

PSYCHIC'S HANDBOOK

WEB ENHANCEMENT

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INTRODUCTION

This web enhancement for the *Psychic's Handbook*, part of Green Ronin's *Master Class* series, presents a revised version of the psychic advanced class for *d20 Modern* and a new psychic race, the Illan.

THE MODERN PSYCHIC

Gamemasters of *d20 Modern* campaigns may wish to use the psychic abilities described in this book in their campaigns. This is easy to do by making psychic feats and skills available to the player characters and making the psychic class into an advanced class for *d20 Modern*. In this case, limit advancement as a psychic to no more than 10 levels (meaning that psychics tend to be less powerful overall) and set the requirements for the advanced class based on how rare it should be in the campaign. An example is provided below.

Psychic abilities fit well into modern psychic investigator or thriller campaigns, and can substitute for the psionic

abilities described in the *d20 Modern* core rulebook. They're also suitable for near-future "psyberpunk" campaigns or outer-space science-fiction campaigns, possibly featuring aliens as psychic creatures and psychic abilities as part of the future of human evolution. Apart from the class adjustments given below, the psychic feats and skills in this book fit just fine into a *d20 Modern* campaign setting without any changes. See **Chapter Four** of the *Psychic's Handbook* for additional information on adapting or changing the psychic skill rules to suit a particular setting or type of campaign.

THE PSYCHIC ADVANCED CLASS

The psychic develops and masters innate powers of the mind.

REQUIREMENTS

To qualify to become a psychic, a character must fulfill the following requirements.

Skills: Concentration 6 ranks.

Feats: Psychic Ability.

CLASS INFORMATION

The following information pertains to the Psychic class.

HIT DIE

The Psychic gains 1d6 Hit Points per level. The character's Constitution modifier applies.

ACTION POINTS

The Psychic gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

CLASS SKILLS

The psychic's class skills are as follows.

TABLE 1-8: THE PSYCHIC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+0	+2		+1	+0
2	+1	+0	+0	+3	Bonus psychic feat	+1	+0
3	+2	+1	+1	+3		+2	+0
4	+3	+1	+1	+4	Bonus psychic feat	+2	+0
5	+3	+1	+1	+4		+3	+1
6	+4	+2	+2	+5	Bonus psychic feat	+3	+1
7	+5	+2	+2	+5		+4	+1
8	+6/+1	+2	+2	+6	Bonus psychic feat	+4	+1
9	+6/+1	+3	+3	+6		+5	+2
10	+7/+2	+3	+3	+7	Bonus psychic feat	+5	+2

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Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (Int), Listen (Wis), Perform (Cha), Profession

(Wis), Read/Write Language (none), Search (Int), Sense Motive (Wis), Speak Language (none), and Spot (Wis). Additionally, all psychic skills are class skills. See **Chapter Two** for more information on psychic skills.

Skill Points at Each Level: 6 + Int modifier.

BONUS PSYCHIC FEATS

At 2nd level and every other level thereafter (4th, 6th, 8th, and 10th), the Psychic gains a bonus feat, which must be a psychic, psychic talent, or metapsychic feat. These are in addition to the Psychic's normal feats based on character level. See **Chapter Three** of the *Psychic's Handbook* for details on these feats.

Note that the psychic advanced class does not get the Psychic Ability feat for free; instead it is a prerequisite for acquiring the class.

- ILLAN -

The Illan (both singular and plural) are a race virtually indistinguishable from humans, save for their innate psychic abilities. These gifts tend to separate the Illan from ordinary humans, making them suspected and feared, but also respected.

PERSONALITY

Illan are empathic and studious by nature. They have a deep love for learning, making them fine scholars, scribes, and sages. They're innately curious, always interested in learning and discovering new things. Illan tend to be good with social relations, although they are sometimes troubled by misperceptions about their race.

