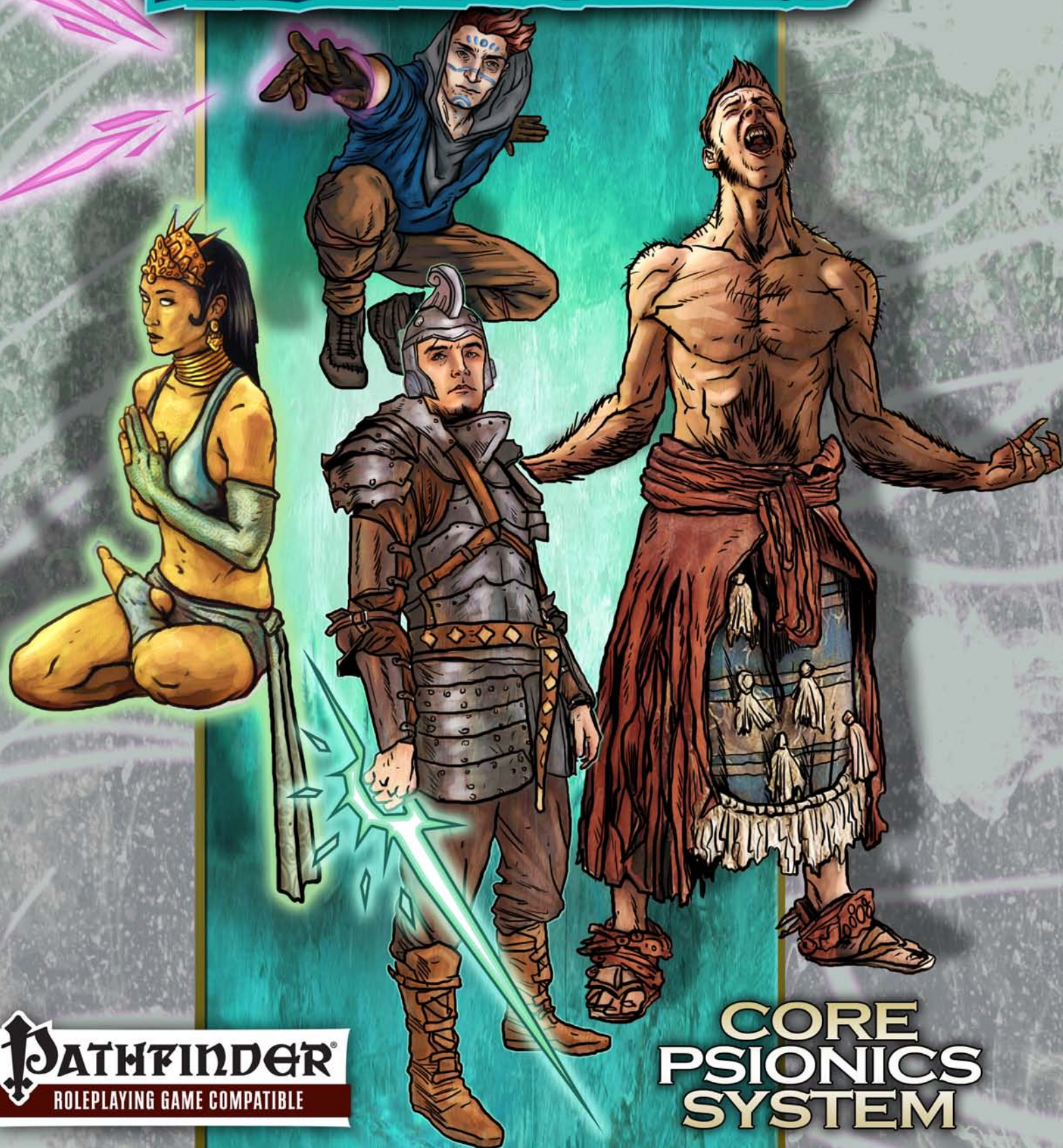


PSIONICS UNLEASHED



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**CORE
PSIONICS
SYSTEM**

PSIONICS UNLEASHED

CORE PSIONICS SYSTEM

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Introduction

You've read about wizards, clerics, bards and paladins, and yet none of them quite seem to fit your style. None of these options leave you satisfied. Why? Because you know that the power of the mind offers unlimited possibilities, and you want to tap into that energy, the energy known as psionics. You knew there was more than the arcane, the divine, the muscle, or the song, and that is what you will find here.

Unlock the power of the mind; unlock the possibilities of psionics.

WHAT IS PSIONICS?

Psionics, in its simplest form, is harnessing the power of the mind and using it to perform tasks, feats, and awe-inspiring acts. It is the act of using the mental power innate in a psionic character to perform actions that others deem impossible.

While all characters have the capacity to harness this power of the mind, it is only by tapping into this potential that psionic characters are created. A psionic character has learned to tap into and utilize this internal energy, using it to expand their abilities or even to learn more about themselves. Once a psionic character has learned this pathway of psionics, it often becomes a path they cannot help themselves from further exploring. Like a moth drawn to a flame, so too is the mind drawn to the power of psionics once it has learned to tap into it.

About Powers

If this is the first time you have been exposed to psionics, below is a brief introduction to how psionic powers work within the game.

A psionic power is a one-time effect, similar to a spell to the uninformed. Unlike spells, which are cast, psionic powers are manifested to achieve their effect. Every psionic character or creature has a daily supply of power points that can be used to manifest psionic powers that the character has unlocked or discovered. There is no limit to the number of times a psionic character can manifest a power, but for the daily power point supply.

A power is manifested when a psionic character pays its power point cost. Some creatures have psi-like abilities, which allow them to automatically manifest powers without having to pay the cost associated.

In this core psionics rulebook, you can learn everything needed to discover and utilize the psionic art. Then, let the world of your character stand awestruck by your character's mental power, turning mere thought into reality.

PSIONICS UNLEASHED

This book is the culmination of a complete review of the psionic rules. While many parts of the system remain unchanged, there are quite a few new additions, especially in the way of class features, from previous

editions.

This book is divided into eight chapters which are summarized below.

Chapter One, Races - This chapter gives eight psionic races you can use to create characters. Detailed are the mechanical aspects of that race, as well as information dealing with that race's society, psychology, and other details to help create a fully-developed character.

Chapter Two, Classes - In the second chapter there are four base classes, the psion, psychic warrior, soulnife, and wilder.

Chapter Three, Skills and Feats - Rules about new psionic skills, as well as new uses for existing skills, and dozens of new feats are provided in this chapter.

