In the roughly 8 pages discussing psionics between the PHB and DMG, the words that quantify psionics include: psionic ability, psionic strength total, total psionic ability, psionic ability, total psionic strength, psionic strength, psionic attack strength, psionic defense strength, psionic attack points, and psionic defense points. To exacerbate things, psionics operate by segment, yet AD&D initiative really, well, doesn't. Herein lies my attempt to adjust the vocabulary and rules to be understandable but functionally equivalent, filling in the usual gaps. Much like hit points, references to a value or strength are the current value or strength, not the original.

Determining Psionics

Only humans (potentially dwarves, halflings, and rarely elves) can be psionic. Starting characters with an intelligence, wisdom, or charisma of at least 16 roll d100. For each point of intelligence above 16 add 2.5 to the roll, for each point of wisdom above 16 add 1.5 to the roll, and for each point of charisma above 16 add .5 to the roll. Drop any fraction. Any result of 100+ indicates the character has psionic ability.

If so, roll a base d100. Next, determine bonus points: 1 point for each point of intelligence, wisdom and charisma above 12. If 2 of these scores are above 16, the bonus points are doubled. If all 3 scores are above 16, the bonus points are quadrupled. The base (01-100) plus bonus points (4-72), are added together. That number equates to the attack strength, and also the defense strength. Psionic strength always equals (attack strength + defense strength)—a number therefore from 10 to 344. Psionic strength is used for psionic combat, and in the employment of disciplines.

Should a non-psionic character have their intelligence, wisdom or charisma permanently increase, check again to determine if they have psionic ability. Should intelligence, wisdom or charisma permanently change for a psionic character, adjust the attack and defense strength (and thus psionic strength). If an ability change leaves the character without at least one necessary 16, they lose their psionic ability (temporarily or permanently, depending). A wish can grant (or remove!) psionics as long as the recipient has a necessary 16 in intelligence, wisdom, or charisma.

Attack Modes

A psionic character can have up to five attack modes. How many are determined by another d100 roll:

01-25	1 attack mode
26-50	2 attack modes
51-75	3 attack modes
76-95	4 attack modes
96-00	5 attack modes

The player then chooses from the five available attack modes:

Attack Range⁴

Attack Mode	Attack Strength Cost per Segment	Short	Medium	Long
A. Psionic Blast ¹	20	2"	4"	6"
B. Mind Thrust	4	3"	6"	9"
C. Ego Whip	7	4"	8"	12"
D. Id Insinuation ²	10	6"	12"	18"
E. Psychic Crush ³	14	5"	-	-

¹A cone-shaped wave of force 1/2" diameter at its source and 2" diameter at its terminus (6" distance).

²Id Insinuation affects all psionically-aware creatures in a 2" X 2" area within the attack range.

³If Psychic Crush is used the *attacker* may only defend with mode G (Thought Shield), or have no defense at all. Those killed by Psychic Crush lose all psionic abilities if raised or resurrected.

⁴Expending double or treble the attack strength will double or treble the range of modes B, C, and D.

Defense Modes

A character will also have up to five defense modes. How many are determined by another d100 roll:

01-25	2 defense modes
26-75	3 defense modes
76-90	4 defense modes
91-00	5 defense modes

The player then chooses from the five available defense modes; the first choice must be Mind Blank:

Defense Mode	Defense Strength Cost per Segment	Area of Effect ¹
F. Mind Blank	1	Individual only
G. Thought Shield ⁴	2	Individual only
H. Mental Barrier	3	Individual only
I. Intellect Fortress	8	10'r. of individual ²
J. Tower of Iron Will	10	3'r. of individual ³

¹If the defense mode has an area of effect (AoE) beyond the individual, it offers either its defense or the defense used by any individual within its radius, whichever is better.

²Intellect Fortress offers non-psionics in the AoE +2 on saving throws versus Psionic Blast.

³Tower of Iron Will offers non-psionics in the AoE +6 on saving throws versus Psionic Blast.

⁴If Thought Shield is the *only* defense mode used in the round, the creature can maintain it while using a discipline, fighting, casting a spell, or being involved in some other activity for the round that does not include any psionic attacks, still at a cost of 2 per segment. Thought Shield is also the only defense that can be used in conjunction with attacking via Psychic Crush.