PHYSICAL DESCRIPTION

Illan look outwardly exactly like humans. In fact, Illan are fertile with humans, but their children are always either human or Illan. There are no "half-Illan," although some Illan of "pure" bloodline look down upon so-called "half-breeds." Illan psychic gifts only show up in roughly a quarter of their children with humans. Humans with Illan relatives are sometimes treated with quiet pity for their psychic "blindness." On the other hand, Illan children of humans may suffer difficulty growing up in human communities, particularly before they learn to control their psychic talents (and censor the things they learn from them).

There is no physical means of telling an Illan from a human, although psychically their mental "signature" is unique.

RELATIONS

Illan attitudes often seem contradictory. They are empathic and understanding, but often standoffish and somewhat cold toward strangers. Their psychic abilities and the prejudice they suffer make Illan cautious when dealing with others, but once they get to know you, regardless of race, they are true allies. Illan tend to judge others on their attitudes and actions rather than preconceptions about race or culture.

ALIGNMENT

Like humans, there are Illan of all alignments. Some are good, others evil, many neutral. Illan tend slightly toward neutrality and good. They're willing to bend or overlook unjust laws, particularly if said laws relate to institutionalized prejudice against them and others like them (such as sorcerers or psions).

LANDS

The Illan live among humans in human lands. Some Illan families keep to themselves, and they have their own small communities, particularly in larger nations and cities. Otherwise, Illan are found most places humans are. In some cases they are discrete about their true nature, quietly passing themselves off as humans so as not to provoke any trouble with their neighbors.

RELIGION

Illan follow human religions, with an emphasis on deities of scholarship, knowledge, wisdom, and empathy or healing. Many Illan claim their psychic gifts give them a greater insight into the religious experience and they tend to be a pious people as a whole. Illan clerics are their most common spellcasters, effectively combining their divine and psychic gifts.

LANGUAGE

Illan speak the Common tongue of humans. They also communicate with each other using Mental Contact, typically by touch or over short distances, although Illan closely related by blood or marriage (or well-trained) can do so over greater distances. Their ability to "mindspeak" helps Illan keep a low profile among human communities when necessary.

NAMES

Illan follow the same naming conventions as humans of their home community.

ADVENTURERS

Illan become adventurers for many of the same reasons as humans: seeking fame and fortune, knowledge, or excitement. Some Illan try to leave their unusual heritage behind, while others are fiercely proud and hope to serve as good examples to their people and other races. Ancient treasures suggesting the Illan were once a more numerous race than they are today intrigue Illan adventurers of a scholarly bent. They seek to piece together information about their people's ancient past.

RACIAL TRAITS

- **Medium:** As Medium creatures, Illan have no special bonuses or penalties due to their size.
- Illan base land speed is 30 feet.
- **Natural Psychic:** All Illan are psychically gifted. They have the benefits of the Psychic Ability and Telepathy feats for free at 1st level, in addition to the normal feats granted by their class and level.
- **Psychic Talent:** Illan have 4 extra skill points at 1st level, usable only to acquire psychic skills, and 1 bonus skill point per additional level, also usable only to acquire psychic skills.
- **Untrained Skills:** Illan can use the following psychic skills untrained: Empathy, Mental Contact, Psychic Sense, and Psychic Shield.

- +2 racial bonus on Mental Contact and Psychic Shield checks.
- **Automatic Languages:** Common. Bonus Languages: Any (other than secret languages).
- **Favored Class:** Psychic. A multiclass Illan's psychic class does not count when determining whether he takes an experience point penalty for multiclassing.

USING THE ILLAN

The Illan make an effective "stealth" race for adding abilities from the *Psychic's Handbook* to your campaign world. The reason others have never heard of them or their abilities before is because the Illan like to keep a low profile. The Illan may be the only psychic race in the campaign, or simply one of several. In fact, if you play in a campaign where psychic abilities are the only supernatural powers, then the Illan may be the only ones to possess them. This makes them even more powerful and potentially feared.

In a *d20 Modern* campaign setting, the Illan may be extradimensional visitors to Earth, or a secret race of psychics living among ordinary people. Perhaps they are involved in psychic conspiracies or "mind wars" going on behind the scenes in an "ESPionage" campaign with psychic elements.

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