**Power Points**

The power points you have at each level are shown below, in table 1. You gain additional power points based off of your Key Offensive Modifier, which can be found in table 2. If you use the optional rules for power points, those are found on table 3. The optional rules allow for recharging power points at the end of every [Encounter], instead of every [Scene]. If you possess a track that gives psi-like abilities, you gain 4 power points per circle of the track that you possess if you refresh power points at the end of every [Scene], or 1 power point per circle of the track that you possess if you refresh power points at the end of every [Encounter]. If you possess more than one track that gives power points, all of these points add to your total number of power points.

Table 1: Standard Power Points Table 2: Bonus Power Points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Level | Power Points |  | Key Offensive Modifier | Bonus Power Points |
| 1 | 2 |  | -1 and lower | You cannot manifest powers with a negative KOM |
| 2 | 4 |  | 0 | 0 |
| 3 | 7 |  | 1 | 1 |
| 4 | 10 |  | 2 | 1 |
| 5 | 14 |  | 3 | 2 |
| 6 | 18 |  | 4 | 3 |
| 7 | 23 |  | 5 | 5 |
| 8 | 28 |  | 6 | 8 |
| 9 | 34 |  | 7 | 13 |
| 10 | 40 |  | 8 | 21 |
| 11 | 47 |  | 9 | 34 |
| 12 | 54 |  | 10 | 55 |
| 13 | 62 |  | 11 | 89 |
| 14 | 70 |  | 12 | 144 |
| 15 | 79 |  | 13 | 233 |
| 16 | 88 |  | 14 | 377 |
| 17 | 98 |  | 15 | 610 |
| 18 | 108 |  | 16 | 987 |
| 19 | 119 |  | 17 | 1597 |
| 20 | 130 |  | 18 | 2584 |
|  |  |  | 19 | 4181 |

Table 3: Optional Power Point Progression

|  |  |
| --- | --- |
| Level | Power Points Per Encounter |
| 1 | 1 |
| 2 | 2 |
| 3 | 3 |
| 4 | 4 |
| 5 | 5 |
| 6 | 6 |
| 7 | 8 |
| 8 | 10 |
| 9 | 12 |
| 10 | 14 |
| 11 | 16 |
| 12 | 18 |
| 13 | 21 |
| 14 | 24 |
| 15 | 27 |
| 16 | 30 |
| 17 | 33 |
| 18 | 36 |
| 19 | 40 |
| 20 | 44 |

**Manifesting Ability Modifiers**

Each manifesting track has its own Manifesting Ability Modifier (MAM) which is used to calculate DCs for their powers and determine if the character receives any additional power points besides those allotted by default. Characters with a manifesting track may receive additional power points per [Scene] if their Manifesting Ability Modifier for that track is exceptionally high (see table 2). If you are using the optional rules, you do not gain additional power points per [Scene].

**Powers and Psi-Like Abilities**

A psionic power is a one-time effect. Like spell casting, psionic powers do not need to be prepared ahead of time. A psionic creature either has enough power points and the available action to spend in order to manifest a power or they do not.

A psi-like ability functions like a spell like ability, except it follows the rules for psionic powers if there is a difference between the two.

Powers and psi-like abilities do [Magic] damage by default.

**Transparency Between Other Systems**

Powers and psi-like abilities interact with spells in the same way that spells interact with other spells or spell like abilities. If a [Dispelling] effect would normally dispel a spell, it may dispel a power and vice versa. If any vision mode allows a creature to detect or see magic or magic auras, it can also detect or see psionics and psionic auras and vice versa.

However, if an ability requires spells or spell like abilities to function, like the spell storing property, the track Bastion: The Seven Circles of Protection, or Just Blades’ Mystic Focus circle, powers and psi-like abilities may not be used in their place. Similarly, spells and spell like abilities may not be used in place of an ability that requires powers or a psi-like ability.

As usual, bonuses of the same type do not stack. Follow the normal stacking rules to determine what applies.

**Acquiring Powers and Psi-Like Abilities**

Psionic creatures in Legend usually gain the use of powers via a specific track devoted to manifesting powers. Each track is tied to a list of powers (although there is some overlap), and these tracks may be acquired via multiclassing. Possessing a manifesting track gives a creature two benefits. First, the track opens access to its power list. The creature can learn (and therefore manifest) powers from that list. Second, the track grants a number of “powers points per [Scene]” – essentially, a pool of points which the creature can “spend” on any power it is able to manifest.

Psi-like abilities are more varied, and can come from tracks, feats, or even items. Once a creature possesses a psi-like ability, it may be used as often as stated in its description.

**Power and Psi-Like Ability Categories**

Powers and psi-like abilities fall into one of the four following categories: metacreation, psychokinesis, psychoportation, or telepathy. These are general descriptions of what the effect does and how it functions.

Metacreation

Metacreation covers the creation of new things and the manipulation of existing objects or creatures. If a power in this discipline does damage, it will most likely be weapon damage. Creation effects, healing effects, and self enhancement powers fall under this discipline. This discipline is similar to creation or transmutation spells.

Psychokinesis

Psychokinesis covers the creation and manipulation of energy. If a power in this discipline does damage (and most of them will), it will most likely be a type of [Energy] damage. Energy effects fall under this discipline. This discipline is similar to evocation spells.

Psychoportation

Psychoportation involves moving objects through time or space. If a power in this discipline does damage, it is most likely magic damage. Teleportation and time manipulation effects fall under this discipline. There is no equivalent category for spells.

Telepathy

Telepathy involves finding or manipulating other objects or creatures. If a power in this discipline does damage, it is most likely magic damage. Scrying effects, charm effects, domination effects and other similar powers fall under this discipline. Divination spells fall under this discipline, but are only a part of it.

