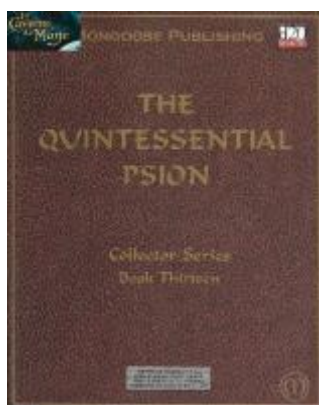




## **D20 - The Quintessential Psion MGP4013**

NEUF / Anglais



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The first two chapters, Psion Character Concepts and the Prestige Psion will allow players to tweak their psychic characters to fit desired archetypes within the game. Whether you fancy having a Healthy Mind or be Imbalanced, have Invisible Friends (not in the sane sense) or have once been Left for Dead, there are many starting points to have a character's talent awakened. For characters who have begun to master their psychic potential, the doors to enlightenment swing wide open with the Ectoplasmic Constructor, Hand of Thought, Infector, Living Power, Necropath, Psychic Investigator, Psychic Mummy, Pspy (think about it!), and Puppet Master.

Tricks of the Trade will serve to prove that there is far more to the Psion than thought alone and those who are prone to experimentation will find a great deal to expand their character's abilities here. Psilchemy combines psychic talent with alchemy to allow the brewing of some very heady concoctions, such as distilled psionic essences, poisons

and transfer solutions. Those looking to harness ever greater powers can now tap into the Flux, the natural psionic energy that permeates all living things, while an alternative method of psionic combat, if used, will further separate Psions from Psychic Warriors. Furthermore, the ability to collapse psionic powers will grant the Psion a little more flexibility when adventuring, allowing him to combine known powers to fuel others.

After the combat-orientated Quintessential Psychic Warrior, Psion Feats will prove popular for many players. A wide range of new possibilities are available in this chapter - to give a brief run down (and this is by no means everything Sam has included in this chapter); Area Defense, Attack Cone, Echo Awareness, Fragment Vault, Mental Cleave, Mindshatter. Psychic Reflexes, and Share Pain. All provide the perfect fusion between mind and body.

Though Psions are concerned primarily with the mind, few are foolish enough to dismiss the material world altogether and the right tools at the right time can prove vital. Tools of the Trade takes a look at various options open to Psions, such as psibonded weaponry (extremely expensive but superb at channeling mental energies) and psychic masks.

Psionic Powers is a short and nicely understated chapter, as a vast increase in 'spells' is not what the Quintessential series is all about. However, there are enough here to whet your appetite, from Advice of Death and Echo Mask to Grave Echoes and Primal Metaphysical Weapon. 20 new powers are presented overall.

Altered States allows the Psion to change his actual mind and thought-processes, allowing him to enter waking dreams, exteroceptive trances, demiurgonic mentation and many other effects. Actually getting to an altered state, for an initiate, is somewhat more problematic, however. Some may try various combinations of herbs and incense, though extended sensory deprivation and pain induction can sometimes achieve similar results. But I would not recommend it. . .

The next chapter, Echoes and Fragments, gives the Psion all the tools he needs to channel to psychic imprints left by the living as the veil of death passes over them. Full rules are given for tracking down such echoes (stay away from mass battle sites unless you are of sufficient mental strength to withstand an assault!), and harvesting them before putting the raw psychic potential to use.

The Psionic Accord is going to provide players and Games Masters alike with a lot of fun. Not content with the Metaconcert power, Sam has given Psions the opportunity to harness and join with more minds. A lot more minds. The process is not without hazard but if enough psychics join the accord, they can become truly powerful. Once linked

via a focus (the Core of the Accord), the ability to draw upon the resources of other members can grant a Psion with abilities he only dreamed of before - this is no mere boosting of power points, but a chance to act with utter unity among like-minded individuals.

There are many creatures that exist as little more than patterns of thought which, if properly harnessed, can greatly expand the capabilities of a Psion. This process is detailed in *Symbiotes of the Mind*, the fusion of two psychic entities into one whole. However, in a symbiotic relationship, nothing is ever given for free. The symbiote must feed and, if denied, will start to prey on its host, even as it searches for another.

*Memetic Parasites* is a truly inspired chapter. For those not familiar with the term, memes are a basic building block of mind and culture. Now, in the fantasy world, imagine complex formulae practiced over and over again by diligent wizards, or prayers offered to the gods by an entire city - if enough thoughts are gathered in one place, they become a meme, something capable of passing contagiously from one mind to another. IN effect, a psychic entity independent from the minds in which it originated.

The **Quintessential Psion** wraps up with *Crystal Palaces*, the places of power for any accomplished Psion. Full rules are given for locating required materials, clearing areas and then constructing a crystal palace, ready to serve as the Psion's new home and base of operations. Many 'fixtures and fittings' can be included in the construction, if the Psion is rich enough and has the mental strength to utilize them - command circles, construct control chambers, death rain vaults, healing chambers, mindwar stations and many more are all available. On top of this, there are some unique staff members a Psion may like to consider employing, the better to run his palace without mundane interference.

The book wraps up with a full index, rules summary and characters sheet, so everything can be placed at the player's fingertips.

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