Psionic Disciplines

A psionic character determines how many disciplines they will have with a d100 roll:

Die Score	Number of Minor Disciplines	Number of Major Disciplines
01-10	1	0
11-25	2	0
26-40	3	0
41-55	2	1
56-70	3	1
71-80	4	1
81-90	3	2
91-95	5	1
96-100	4	2

After determining the number of disciplines, roll on the Table of Psionic Disciplines (see PHB) for which disciplines are known. If the same discipline is rolled more than once or excluded for the character's class, re-roll. Select one minor discipline to be begin at first level, with one additional discipline (all minor disciplines first) usable for each 2 additional levels of experience in the character's class. The level of mastery is how many character levels the character has had access to the discipline (e.g., a 3rd level character who just gained access to Empathy would use it at 1st level of mastery; at 4th (character) level they would use the discipline at 2nd level of mastery).

The psionic strength cost for disciplines applies to both attack and defense strengths. 1 psionic strength equals 1 attack strength and 1 defense strength.

It is never possible to use two disciplines at the same time, or use an attack mode and a discipline at the same time.

Combined Psionic Operations

Psionic creatures can operate together to increase the range of shared disciplines where range is a factor and otherwise possible. Multiple psionic creatures can link their minds to add a cumulative 50% to the range of a discipline ($100\% + [n] \times 50\%$, e.g., two individuals have 200% of the range; 3 individuals have 250%, etc.). The base range is always that of the individual in the group with the shortest range.

It is also possible for two or more creatures to increase their psionic strength for psionic combat. Such an operation must be in "series", with the creatures adding 20% of their current psionic strength (half attack strength, half defense strength, all fractions rounded up) to the next individual in the series. Example: Creature A has a psionic strength of 100, so 20 psionic strength (10 attack strength, 10 defense strength) are transferred to creature B to bring its total from 120 to 140, and B then transfers 28 psionic strength (again, 20%) to creature C whose psionic strength is 130 but is now 158s, and then C transfers $158 \times .20$, or 32 psionic strength to final creature D. All series begin from the creature with the lowest psionic strength. The final creature in the series attacks and defends for all in the series. Only the final creature in the series can psionically attack or be attacked. All psionic strength used first comes from the transferred psionic strength. All creatures in the series will be affected by all psionic attacks affecting the final creature.

The series is maintained even for distracted creatures; they are unable to attack or defend (psionically or otherwise) until the series is dissolved by the lead creature in the series. Dissolving the series also removes the transferred psionic strength. The death or distraction of a creature earlier in the series will not disrupt the series.

Recovery

Psionic strength can be restored by refraining from psionic activity. Disciplines which do not require continuing strength point outlay can be in operation during recovery periods. No psionic strength can be recovered in less than one-hour increments. The rate of restoration depends upon the activity level:

Physical Activity ^{1,2}	Psionic Strength Recovered (half attack, half defense)
hard exertion	none
walking and like activity	3 psionic strength / hour
sitting and talking or reading	6 psionic strength / hour
resting and meditating	12 psionic strength / hour
sleeping	12 psionic strength / hour

¹The least favorable activity is considered for each hour of time spent in restoration of psionic strength.

²Psionic strength can be recovered on the Astral plane at the rate of 6 psionic strength / hour when moving by mental effort, and 12 psionic strength/hour when "floating" and not thinking of moving.

Psionic Combat

Psionic combat is a declared action for a round, but starting on the first segment of the round regardless of initiative (potentially superseding the declared action of others now abruptly psionic combatants). Psionic combat can occur during Surprise if the initiator's party is unsurprised. In that case, psionic combat will occur on each segment of surprise—both sides interact psionically as normal (both attack and defense) for each segment of Surprise.

Each psionic attack or defense will cost attack or defense strength (respectively), depending on the selected attack mode, defense mode, and resulting outcome. Creatures using a defense mode can take another action (using an attack mode, discipline, *OR* a segment of movement). Creatures using an attack mode cannot engage in any other activity but using a defense mode. If a creature is distracted by physical attack or spell damage or effect (such as charm, hold, etc.) it cannot make further psionic attacks or take other actions that round (but could resume the next round), although a distracted creature can still utilize defense modes.

There is one exception—Thought Shield. A psionic combatant who selects Thought Shield in the first segment of psionic combat can maintain this defense mode (spending defense strength each segment) while pursuing another non-psionic action for the round (or during surprise). However, taking a non-psionic action precludes making any psionic attacks for the entirety of the round.