Chapter Four, Psionics - The fourth chapter explains how the psionic system works. This includes how manifesting powers works, how psi-like abilities work, the rules for augmentation, and even how psionics interacts with magic.

Chapter Five, Powers - This chapter gives dozens of psionic powers that manifesters can choose to add to their arsenal of powers known. These powers include those for primary manifesters like the psion and wilder, but also combat-oriented powers for the psychic warrior. Lists detailing which powers are available to which class are also provided.

Chapter Six, Prestige Classes - Nine new prestige classes are presented in this chapter. These prestige classes range from manifesting-based, such as the metamind, to combat-oriented, such as the war mind, and other specialized classes, such as the elocater and psion incarnate.

Chapter Seven, Psionic Items - New psionic items are given in this chapter, including the rules necessary to create these psionic items. Dorjes, psicrowns, power stones, weapons and armor, universal items, and psionic tattoos are all detailed in this chapter.

Chapter Eight, Psionic Monsters - A variety of new monsters are detailed in the final chapter of the book, including the stats for the psicrystal and astral constructs that some manifesters may make use of.

Why the Changes?

When we initially started to work on updating the 3.5 psionic ruleset to match the rules of the Pathfinder Roleplaying Game, it was because, while the 3.5 ruleset was by and large compatible with the Pathfinder Roleplaying Game, those rules were no longer in print and they were hard or expensive to acquire for new players. Further, we recognized that there were aspects of the system that needed to be changed. Powers where errata didn't make sense, situations where the rules didn't explain what happened, combinations that could introduce balance concerns.

As we worked to address mechanical items, we recognized that parts of the psionic rules did not follow the same standards that the Pathfinder Roleplaying Game did. As we updated classes, feats, skills, and monsters to match the Pathfinder design, we realized

that this was far more than a minor update to the 3.5 psionics system; it was a revision deserving of its own complete book.

A Message from the Authors

Wow.

I think that word sums up this experience in all.

First and perhaps foremost, a “wow!” at the community who has surrounded this project, helped it grow and expand, fine-tuning mechanics and helping us come up with new ideas and offering suggestions. This book is an example of what a difference such a great community is when writing. This book would’ve been far worse off without all the critical eyes, the mechanical-minded individuals who tore apart and put back together what we posted during the Open Alpha and Beta periods.

“Wow!” is also the word of choice for this entire project. More than 220 pages of material, in one’s spare time, while at the same time managing an Open Playtest takes effort! Especially considering that I’m in Sweden and Jeremy is in the US, we are literally “worlds apart.”

Which brings me to my next “Wow” - Jeremy. This has been an awesome journey and I’m happy to have done it, even happier to have had Jeremy along for the ride. He is an awesome person, a great friend, a wonderful writer and, above all, dedicated. He’s had a rough year, for personal reasons, yet he stuck with it and at the end of it all, when I had less time, he was unstoppable.

So this will be a dedication - to the community that has grown around this project, to Jeremy who is an awesome person of almost every degree, and to my family who has supported me throughout everything. To all of you - thank you. Oh, and WOW!

--Andreas

It’s been over a year since we first started work on *Psionics Unleashed*. In the gaming world, a year is an incredibly long time, and at times, it has felt as such working on this project. Throughout the life of this book, it has at times felt like the end would never arrive and at others, like it was just around the corner. It’s finally here and I can hardly believe it.

When the idea for *Psionics Unleashed* was first pitched to me by Andreas, I was hesitant, I’ll be honest. As a game designer, publisher, and editor, big books are my least favorite to work on. They require significant investments in time, energy, and a level of meticulousness that many could never understand.

And yet, I couldn’t pass it up. I’m a diehard psionics fan, since the days of the psionics, sciences, and the shattered deserts that made psionics popular. My own gaming group can’t help but laugh when, at the mention of any new campaign, if I have a character in mind, it’s always one of the psionic classes. So I was frustrated that new or would-be psionics fans would have a hard time tracking down their own copy of the rules, now out of print. So how could I say no to working on *Psionics Unleashed*? Being able to shape and define the rules of

the system you love? That’s not something you get to do very often.

It’s now over a year later, and the book we have in *Psionics Unleashed* is more impressive to me than any other book we’ve published here at Dreamscarred Press. This book isn’t just the hard work and dedication of Andreas, Phil, and myself. It is the culmination of the input of the psionics community. Fans, fans just like me, gave many of the amazing ideas that drastically shaped the direction of this book.

I don’t doubt that Andreas, Phil, and I could have created a good psionics ruleset for use with the Pathfinder Roleplaying Game, but this book stands head and shoulders above what we could do on our own, and that is because psionics fans took the time and energy to tell us what they thought. They told us when we overlooked mechanical discrepancies, and they gave new ideas on how to implement something, or gave feedback from playtesting on where something was lacking.

It wasn’t always easy to hear that feedback. There were many disagreements over the course of this project, something to be expected given the size and scope of the book. Thankfully, those disagreements were typically respectful and constructive.

My sincerest thanks go out to Phil, who was instrumental in the new soulknife (among other things). Your passion for the class shows, and I look forward to seeing what you come up with to continue supporting it!

To Andreas: I could not have done this book without you. Your enthusiasm for projects is infectious, your creativity transforms the ordinary into the extraordinary, and your support meant more than I could ever possibly express. Thank you, my friend.

To the fans: This book is truly as much yours as it is ours, which is why so many of you are included in the credits. To anyone we might have missed, our sincerest apologies. Every voice was valued in creating *Psionics Unleashed*, and we wanted to do our best to show that we recognize that.

To my wife: You are the inspiration and motivation in every aspect of my life. I count myself truly blessed to have you by my side and cannot express enough the gratitude I have for your support, your patience, and your help, not only on this book, but in everything. You are my world.

At the end of the day, we all wanted one thing: the best psionics system possible. I think we’ve done a pretty darned good job getting there.

--Jeremy

CHAPTER 1 - RACES

Presented in this chapter are a variety of psionic races, just as varied in nature as the standard races. Seemingly ubiquitous in presence, the elans hide their unusual nature by blending in with the mortals they once were. The half-giants are most often to be found in the harshest of climates that other races would shy away from, while maenads typically take homes on the coast or island chains, respecting the dichotomy of the ocean that so well mirrors their own internal conflict of emotions. Xephs, although closely resembling humans, make their homes away from the firm structures of most societies, while dromites build hives underground, their alien appearance ostracizing them from the xenophobic nature of less accepting races. Blues, like the dromites, are often ostracized from all societies, including the goblin tribes that give birth to them, although in some cases, they can rise to become leaders of these primitive tribes. Ophiduan, with their monstrous appearance, have chosen to build up their own society, rather than worrying about fitting into the society of other races, while the duergars battle against their dwarven brethren. Those of psionic heritage can be found in just as broad of lands as the standard races, getting enmeshed in political dealings and simply trying to survive.

