

Grim Psychic Duels, version 1.1

By Eric Anondson

Inspiration from Kenneth S. Hood's Grim-n-Gritty Hit Point and Combat System

Introduction

The concept is simple, psychic dueling based upon the concept that psionic attacks are *ranged mind-affecting touch attacks*. In addition, your psychic attack bonus is determined by Intelligence. Your psychic staying power, i.e. psychic hit points, are determined by your Wisdom score and manifester level. Your Will save, Charisma modifier and manifester level determines your psychic "armor".

The various attack and defense styles are referenced on the table. Every character can draw upon any defense style or attack style. Attacking psychically is strenuous and it takes a toll. Each psychic attack style deals an amount of nonlethal damage to the attacker each time the attacker uses it.

Attacking psychically is a swift action. There are no iterative psychic attacks for having high Intelligence.

Choosing a defense is a free action, unless you are a non-psionic creature or are flatfooted. In which case you have a predetermined defense. If more than one attacker psychically attacks you, you can change your mind's defense for each new attack, but doing so you incur the Power Point cost for the new defense style. If you leave your mind's defense the same for every attacker in the round, you only need to spend the Power Point for the defense style once.

If a psionic character is out of Power Points to pay for their defense style, they are considered mentally "flatfooted", and must use the flatfooted defense style. Psionic characters with no Power Points cannot use the non-psionic defense style.

Step 1: Mind's Attack Bonus

Intelligence score equals your Mind Attack Bonus.

Creatures without Intelligence scores cannot be attacked psionically, and cannot psionically attack.

Non-psionic creatures can only attack psionic minds that initiate psionic attacks on it. Additionally, the non-psionic creature suffers a -4 non-proficiency penalty in making psionic attacks rolls. A creature is considered non-psionic if they have no Power Points.

Step 2: Mind's Hit Points

Wisdom score plus 2x manifester level equals your mind's hit points.

Your mind's hit points return at the rate of 1 + manifester level per hour. When your mind's hit points have been reduced to 0 or lower, you become unconscious.

Step 3: Mind's Defense Bonus

In these rules, your ability to avoid *psychic duel* attacks to your mind increases with your manifester level. However, this ability is not represented by a large reservoir of "hit points". Instead, you get a bonus to your mind's Mind Armor Class (MAC) based on your Will save, Charisma modifier and manifester level. This bonus is called a Mind Defense Bonus.

A Defense Bonus functions like a stackable Dodge bonus to MAC.

Defense Bonus = Base Will save + Deflection + manifester level.

Deflection = Charisma modifier, bonus or penalty.

Defense-related Rules

Defense type	MAC	Secondary	PP / round
The Void	15	50% miss chance	1
The Forest	15	attacker <i>confused</i> for 1 round	1
The Swamp	15	attacker becomes flatfooted	1
The Ruins	15	attacker <i>dazed</i> 1 round	1
The Shield	15	+4 MDR	1
The Rune	17	+4hp damage to attacker	1
The Armor	20	—	1
The Wall	17	+2 MDR	1
The Truth	19	+2hp damage to attacker	3
The Will	23	—	3
Acceptance	19	Piercing heals own mind's hp	3
Denial	19	50% miss chance	3
The Quills	21	+2hp damage to attacker	5
The Beetle	27	—	5
The Drake	21	+2 MDR	5
The Bramble	19	+3hp damage to attacker	5
The Tower	19	(+1 MDR) 10' radius	3
The Rampart	15	(+3 MDR) 10' radius	3
The Gate	17	(+2 MDR) 10' radius	3
The Crag	17	(+1 MDR) 15' radius	3
Non-psionic	25	—	0
Flatfooted	15	—	0

MIND PIERCING ATTACKS

Some attacks under this system may have *mind piercing* qualities, either by enchantment or psionic design.

If an attack has *mind piercing* abilities, it is designated with (mp) followed by a number. These attacks ignore deflection bonuses (i.e. Charisma modifier) and Mind Damage Reduction of the target.

Effects of Damage

Still, mechanics remain the same. A character declares his psychic attack and rolls to hit against the Mind Armor Class plus Mind Defense Bonus of his opponent. Should he hit his target's mind, he subtracts the target's Mind Damage Reduction (if any) from his psionic attack's damage total. Any damage left over is subtracted from his opponent's Mind Hit Point total.

Attack type	Damage	Trauma Effect	Nonlethal
The Sword	1d6	1 Charisma	1
The Boomerang	1d6	<i>Dazed</i> 1 round at 2x range	0
The Incantation	1d6	1 Wisdom	1
The Flame	1d6	1 Intelligence	1
The Templar	2d4	1d4 Charisma	3
The Noble	2d4	1d4 Wisdom	3
The Slave	2d4	1d4 Intelligence	3
The Dragon	2d4	<i>Stunned</i> 1 round at 2x range	2
The Wyvern	(mp) 1d6	1d2 Charisma	3
The Scorpion	(mp) 1d6	1d2 Wisdom	3
The Spider	(mp) 1d6	1d2 Intelligence	3
The Wurm	(mp) 1d6	<i>Stunned</i> 1 round	2
Avalanche	2d6	<i>Confused</i> 2d4 rounds	5
The Bulette	1d10	1d6 Charisma	5
The Horror Below	1d10	1d6 Wisdom	5
The Boulder	1d10	1d6 Intelligence	5
The Rampager	1d6	1d2 Charisma 60' cone	7
The Sloth	1d6	1d2 Wisdom 60' cone	7
The Tiger	1d6	1d2 Intelligence 60' cone	7
The Roar	1d6	<i>Stunned</i> 1 round 60' cone	9

Psyche Trauma

In the Psychic Duel system, whenever your mind loses Hit Points, you must immediately perform a Will saving throw. The DC of the save equals 10 + damage inflicted.

If you fail the roll, you suffer the harbinger's trauma effect plus an amount of physical nonlethal damage.

This is called *Psyche Trauma*. It represents the body's natural response to overwhelming psionic damage and the tendency to go into deep shock from serious injury.

CREATURES IMMUNE TO PSYCHE TRAUMA

Undead and other creatures immune to mind-affecting effects do not suffer from *psyche trauma*. They are exempt from rolling a Will save each time their mind suffers damage.

Creatures with bonuses against mind-affecting effects add the bonus to their Will save against *psyche trauma*.

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