Psionic vs. Psionic

All psionic attacks and defenses are simultaneous. Psionic combat (presuming Creatures A & B) takes place by segment, starting on the first segment of the round:

1. Determine A & B's current psionic strength (attack strength + defense strength).
2. A & B announce their own attack mode (from those they have available).
 - a. If all attack strength is expended, or not enough attack strength remains to use any attack mode available, the creature may defend only.
3. A & B only then choose their own defense mode (using the most applicable from those available).
4. Compare each creature's attack mode and psionic strength to their opponent's chosen defense on the appropriate Psionic vs. Psionic table, Appendix A (Short Range), or Appendix B (Medium/Long Range).
 - a. Long range attacks reduce the attacker's *effective* psionic strength by 25 for purposes of the table
5. Psionic attacks at short range reduce each creature's defense strength by the defense cost (see Appendix A). Psionic attacks at medium and long range reduce that damage by 20% (see Appendix B). If the attack was long

range, and originally in the 1-25 point range for psionic strength, damage is reduced by 50% instead of 20%. Any results beyond that required to bring the defense strength to 0 is applied to hit points.

6. Reduce each creature's attack strength by the cost of their attack, taking into account any increased cost for increasing the range.
7. Repeat this sequence each segment for 10 segments, or until neither side makes a psionic attack during a segment.

Defenseless Psionics

Once a psionic creature's defense strength reaches 0 (or has no available defense mode), later psionic attacks are determined on the Psionic Vs. Defenseless Psionic table (see Appendix C):

- Determine the attacker's attack strength and attack mode.
- Determine the defender's psionic strength (typically equal to their attack strength, as defense strength likely equals 0).
- Compare the attacker's attack strength and attack mode to the defender's psionic strength (e.g., their attack strength) on the Psionic Vs. Defenseless Psionic table (see Appendix C).
 - A number result on the table reduces the defender's psionic strength, defense strength first. If the attack strength reaches 0, reduce the defender's hit points by the remainder of the number.
 - If the result is a letter, apply that result to the defender.
 For a defender with mind bar, letter results only apply when the psionic strength is 0 at the beginning of the segment, otherwise they lose 40 psionic strength (half attack strength, half defense strength first, and then any remaining psionic strength), applying any leftover results to hit points.

Psionic Blast on non-Psionics

Only psionic blast can affect non-psionic creatures, and only if the psionically-attacking creature has an attack strength of 100+. Each non-psionic potentially affected by psionic blast rolls a "saving throw" (See Appendix D) based on their total intelligence and wisdom to avoid the effect, adjusted by various factors:

Attacked Creature's Int + Wisdom	Saving Throw
0-5	20
6-9	18
10-13	16
14-17	14
18-21	12
22-25	10
26-29	8
30-33	6
34-35	4
36-37	2
38 & up	0

Saving Throw Adjustments			
Bonuses		Penalties	
medium range	+1	panicked	-1
long range	+2	enraged	-1
magic-user	+1	confused	-2
cleric	+2	hopeless	-3
elf	+2	stunned	-3
Intellect Fortress within 10'	+2	using psionic-related power ²	-4
<i>mink blank</i> spell	+2	using ESP	-5
dwarf	+4	feebleminded ³	-
halfling	+4	insane ⁴	-
<i>helm of telepathy</i> ¹	+4		
Tower of Iron Will within 3'	+6		
mind bar	+6		
protection items valid against "all forms of attack" ⁵	+x		

¹The helm of telepathy will cause the attacker to be stunned for 1-4 rounds if the defender's saving throw is successful.

²These powers or spells are: astral protection/spell, augury, charm monster, charm person, clairaudience, clairvoyance, confusion, detect evil/good, detect magic, dimension door, divination, empathy, enlarge, ESP, etherealness, feeblemind, feign death, geas, invisibility (any sort), know alignment, levitation, locate object, magic jar, plane shift, polymorph self, quest, shape change, suggestion, symbol, telekinesis, telepathy, teleportation, true seeing

³A feebleminded person has a combined intelligence and wisdom score of 0-5.

⁴Insane creatures cannot be psionically attacked.

⁵rings and cloaks of protection

In the Psionic Blast on Non-Psionics table (Appendix D), the attacked creature's total intelligence and wisdom is used to figure saving throws. However, wisdom is not a standard given attribute of monsters. To compute the wisdom of non-psionic monsters, use the following table:

Intelligence of Creature	Wisdom Range
Below Low	0
Low	2d4
Average	3d4
Very/Highly	4d4
Exceptional/Genius	2d6+6
Supra-Genius	4d4+4
Godlike	3d6+6

Random Encounters

If a random encounter occurs when the party has used psionic powers during the last turn (or spells resembling disciplines during the last round), there is a 1 in 4 chance the encounter is psionic. If so, use the Psionic Encounter Table instead. The psionic encounter otherwise occurs as normal, although certain psionic creatures will not be detected by the party.