CHOOSING A RACE

After you have determined your ability scores, but before you put them on your character sheet, you should choose the race for your character. At this time, you'll also want to choose your character's class, as many races have features that work better or worse depending on your class selection. Once you have determined your character's race and class, assign your ability score rolls to particular abilities, and then adjust the ability scores based upon the race you've selected (see Table 1-1: Racial Ability Adjustments), and then continue to fill in the details of your character.

Table 1-1: Racial Ability Adjustments

Race	Type	Ability Adjustments	Automatic Languages
Blue	Humanoid (goblinoid)	+2 Int, +2 Dex, -2 Str	Common, Goblin
Dromite	Humanoid (insectoid)	+2 Cha, +2 Dex, -2 Str	Common
Duergar	Humanoid (dwarf)	+2 Con, +2 Wis, -2 Cha	Common, Dwarven, Undercommon
Elan	Humanoid (aberrant)	+2 to any one	Common
Half-giant	Humanoid (giant)	+2 Wis, +2 Str, -2 Dex	Common
Maenad	Humanoid	+2 to any one	Common, Maenad
Ophiduan	Humanoid (reptilian)	+2 Dex, +2 Wis, -2 Cha	Common, Ophiduan
Xeph	Humanoid	+2 Dex, +2 Cha, -2 Str	Common, Xeph

RACIAL CHARACTERISTICS

Your character's race determines many of his or her qualities.

Race Adjustments

Your choice of race determines some adjustments to your ability scores, as detailed on Table 1-1: Racial Ability Adjustments.

Apply these adjustments to your character's ability scores, even if it would bring an ability score above an 18 or below a 3 (although you cannot have an Intelligence below 3).

In addition, Table 1-1 gives each race's automatic languages. All characters know how to speak Common, in addition to racial languages they may also speak. Character with a high Intelligence speak additional languages, gaining one per point of Intelligence bonus. Select your character's bonus languages (if any) from the list of languages in the race's Racial Traits entry.

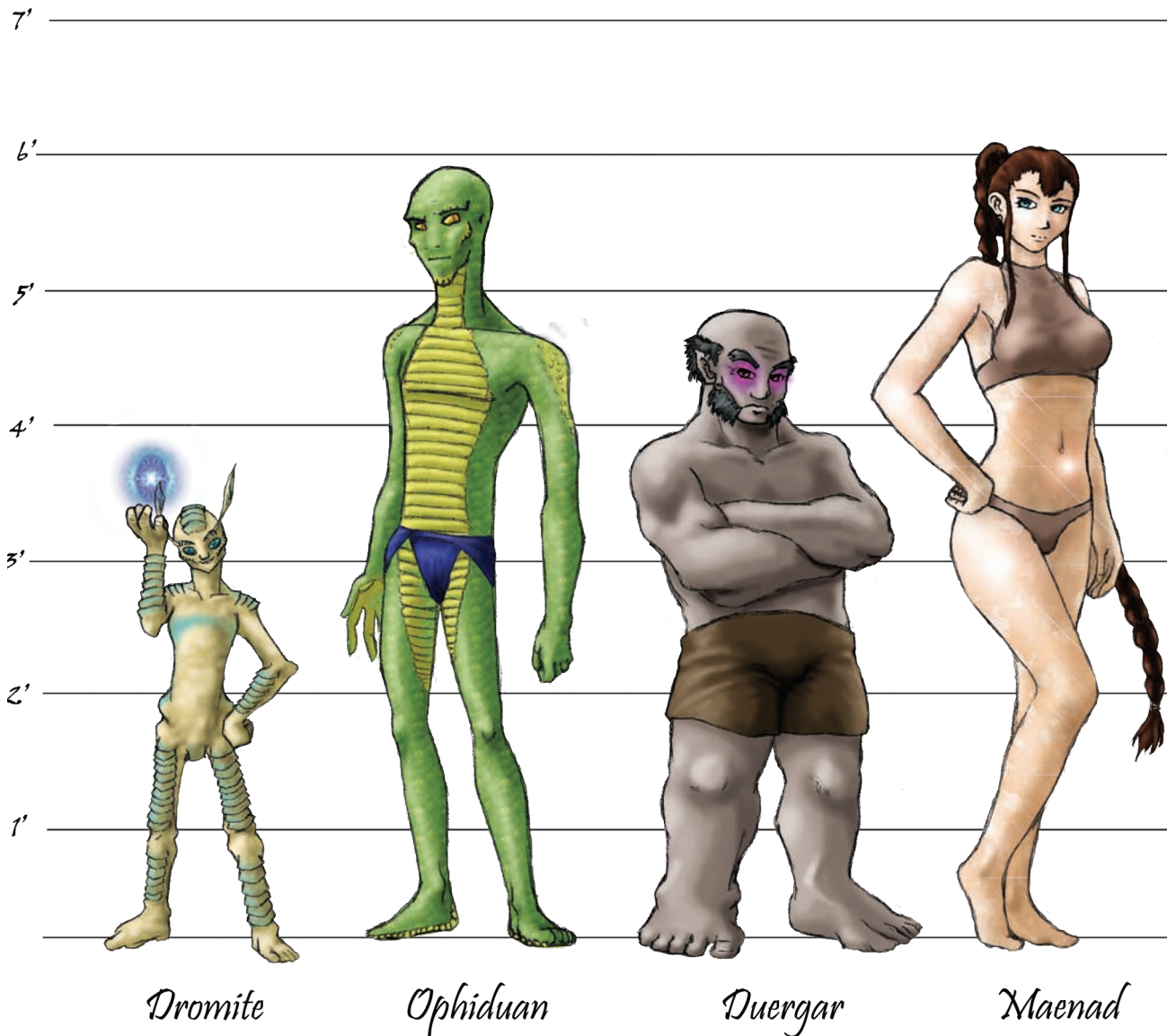
Literacy: Unless your character has some literacy impediment, he or she can read and write all the languages he or she speaks.

Psi-Like Abilities

Many of the races within this chapter have psi-like abilities. These function in a fashion similar to spell-like abilities, and are described in full in the Psionics chapter later in the book.