**Power and Psi-Like Ability Cost**

Powers have a base cost of 1 point per circle of the power to manifest, up to a maximum of 7 points for a 7th circle power. Augmenting a power increases its cost, up to a maximum of 8.

Psi-like abilities have no base cost. Augmenting a psi-like ability increases its cost, up to a maximum of 8.

**Manifesting a Power or Psi-Like Ability**

To manifest a power, you must spend the action required by the power and pay power points equal to the power’s cost. These count against your total points for the [Scene]. You may manifest the same power multiple times per [Scene]. You may select any power you possess to manifest, as long as you have a high enough circle in your manifesting track to manifest that power.

A psi-like ability may be manifested as often as stated in its description. The action required for a psi-like ability to be manifested is also stated in its description.

**Power or Psi-Like Ability Augmentation**

Most powers and some psi-like abilities may be augmented to give a greater effect than normal. You may spend more power points than a power or psi-like ability normally costs to manifest in order to augment it. Augmentation usually costs 1 or 2 points, and unless otherwise specified may be used once every time a power is manifested. You may augment a power to a maximum cost of 1 + the highest circle in any manifesting track you possess. If you have multiple manifesting tracks, only the highest one counts towards augmentation.

Psi-like abilities may be augmented if a creature possesses power points and the psi-like ability allows for augmentation. Augmenting a psi-like ability costs nothing to manifest the power, but a psi-like ability can be augmented up to one point for every odd circle you possess in your highest manifesting track. The normal cost of the augmentation is subtracted from your power points.

Sometimes augmenting a power or psi-like ability requires an additional action cost. This must be paid at the time the power or psi-like ability is manifested. Most powers or psi-like abilities don’t normally have an additional action cost to augment the power. Normally an additional action cost is paid as part of an augmentation from a metapsionic ability.

**Power or Psi-Like Ability Failure**

You fail to manifest a power or psi-like ability when you exceed the limitations (range, area, etc.) of the power you have tried to manifest. The points are spent on that power or psi-like ability, and it is wasted.

**Using Powers or Psi-Like Abilities**

Using a power or psi-like ability in Legend is a straightforward process. On your turn (unless activating a power or psi-like ability as an immediate action), you manifest the power or psi-like ability, make any roll necessary to determine the power’s success, and make any roll necessary to determine the power’s or psi-like ability’s damage or other variable effects. The GM then makes any saving throws required by the power or psi-like ability.

**Saving Throws**

Many powers or psi-like abilities require their targets to make saves, either to reduce or avoid their effects. The save DCs of all powers and psi-like abilities are determined by the particular manifesting track used to manifest them.

**Attacks of Opportunity**

All powers and psi-like abilities with a manifesting action other than “swift action” or “immediate action” provoke an attack of opportunity from any enemy creature within [Melee] range. If you are damaged by such an attack of opportunity, you must make a successful Will saving throw (DC 10 + ½ your attacker’s level + your attacker’s KOM) or your power or psi-like ability fails and the action spent to cast it is wasted without effect. If manifesting the power or psi-like ability involves taking an action that would normally provoke an attack of opportunity, such as making a ranged attack, you still only provoke one attack of opportunity.

**Recovering Power Points**

Power points are recovered by rest and meditation. Power points are recovered at the end of every [Scene], unless you are using the optional progression on Table 3 that allows for recovery at the end of every [Encounter].

**Long Lasting Effects**

If you manifest a power that has a duration longer than how often you recharge power points, you must spend ½ of the cost of the power to maintain it if it is one step away, or ¼ of the cost of the power if it is two steps away. For example, if you recharge powers at the end of every [Encounter] and have one power up that lasts until the end of the [Scene] and another that lasts until the end of the [Quest], you must spend ½ of the power points you paid for the [Scene] length power to be maintained and ¼ of the power points for the [Quest] length power to be maintained.

**Power Descriptions**

The description of each power is presented in a standard format. Each category of information is explained and defined below.

Name: The first line of every power description gives the name by which the power is generally known.

Classification (and Descriptors, if any): Beneath the power name is a line displaying the power’s classification and any descriptors the power may carry.

Circle: The third line of every power description displays the circle of the power as well as the manifesting track to which it belongs. The cost of a power before augmentation is always equivalent to its circle.

Manifesting Time: The fourth line of every power description displays the action or amount of time that is taken to manifest the power.

Range: The fifth line of every power description displays the range from the manifester within which the effect of the power may take place.

Target: If the sixth line of a power description displays “Target”, the rest of the text in the line displays the applicable target(s) of the power.

Effect: If the sixth line of a power description displays “Effect,” the rest of the text displays the effect the power will create within the power’s range.

Duration: If a line in a power description begins with “Duration”, the rest of the text displays how long the power’s effect lasts. If a power’s description does not contain this line, its effect is instantaneous.

Saving Throw: If a line in a power description begins with “Saving Throw”, the rest of the text displays “None” if no saving throw is allowed against this power. It otherwise displays the type of save that may be made against the power’s effect, and what a successful save of that type means in relation to that effect.

»» Negates: The power has no effect on a creature that makes a successful saving throw.

»» Partial: The power causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

»» Half: The power deals damage, and a successful saving throw halves the damage taken.

Descriptive Text: This portion of a power description details what the power does and how it works. If one of the previous entries in the description included “see text,” this is where the explanation is found.

Augmentation: This portion describes effects you can add onto a power for an additional cost. Unless otherwise stated, an augmentation carries the same classification, descriptors, etc. as the power it is augmenting. It may appear more than once. All augmentations listed may be applied to a power, as long as you don’t go above the maximum number of points you can spend augmenting a power.

Augmentation Cost: This states how many additional power points you must spend in order to manifest this power.

Augmentation Time: This states how much extra time must be spent in order to manifest this power.