Modifying Psionics

A wish can create the potential to be psionic (assuming the necessary ability score of 16). A wish can also bestow immunity to one particular attack mode; immunity to all attack modes precludes using any disciplines.

As a character ages, their intelligence and wisdom also change. Adjust the psionic strength.

The following mechanisms increase a character's psionic strength (half to attack strength, half to defense strength). This strength will be spent before the innate strength, and recover at the same time as the psionic strength at the same rate:

- The helm of telepathy increases psionic strength by 40 (in addition to providing a +4 to saving throws vs. Psionic Blast).
- A dull gray ioun stone increases psionic strength by 10, to a maximum of 50 (e.g. 5 ioun stones)
- Ioun stones which merely increase intelligence, wisdom, or charisma will not increase the creature's psionic abilities, as psionic strength is determined by unmodified ability scores.

References

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TSR 2011, *Dungeon Masters Guide [1e]*, 1979.

TSR 2013, *Deities & Demigods*, 1980.

Dragon Magazine Issue 35, *The official errata: Scads of additions & Revisions for AD&D*. [Errata removes psionic elves]

Dragon Magazine Issue 39, *Sage Advice*. [Only humans, possibly dwarves and halflings]

Dragon Magazine Issue 42, *Sage Advice*. [Limit psionic elves to NPCs, MM]

Dragon Magazine Issue 58, *Sage Advice*. [Dwarves and psionics]

Dragon Magazine Issue 60, *The Elven Point of View*. [Elves not psionic]

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Dragon Magazine Issue 71, *Solid answers to astral questions*. [Psionics and Astral]

Dragon Magazine Issue 78, *Psionics is different*. [All PCs can be psionic, ability score changes]

Dragon Magazine Issue 78, *Sage Advice*. [All PCs psionic, ability score changes]

Appendix A: Psionic vs. Psionic in Mental Combat (Short Range)

Attacker Psionic Strength	Attack Mode	Attack Cost	Defense Cost (ordered by "best") ^{1,2}
01-25	Psionic Blast	20	Mind Blank(4), MR(7),IF/TS(9)
01-25	Mind Thrust	4	Mental Barrier(3), TS(6), IF(8), TW(11)
01-25	Ego Whip	7	Mental Barrier(3), TS(5), IF(8), MB(9)
01-25	Id Insinuation	10	Mind Blank(2), TS(8), IF(9), MR/TW(11)
01-25	Psychic Crush	14	Though Shield(2), MR(3), IF(8) ³
26-50	Psionic Blast	20	Mind Blank(7), MR(9),IF/TW(10)
26-50	Mind Thrust	4	Mental Barrier(4), TS/IF(8), MR(3)
26-50	Ego Whip	7	Mental Barrier, TS(6), IF(8), TW(10)
26-50	Id Insinuation	10	Mind Blank(3), TS(10), IF(11), MR/TW(13)
26-50	Psychic Crush	14	Intellect Fortress(8), TW(10), MR(3), TS(2) ³
51-75	Psionic Blast	20	Mind Blank/Tower(11), MR/IF(12)
51-75	Mind Thrust	4	Mental Barrier(5), IF(10), TS(11),TW(13)
51-75	Ego Whip	7	Mental Barrier(4), TS(8), IF(9), TW(11)
51-75	Id Insinuation	10	Mind Blank(5), TS(13), IF(15), MR/TW(16)
51-75	Psychic Crush	14	Tower of Iron Will(10), IF(8), MR(3), TW(2) ³
76-100	Psionic Blast	20	Tower of Iron Will(12), IF(15),MB/MR(16)
76-100	Mind Thrust	4	Mental Barrier(8), IF(12), TS/TW(15)
76-100	Ego Whip	7	Mental Barrier(6), IF(10), TS(11), TW(15)
76-100	Id Insinuation	10	Mind Blank(8), TS(17), Other(20)
76-100	Psychic Crush	14	Tower of Iron Will(10), IF(8), MR(3), TS(2) ³
101-125	Psionic Blast	20	Tower of Iron Will(14), IF(19), MR(21), MB(22)
101-125	Mind Thrust	4	Mental Barrier(12), IF(15), TW(18), TS(20)
101-125	Ego Whip	7	Mental Barrier(9), IF(12), TS(15), TW(16)
101-125	Id Insinuation	10	Mind Blank(12), TS(22), MR/TW(25)
101-125	Psychic Crush	14	Tower of Iron Will(10), IF(8), MR(3), TS(2) ³
126+	Psionic Blast	20	Tower of Iron Will (17), IF(24), MR(27), MB/TS(29)
126+	Mind Thrust	4	Intellect Fortress/MR(19), TW(22), TS(26)
126+	Ego Whip	7	Mental Barrier(12), IF(15),TS/TW(20)
126+	Id Insinuation	10	Mind Blank(17), TS(28), IF/TW(31)
126+	Psychic Crush	14	Tower of Iron Will(10), IF(8), MB(3), TS(2) ³