BLUES

Once thought to be a subrace of the goblins, blues are related to goblins, being a goblinoid race, but are actually defined as their own race. Able to interbreed with goblins, similar to humans interbreeding with elves, blues often infiltrate goblin tribes to procreate with the females of the tribe, having a limited population of blue females to choose from. Many blues with strong



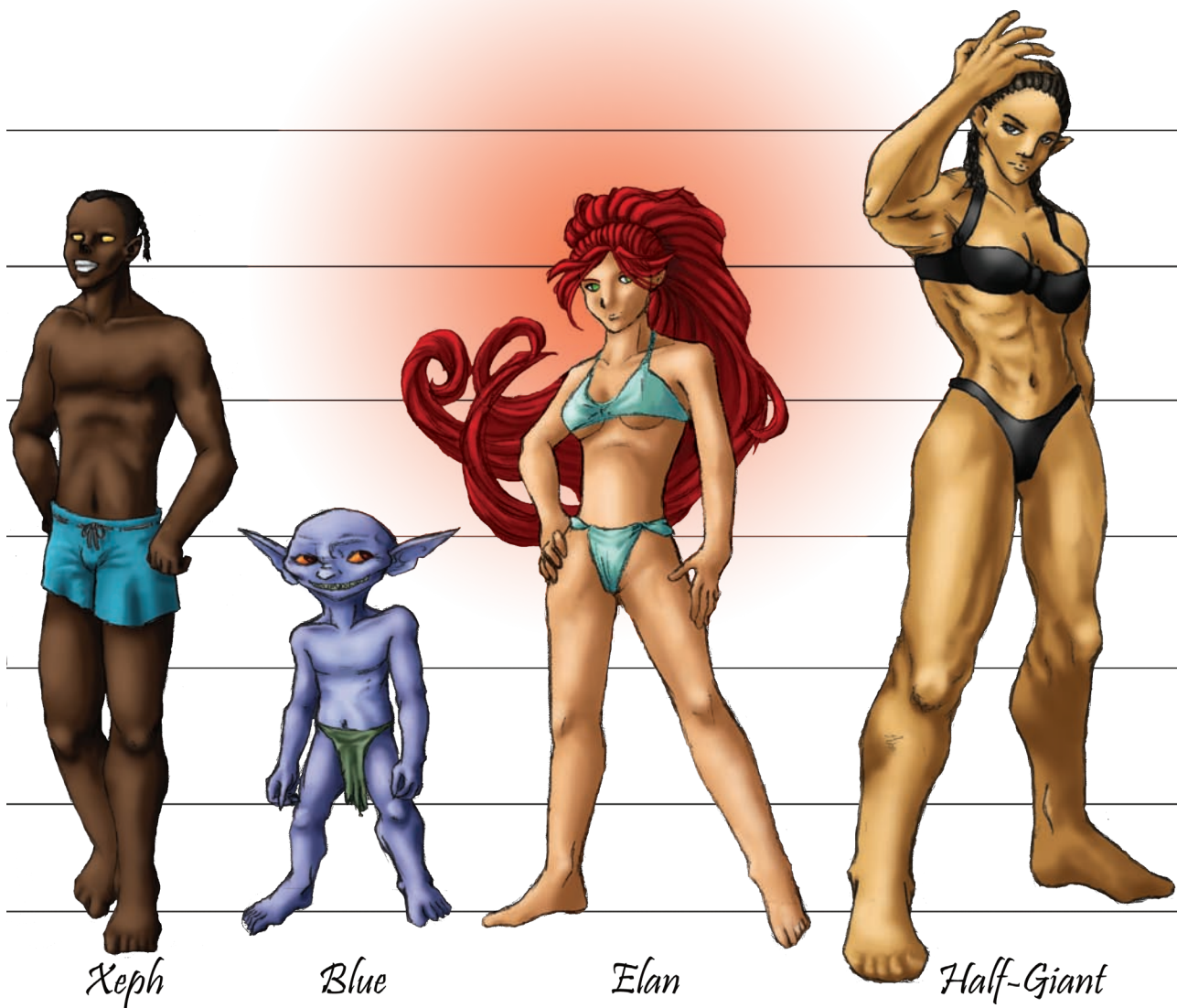
psionic ability learn to control their physical form using psionics to assume the look of a normal goblin, thereby allowing easier integration into a goblin tribe. The blood of blues runs stronger than goblins, and therefore a tribe that knowingly or unknowingly allows blues to breed with them will over a matter of a few generations be composed completely of blues. Because of this, the blues were once hunted into near extinction by their goblin kin, prompting their stealthier and cautious ways. The blue elders will often breed and then leave a tribe, looking for a new place to spread their blood before it is destroyed.

Physical Description: Short with leathery blue hide, large eyes and ears and a mouth filled with fangs, blues stand between 3 and 4 feet tall, with males slightly taller and heavier than females. Most blues have black hair on their heads, although some choose to go bald. To most, the blue is simply an oddly-colored goblin. Very few things make them stand out from their racial cousins, at least physically, aside from their skin tone.

Society: Where goblins are disorganized, driven by

their passions and need for activity, blues are quite the opposite. They are determined, focused, and driven to organization and structure. A tribe of goblins that doesn't kill a newborn blue will often come to be dominated by that blue, whose natural organizational skills and intelligence allows it to either rule the tribe outright, or manipulate the less intelligent goblins. These tribes tend to become focused and unified, whipped into structure not necessarily by the leadership qualities of the blue, but by his psionic power and intelligence. As a result, most of the dominant goblin societies are actually lead by a powerful blue; the few tribes of only blues that have popped up tend to welcome order and competition, finding common cause with the ophiduans.

Relations: While driven and intelligent, most blues are colored by the dark ways of the tribes where they grew up. These blues tend to look down on all other races and wish to dominate and enslave them, which naturally makes them enemies to most races, but even a more mild-natured or civilized blue will be met by suspicion by half-giants, elves, dwarves, gnomes and



dromites, while the maenad and ophidian societies often find much in common with a blue's worldview, seeing the need for structure and order, which can equate to expansionistic and conquering tendencies.

Alignment and Religion: Few blues are religious, believing themselves to be superior to the weak-willed people around them that need supernatural crutches to cope with a hostile world. Most blues tend to be lawful evil, tainted by their lives among the goblin tribes. Laws tend to protect the selfish more than the altruistic and therefore a blue would rather learn to use the rules than break them.

Adventurers: Blues often become adventurers having been driven out by their home tribe, or they come from one of the few existing blue tribes. Even so, to wander means that they are either desperate (often for power) or cocky and unafraid. Blues find adventuring a means to an end, a way for them to become rich, powerful, and connected, with death one of the possible outcomes. To a blue, that is a fair bargain to be made.

Names: Most blues outside of goblin society take a

name from other humanoids, which means that their naming conventions are as varied as that of all other races combined. However, many often add a descriptive title, such as "Oman the Magnificent" or "Andra the Wild" to enhance their individuality.