¹MB - Mind Blank, MR - Mental Barrier

²This table takes into account the sum of the defense mode cost and the damage cost.

³Calculations for Psychic Crush select the most efficient defense least likely to cause instant death.

Appendix B: Psionic vs. Psionic in Mental Combat (Medium/Long Range)

Attacker Psionic Strength	Attack Mode	Cost	Defense Cost ¹				Tower of Iron Will
			Mind Blank	Thought Shield	Mental Barrier	Intellect Fortress	
01-25	Psionic Blast	20	3	8	6	9	10
01-25	Mind Thrust	4	11	5	3	8	11
01-25	Ego Whip	7	7	4	3	8	10
01-25	Id Insinuation	10	2	7	9	9	11
01-25	Psychic Crush	14	1	2	3	8	10
26-50	Psionic Blast	20	6	9	8	10	10
26-50	Mind Thrust	4	13	7	4	8	12
26-50	Ego Whip	7	11	5	3	8	10
26-50	Id Insinuation	10	3	8	11	10	12
26-50	Psychic Crush	14	1	2	3	8	10
51-75	Psionic Blast	20	9	12	10	11	11
51-75	Mind Thrust	4	15	9	5	10	12
51-75	Ego Whip	7	15	7	4	9	11
51-75	Id Insinuation	10	4	11	13	14	15
51-75	Psychic Crush	14	1	2	3	8	10
76-100	Psionic Blast	20	13	15	13	14	12
76-100	Mind Thrust	4	19	12	7	11	14
76-100	Ego Whip	7	19	9	5	10	12
76-100	Id Insinuation	10	7	14	17	18	18
76-100	Psychic Crush	14	1	2	3	8	10
101-125	Psionic Blast	20	18	19	17	17	13
101-125	Mind Thrust	4	22	16	10	14	16
101-125	Ego Whip	7	25	12	8	11	15
101-125	Id Insinuation	10	10	18	21	22	22
101-125	Psychic Crush	14	1	2	3	8	10
126+	Psionic Blast	20	23	24	22	21	16
126+	Mind Thrust	4	25	21	16	17	20
126+	Ego Whip	7	31	16	11	14	18
126+	Id Insinuation	10	14	23	25	28	27
126+	Psychic Crush	14	1	2	3	8	10

¹This table takes into account the sum of the defense mode cost and the damage cost.

Appendix C: Psionic vs. Defenseless Psionic

Defender's Psionic Strength (Attack Strength + Defense Strength)

Attack Strength	Attack Mode	10-59	60-109	110-159	160-209	210-259	260-309	310+
01-25	Psionic Blast	D	C	C	15	10	5	5
01-25	Mind Thrust	W	W	40	35	30	25	20
01-25	Ego Whip	30	25	20	15	10	5	5
01-25	Id Insinuation	40	35	30	25	20	15	10
01-25	Psychic Crush	72%	60%	50%	40%	30%	20%	10%
26-50	Psionic Blast	S	D	C	C	15	10	5
26-50	Mind Thrust	W	W	W	40	35	30	25
26-50	Ego Whip	35	30	25	20	15	10	5
26-50	Id Insinuation	R	40	35	30	25	20	15
26-50	Psychic Crush	75%	62%	52%	42%	32%	22%	12%
51-75	Psionic Blast	W	S	D	C	C	15	10
51-75	Mind Thrust	P	W	W	W	40	35	30
51-75	Ego Whip	40	35	30	25	20	15	10
51-75	Id Insinuation	R	R	40	35	30	25	20
51-75	Psychic Crush	79%	65%	55%	45%	35%	25%	15%
76-100	Psionic Blast	P	W	S	D	C	C	15
76-100	Mind Thrust	P	P	W	W	W	40	35
76-100	Ego Whip	P	40	35	30	25	20	15
76-100	Id Insinuation	R	R	R	40	35	30	25
76-100	Psychic Crush	84%	69%	59%	49%	39%	29%	19%
100-125	Psionic Blast	K	P	W	S	D	C	C
100-125	Mind Thrust	P	P	P	W	W	W	40
100-125	Ego Whip	I	P	40	35	30	25	20
100-125	Id Insinuation	R	R	R	R	40	35	30
100-125	Psychic Crush	90%	74%	64%	54%	44%	34%	24%
126 & up	Psionic Blast	K	K	P	W	S	D	C
126 & up	Mind Thrust	P	P	P	P	W	W	W
126 & up	Ego Whip	I	I	P	40	35	30	25
126 & up	Id Insinuation	R	R	R	R	R	40	35
126 & up	Psychic Crush	97%	80%	70%	60%	50%	40%	30%