Blue Racial Traits

+2 Intelligence, +2 Dexterity, -2 Strength: Blues are smart and quick, but their small size makes them weak.

Goblinoid: Blues are of the humanoid (goblinoid) subtype.

Small: Blues are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Normal Speed: Blues are fast for their size, and have a base speed of 30 feet.

Darkvision: Blues can see in the dark up to 60 feet.

Naturally Psionic: Blues gain the Wild Talent feat

as a bonus feat at 1st level. If a blue takes levels in a psionic class, he instead gains the Psionic Talent feat.

Psionic Aptitude: When a blue takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.

Pariah: The appearance of the blue can affect the reactions of those nearby. A blue takes a -1 penalty to Charisma-based skill checks when dealing with non-goblinoid humanoids, but gains a +1 bonus to Charisma-based skill checks while interacting with goblins.

Repletion (Su): A blue can sustain his body without need of food or water. If he spends 1 power point, a blue does not need to eat or drink for 24 hours.

Keen Senses: Blues receive a +2 racial bonus on Perception skill checks.

Stealthy: Blues receive a +2 racial bonus on Stealth and Ride checks, and blues always treat Stealth as a class skill

Weapon Familiarity: Blues treat any weapon with the word "goblin" in its name as a martial weapon.

Languages: Blues begin play speaking Common and Goblin. Blues with high Intelligence scores can choose from the following: Draconic, Dwarven, Gnoll, Gnome, Halfling, and Orc.

DROMITES

Small and insectoid in appearance, dromites stand out in most crowds of humanoids. Their antennae, faceted eyes, carapace, and small stature make them visibly different from most. Hailing from a hivemind-like history, dromites have come to love and appreciate individuality while still continuing to live in a hive and collective environment. This individuality, together with a strong liberal view on life, means that while different, dromites rarely have a problem making friends or finding a place to live or work.

Physical Description: Around the height of gnomes and halflings, dromites stand between 3 and 4 feet tall, but tend to be sturdier in nature. Dromites have a natural resistance towards the energy of their caste granted by the chitin that covers parts of their body. The caste of a dromite is easily recognized by the coloration of the carapace: red for Fire Caste, pale blue for Ice Caste, white for Voice Caste, and green for Glimmer Caste. The skin of the dromite not covered by chitin ranges from a pale white to a dark tan. Dromites have faceted eyes which often shine with a psionic energy, and large antennae that constantly quiver. Their small mouths are devoid of external mandibles, but when eating, small internal mandibles are used to help eat. Dromites have three fingers and a thumb, each covered in a pointed carapace, with the same for their four toes. This gives the dromites a look very different from other humanoids. Dromites are asexual, being neither female nor male, except in the case of the Hive Queen and Hive Consorts. In this situation, rituals are performed that grant gender and reproductive capabilities.

Society: Most dromites organize themselves into hive cities - giant towers that are as much subterranean as

they are exposed above ground. Here they embrace their caste as well as their individuality, striving to find their path in life. For some, this means striving to become a Hive Queen or Consort, the elected leaders of a hive, while for others it means learning a craft or toiling in a mine to make ends meet. While externally very idealistic, a society with very few laws and defining aspects also tends to become chaotic and disorganized. Most hive cities tend to walk the line between individual freedoms and communal responsibility. While there are a few zealots amongst the dromites who dream of a better time, when they were all united as one mind.

Relations: The dromites get along splendidly with halflings and gnomes most of all, and the jovial ways of both xeph and half-elves tends to put dromites at ease. The cold, distant, ways of ophidians and maenads make the dromites curious, wishing to prod and experiment with them, to find out the reasons for their demeanors. Most other races are viewed by their individual means, but most dromites find the dwarves to be dull, boring and when drunk - gruff and coarse.

Alignment and Religion: Most dromites are religiously indiscriminate, finding grace and faith in a number of gods, sometimes part of the same pantheon, sometimes creating their own mixes of gods and faiths. Dromites tend toward no particular alignment, not even neutral. The best and the worst are found among them.

A Note On Names: Dromites have no gender, and thus their names are not divided between male and female. Generally, a dromite has a personal name, a caste name, and a homestead name - typically a hive city.

Personal Names: Niks, Rask, Sask, Neksak, Leksa, Heneks, Seleks, Seksa, Aksa, Olak, Leik, Svek, Hakkor

Caste Names: Fire, Glimmer, Ice, Shatter, Thunder, Flash, Lightning, Sunspark, Icespear, Stormstrike

Dromite Racial Traits

+2 Charisma, +2 Dexterity, -2 Strength: Dromites are self-willed go-getters and naturally agile, but are weaker due to their small size.

Insectoid Blood: Dromites are of the humanoid (insectoid) subtype.

Small: Dromites are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow Speed: Dromites have a base speed of 20 feet.

Chitin: Dromites receive a +1 natural armor bonus and one of the following kinds of energy resistance of their choice at creation: cold 5, electricity 5, fire 5, or sonic 5. This choice is permanent and stacks with any future energy resistance gained through other effects.

Naturally Psionic: Dromites gain the Wild Talent feat as a bonus feat at 1st level. If a dromite takes levels in a psionic class, he instead gains the Psionic Talent feat.

Dromite Psionics: Dromites gain the following psi-like ability: 1/day—*energy ray*. A dromite always deals the kind of energy damage that its chitin has resistance

to (for example, a dromite who has resistance to cold 5 deals cold damage with its energy ray). The manifester level for this effect is equal to 1/2 the dromite's level (minimum 1st).

Scent (Ex): This special quality allows a dromite to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Dromites with the scent ability can identify familiar odors just as humans do familiar sights.

Dromites can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a dromite detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The dromite can take a move action to note the direction of the scent. When the dromite is within 5 feet of the source, it pinpoints the source's location.

A dromite with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Dromites tracking by scent ignore the effects of surface conditions and poor visibility.

Compound Eyes: Dromites receive a +2 racial bonus on Perception checks.

Psionic Aptitude: When a dromite takes a level in a favored class, it can choose to gain an additional power point instead of a hit point or skill point.

Languages: Dromites begin play speaking Common. Dromites with high Intelligence scores can choose from the following: Dwarven, Gnome, Goblin, and Terran.