- C Confused for 2-8 rounds, Only non-psionic activity possible
- D Dazed for 1-4 turns, no psionic or other activity
- I Idiocy, psionic ability lost forever, idiocy only curable by a heal spell
- K Killed, raising/resurrection is possible, but psionic ability is lost
- P Permanent loss of random attack/defense/ discipline, and dazed as above
- S Sleeping in a coma for 1-4 weeks (catatonic state 99% likely to be mistaken for death)
- R Robot, mind is controlled by victor until released or after 2-8 weeks a saving throw versus magic
- W Wounded psionically. Randomly determine an attack/ defense/ discipline unusable for 2-8 weeks

A number result reduces the defender's psionic strength, defense strength first. If the attack strength reaches 0, reduce the defender's hit points by the remainder of the number. Psionic creatures with mind bar discipline will take damage only on a segment after all psionic strength is lost, so treat letter results as a 40 until 0 is reached. If psionic strength is reduced beyond 0, treat it as hit point damage on a point-for-point basis.

Appendix D: Psionic Blast on Non-Psionics

Attacked Creature's Total Intelligence and Wisdom	Saving Throw	Death	Coma	Sleep	Stun	Confuse	Enrage	Panic	Feebleminded	Permanent Insanity	Temporary Insanity	Mild Insanity
0-5	20	01-85	86-99	00	-	-	-	-	-	-	-	-
6-9	18	01-10	11-90	91-99	00	-	-	-	-	-	-	-
10-13	16	01	02-15	16-90	91-99	00	-	-	-	-	-	-
14-17	14	-	01	02-10	11-90	91-99	00	-	-	-	-	-
18-21	20	-	-	01	02-15	16-90	91-99	00	-	-	-	-
22-25	10	-	-	-	01	02-15	16-90	91-99	00	-	-	-
26-29	8	-	-	-	-	01	02-15	16-90	91-99	00	-	-
30-33	6	-	-	-	-	-	01	02-15	16-90	91-99	00	-
34-35	4	-	-	-	-	-	-	01	02-20	21-85	86-99	00
36-37	2	-	-	-	-	-	-	-	01	02-15	16-90	91-00
38 & up	0	-	-	-	-	-	-	-	-	01	02-15	16-00

DEATH: Creature can be brought back to life as is usual.

COMA: 2-12 days where creature cannot be awakened.

SLEEP: 5-20 turns where creature cannot be awakened.

STUN: 2-8 turns where character is at usual stunned condition (-3 on saves vs. psionic blast, +4 to hit).

CONFUSE: 1-4 turns as per the spell of the same name.

ENRAGE: 2-8 rounds and creature affected must immediately launch a spell or physical attack upon any opponent or other creature. During enraged period, creature will not think of defense or any action save attacking.

PANIC: 2-8 rounds with reaction as a fear spell from a 4th level magic user.

FEEBLEMIND: This lasts until a heal, restoration, or wish is used. The creature's combined intelligence & wisdom is in the 0-5 range when so affected. All memory of spells is gone, and the affected creature cannot attack or defend.

¹PERMANENT INSANITY: This lasts until a heal, restoration, or wish is used. Select two forms of insanity from the table therein, and have affected creature behave accordingly as long as the condition lasts.

¹TEMPORARY INSANITY: 2-12 weeks duration, otherwise as above.

¹MILD INSANITY: 1-4 weeks duration, one form of insanity only, otherwise as above.

¹In most cases the fact that the creature has been inflicted with insanity will NOT be immediately evident to associates. Behavior will make the condition suspect as appropriate to the form of affliction.