DUERGARS

There are stories of those who dug too deep into the bowels of the earth, spelunkers who opened ancient cities and awakened things from beyond our worst nightmares. There these miners discovered creatures more akin to gods sleeping beneath the earth, beings neither demonic nor angelic in their forms and minds. There was a clan of dwarves who cast all caution aside, tunneling deep, following richer and richer mineral veins until they found something that shattered their minds, broke their bodies, and remade them in a new image. What returned from that unknown place where logic no longer made sense, where the laws of physics did not always hold sway, and the weak minds of the current races couldn't fathom were the duergars, who warned of a slumbering deity who would rule over all other deities if awakened. Duergars are reminiscent of the dwarves they once were, in that they are short

and broad, of powerful stature, but that is where any likeness is lost. Their ways can seem to be callous and cruel, but it is from their experience deep in the earth that they are motivated. Even actions such as slavery are not only acceptable, but encouraged if it helps to continue the projects that keep That Which Sleeps Beneath from arising.

Physical Description: Duergars' eyes shine with a madness that has touched their entire bloodline. Their ashen skin is devoid of nearly all hair, except on their head and face, although male duergars tend to have a bald pate. While short and broad, standing roughly 4 1/2 feet tall, the rippling muscles of the duergars make most people uneasy, for beneath their skin, the muscles move of their own accord, snaking and twisting. Many duergars have long scars, often caused by their own delusions.

Society: Having witnessed what they perceive to be the truth of this world, there is no joy amongst the duergars, only eternal toil. Deep underground, deeper than the dwarven kingdoms, they toil on deranged constructions that twist and turn in ways that give others headaches and nightmares. Driven by an intense need to create and build, those who stop to listen hear the duergars humming and singing while building. The duergars themselves claim they are saving the world by distracting the terrible deity that slumbers beneath the earth, keeping it asleep for the sake of all life. Their society has no joys, no color, no individuality. Everyone wears the same clothes, the same armor, the same weapons, and by birth they seem to know the lullaby chants of the mentally unbalanced.

Relations: To the duergars, it is the other races who are mad. As a terrible monster that is beyond what words can describe threatens to awaken and devour the world and the gods themselves, the other races squander their lives away, playing useless games and waging meaningless war. Xeph's, dromites, halflings and gnomes can provoke the insane rage of the duergars, for their constant activity threatens the duergar view of how to keep the titanic god sleeping. Other races are most often ignored or disdained for their failure to recognize the truth and the deadly threat. Most other races avoid the mad duergars, but there are those who wonder if the duergars might not be insane, and might actually be correct, and how terrifying that possibility might be.

Alignment & Religion: Almost all duergars worship the sleeping horror by working, building, constructing, and redefining, while humming and singing the twisted lullaby that runs through their minds. All other gods are inconsequential, for the horrid thing, That Which Sleeps Beneath, will consume all if it awakens. Lawful neutral, or perhaps lawful evil, tend to be the natural tendencies of the duergars, for they see no use in helping others with their pointless daily problems, when they are busy saving the world from the threat of imminent destruction.

Adventurers: Duergars only become adventurers

because their unique brand of insanity plagues them with visions and whispers of the peace that others have in their heads. Driven by a need to fulfill these visions and quiet the voices within, duergars often seem obsessed with what they are doing. While capable companions, many are scared to adventure with duergars, for their tendency to whisper in their sleep and their skin's unusual undulations can be unnerving.

Note On Names: Duergars abstain from traditional naming conventions, often viewing names as a pointless exercise in a doomed world. When young, they are 'child,' and then become 'woman' and 'man'. Amongst the other races, they often take on a name because their companions ask them to; this name is often matter-of-fact and describes their perceived role in the world.

Names: Hammer, Smith, War, Hunter, Tailor, Shieldbearer, Slayer, Hatemonger

Duergar Racial Traits

+2 Constitution, +2 Wisdom, -2 Charisma: Duergars are both tough and wise, but also gruff.

Medium: Duergars are Medium creatures and have no bonuses or penalties due to their size.

Slow and Steady: Duergars have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision: Duergars can see in the dark up to 60 feet.

Hardy: Duergars receive a +2 racial bonus on saving throws against poison, powers, spells, psi-like abilities, and spell-like abilities.

Stability: Duergars receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Dwarf Blood: Duergars count as dwarves for any effect related to race.

Light Sensitivity (Ex): Duergars are dazzled in an area of bright light.

Duergar Psionics: Duergars gain the following psi-like abilities: 1/day—*expansion* and *cloud mind*. These abilities affect only the duergar and his gear. The manifester level for these effects is equal to the duergar's level (minimum 3rd). The DC for *cloud mind* is equal to 10 + the power's level + the duergar's Charisma modifier.

Naturally Psionic: Duergars gain the Wild Talent feat as a bonus feat at 1st level. If a duergar takes levels in a psionic class, he instead gains the Psionic Talent feat.

Psionic Aptitude: When a duergar takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.

Languages: Duergars begin play speaking Common,

Dwarven, and Undercommon. Duergar with high Intelligence scores can choose from the following: Aklo, Draconic, Giant, Goblin, Orc, and Terran.

ELANS

Born not of a mother or father, but created, elans were once mortal beings. Built by a shadowy council to live as psionically awakened superior life forms, elans are capable of sustaining themselves with nothing but the power of the mind. Elans are no longer true mortals, having been unfettered by a secret ritual that created this new race and reborn anew, with but wisps and fragments of memories of their previous lives. Incapable of breeding, elans expand their numbers by choosing members of other races, most often humans, and transforming them into new elans. This would pose a problem for the continuation of the race, except elans do not die of old age. The secrets of the transformation ritual are typically limited to the elite members of the elan secret society that exists, and they take these secrets to the grave before sharing them with lesser beings. Elans are often chosen for being exceptional in some way: sometimes it is because they excel in physical challenges, other times it is because of their quick wit or sharp intellect, or in some cases a natural ability to work with the psionic arts. But none of the elans could ever be described as normal, mediocre, or standard. While most elans, even those of non-human origin, physically resemble humans, there is usually something that stands out about every elan.

Physical Description: With a diverse physical makeup, dependant on the will and whim of the council, there is one thing in common amongst all elans: they are literally brimming with energy, psionic energy. Their eyes seem to shine, their skin seems to sparkle, and their hair seems to be made of strands of color in the wind. Elans typically resemble humans in size and weight, with males typically slightly taller and heavier than females. Even those elans who were selected from other races will be transformed to more closely match humans in size and shape, at the direction of the council. Elans under a particular council will tend to have similar physical appearance, with the previous council favoring pale skin, red hair, and young in appearance, while the current council has started to favor darker hair and tanned skin. Elans will adopt the type of dress and physical style of whatever society they are insinuating, the better to avoid detection.

Elans do not sleep as mortals do, instead entering a deep meditative trance for 4 hours a day. Resting in this fashion grants the elan the same benefits that other races gain from 8 hours of sleep. The elan spends the time in this trance renewing her body by suffusing it

PSIONIC DUERGARS VS TRADITIONAL DUERGARS

The duergars of *Psionics Unleashed* are different from traditional duergars. Although they share similar traits and abilities, the psionic duergars are those who were altered by the ancient beings found deep within the earth. While they are kin to the traditional duergars, they are a variant form and come from different clans.

with psionic energy, repairing wounds, and keeping the tissues and organs healthy.

Society: While few and far between, there is indeed an elan society, but it is more akin to the structure of a secret society. Elans tend to recognize one another at sight, but others can have a hard time separating them from normal races. In cities and places where many people gather, elans will generally strive to find a way to meet each other, often in secret to avoid implicating each other or raising suspicions. Elans come together to share wisdom, to learn, and to help their peers. Often this learning is defined into layers, circles, strata, or other forms of separation, which leads to a mysticism surrounding the societies of elans. Sometimes elans name their order after something symbolical, such as the Brotherhood of the Heavenly Lantern; at other times it is more direct, such as the Enlightened Order of Ksaren. Elans, if anything, are infiltrators, preferring to live within the societies of others, striving to become part of their culture and ways, avoiding standing out and gaining unwanted attention. Many elans become wanderers because over time, others may take notice that the elan does not age and start to ask questions. For this reason, elans can be said to be nomadic, albeit at a very long cycle. Little is known to non-elans about the council that selects and transforms mortals into new elans, even new elans may not know all the members of the council, as a precaution from discovery from outsiders. New elans are typically chosen, although rare cases of mortals petitioning the elan council for transformation have occurred.

Relations: Coming from a diverse range of races, the elans will look for the individual rather than the race. They know that they, as a race, are created for their individual characteristics rather than their racial background, and because of this, they can seem to treat members of other races unevenly, being friendly to half-orcs, joking with dwarves, and stern and distant towards halflings and gnomes. This is only an illusion of perception, for it is the individual that is treated, not the race itself. For this reason, elans are both loved and despised; they break stereotypes in ways that often make them stand out like a sore thumb.

Alignment and Religion: Those elans who do embrace a religion tend to revere gods of psionics or the mind. Being composed and enlightened does not necessarily carry with it any specific moral views, and for this reason, there are elans of every kind of alignment. Many tend over time to drift towards lawful neutral, finding an ease with laws and regulations, but not caring deeply for or against other people, preferring solitude. Younger elans embrace everything on the alignment spectrum, sometimes radically changing moral compass in an attempt to find their way on their new journey on the road of immortality.

Adventurers: As natural nomads, and often culled from a naturally inquisitive and curious mindset, elans are explorers. Exploring allows them to challenge themselves and therefore grow and develop in their

abilities. If anything, elans can fear becoming placid, for that will calcify their thinking, leading them to wallow in stasis. Many who are caught in this break the cycle by adventuring, pitching themselves against all manner of monsters and quests to find a better path.

Male Names: Armend, Absylon, Edam, Odolph, Yime, Ylderic, Irnad, Christoph

Female Names: Adyel, Ydeline, Edrienne, Eimee, Eelis, Irnadette, Chirlot

Elan Racial Traits

+2 to one ability score: Elans gain a +2 bonus to one ability score chosen at creation to represent their varied nature.

Aberrant Blood: Elans are of the humanoid (aberrant) subtype.

Medium: Elans are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Elans have a base speed of 30 feet.

Aberrant Nature: Although human in appearance, elans suffer from a nature slightly off from the rest of the non-elan society. They suffer a -1 penalty to Charisma-based skill checks when dealing with non-elans.

Naturally Psionic: Elans gain the Wild Talent feat as a bonus feat at 1st level. If an elan takes levels in a psionic class, she instead gains the Psionic Talent feat.

Resistance (Su): Elans can use psionic energy to increase their resistance to various forms of attack. As an immediate action, an elan can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of her next action.

Resilience (Su): When an elan takes damage, he can spend power points to reduce its severity. As an immediate action, he can reduce the damage he is about to take by 2 hit points for every 1 power point he spends.

Repletion (Su): An elan can sustain his body without need of food or water. If he spends 1 power point, an elan does not need to eat or drink for 24 hours.

Psionic Aptitude: When an elan takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.

Languages: Elans begin play speaking Common. Elans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

HALF-GIANTS

Far back in their ancient history, half-giants were slaves to some form of king. Their stories vary from tribe to tribe, but their former status as slaves is one thread that is common in the lore of every half-giant tribe. As slaves, they fought their oppressors and earned their freedom. As a result, nothing is more important to half-giants than their liberty. They will fight and even kill to stay free, and few things are capable of breaking a half-giant's will to live like slavery. Indeed, most half-

giants would prefer to commit suicide rather than face incarceration or enslavement. For these reasons, most half-giants tend to be law-abiding and respectful, but they can have a tendency to solve problems by resorting to violence rather than risk being apprehended. Some myths claim that they were spawned from fire giants, while others say that they worked in volcanic forges. Regardless of the truth, half-giants are more resilient to heat, a trait that serves them well in the present, as they have a tendency to dwell in arid lands and deserts.

Physical Description: Standing over eight feet tall, half-giants are the largest of the common races, towering above even half-orcs, with males slightly taller and heavier than females. Their size makes them imposing but slow to react. Their skin ranges from nearly complete black to a deep tan, while their hair is almost always black. Their eyes typically range from blue to green, but a fair number have red eyes, making them stand out against other races. Most half-giants tend to wear little clothing, or very heavy armor, depending on the situation; in a social gathering, their tribal clothing covers very little to account for their tendency to reside in hot lands, and most half-giants are proud of their bodies and physical looks and prowess. In combat, they prefer to wear heavy armor, taking advantage of their natural strength and stature.

Society: Half-giants most commonly organize themselves into nomadic and shifting tribes, following charismatic and wise leaders for brief periods. Many half-giants have a tendency to drift into and out of tribes over time, while a portion of a tribe may split out and start a new tribe, which may later merge with a larger tribe. When enemies gather, empires rise, or war looms, the half-giant tribes might unite under their strongest and wisest leaders, protecting each other from the threat of oppression. In times of peace, they splinter into hundreds of individual tribes, enjoying the freedom they hold so dear. As societies go, the half-giants are generally composed of nomadic hunters, taking down the giant sandworms of the desert or hunting elephants across the savannah and plains. Half-giants enjoy dancing, drinking and games of physical prowess such as wrestling, running, and spear throwing.

Relations: Half-giants appreciate the open nature of humans and half-elves and can sympathize with how half-orcs sometimes feel outside of society. Elves with their slow pace, dwarves and maenads with their rigid societies, and ophidians with their expansionistic behavior generally make the half-giants uncomfortable. Most of the other races are welcomed based on their behavior, although the carelessness of halflings, dromites, and gnomes worry the half-giants, who believe that it will lead to these smaller races being taken advantage of and, therefore, possible subservience and slavery. Half-giants keep duergars at arm's length due to the use of slavery.

Alignment and Religion: Worshipping gods relating to freedom, nature, summer, and the hunt, half-giants are devout but very naturalistic. They manifest their

worship with totem poles, believing the gods to be pleased with depictions of their power, thus protecting the tribe from evil. Most half-giants tend to be neutral or chaotic good, striving to help both the tribe and others as well as they can, although their belief in following the law to avoid incarceration can result in lawful half-giants. This does not mean that a half-giant won't resort to violence at the slightest sign of evil. Indeed, to most half-giants, jail, incarceration, and slavery are all seen as equally evil and to be fought to the last breath.

Adventurers: Most half-giants are driven into adventuring by wanderlust and a wish to learn more about the world around them. Some are driven by religious conviction, while others understand that they will help their tribe the most by making the world a safer place. Very few adventure to make money, greed is a strange concept to most half-giants.

Male Names: Adoett, Abaque, Amayeta, Chumani, Donama, Maka, Macawi, Nashota, Odakota

Female Names: Hurit, Huyana, Awentia, Cholena, Kimella, Mika, Nadie, Dabun, Pahana

Half-giant Racial Traits

+2 Wisdom, +2 Strength, -2 Dexterity: Half-giants are tough and intuitive, but not too nimble.

Giant Blood: Half-giants count as both human and humanoid (giant) for any effect related to race.

Medium: Half-giants are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Half-giants have a base speed of 30 feet.

Low-Light Vision: Half-giants can see twice as far as humans in conditions of dim light.

Fire Acclimated: Half-giants receive a +2 racial bonus on saving throws against all fire spells and effects.

Powerful Build: The physical stature of half-giants lets them function in many ways as if they were one size category larger.

Whenever a half-giant is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the half-giant is treated as one size larger if doing so is advantageous to him.

A half-giant is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect him.

A half-giant can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Naturally Psionic: Half-giants receive Wild Talent as a bonus feat at 1st level. If a half-giant takes levels in a psionic class, he instead gains the Psionic Talent feat.

Half-giant Psionics: Half-giants gain the following spell-like ability: 1/day—*stomp*. The manifester

level for this effect is equal to 1/2 the half-giant's level (minimum 1st). The DC for this power is equal to 10 + the power's level + the half-giant's Charisma modifier.

Psionic Aptitude: When a half-giant takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.

Survivor: Half-giants gain a +4 racial bonus to Survival checks.

Languages: Half-giants begin play speaking Common. Half-giants with high Intelligence scores can choose from the following: Draconic, Giant, Gnoll, and Ignan.

MAENADS

A primarily sea-faring race, maenads are a dichotomy. To outsiders, they appear to be extremely reserved, yet they are rumored to be exceptionally emotional. Both sides are actually true. As a race, maenads must maintain control over their internal emotional turmoil, except when they unleash these bottled-up emotions in powerful displays. Born with raging emotions that threaten to tear their psyche apart unless properly controlled, maenads do not know why they have these powerful emotions warring within them. Their legends speak of being wronged by an ancient deity that the maenads revolted against and overthrew, resulting in the emotional curse they maintain to date. Maenads have a proclivity to martial studies, as it gives an outlet for their bottled emotions.

Physical Description: Standing slightly taller than humans, roughly shoulder to shoulder with half-orcs, maenads are physically impressive. Male maenads are usually equal in height, but slightly heavier than females. They have thick, dark hair on their heads, but lack any other hair on their body; instead their skin is covered in flecks of sparkling crystals, giving them a peculiar sparkle. The coloration of these crystals define the look for each individual maenad, ranging from pale white to jet black, and many believe that the coloration is determined by their most powerful emotion. Maenads are naturally graceful and have fine features, possessing an elf-like beauty. They prefer heavier clothing, and wear armor if available, but tend to go barefoot, especially when aboard a ship.

Society: As a primarily sea-faring race, maenads tend to live either in coastal regions, or on islands and archipelagos. The nature of the ocean tends to soothe the internal turmoil of the maenad mind, for the calm waters that can turn to a deadly tidal wave are something to which a maenad can relate. As a result, much of maenad society revolves around the ocean: fishing, sailing, and swimming are the main activities of a maenad society. Most maenad villages tend to be no larger than a few hundred residents. Many maenads turn to tradition and ritual as ways to control their emotions. In some villages, this ritualization can take over, where every aspect of life is defined by a ritual that must be followed, although this sort of extreme situation is uncommon among the race as a whole.

Relations: Maenads are typically distant towards other races, although they are most comfortable with humans, who have various temperaments that are not very different from their own. The open emotions of halflings, gnomes, and xephcs confuse maenads, who have a hard time understanding living in such a capricious and carefree fashion. Elven society flows at a good pace for most maenads, and the lightness of being soothes a maenad's spirit. While the dwarves are often civilized, their brazen ways, physical tendencies, and love of drink tend to be off-putting for maenads, although they respect the dwarves' ability to hold a grudge. Maenads view the violent dispositions of half-orcs and half-giants as a good excuse to channel their emotions in combat, but recognize that they should partake in such events sparingly.

Alignment and Religion: Maenads prefer to worship gods of dichotomy to represent the dual nature of the maenads' emotion. Most maenads are lawful, seeing the structure of rules as helpful toward maintaining composure and self-control. Generally, they seek to help others also maintain their own self-control, and have a tendency toward good alignment as a result.

Male names: Adrian, Idonas, Alyx, Kristobal, Dymien, Dannis, Mixamis, Philisophos

Female names: Alyxia, Dayanara, Dimiris, Kaia, Kalli, Kyte, Mylissa, Panalope

Maenad Racial Traits

+2 to one ability score: Maenads gain a +2 bonus to one ability score chosen at creation, to represent their varied nature.

Medium: Maenads are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Maenads have a base speed of 30 feet.

Naturally Psionic: Maenads gain the Wild Talent feat as a bonus feat at 1st level. If a maenad takes levels in a psionic class, he instead gains the Psionic Talent feat.

Maenad Psionics: Maenads gain the following psi-like ability. 1/day—*energy ray*. A maenad can deal only sonic damage with this ability. It is accompanied by a tremendous scream of rage. The manifester level is equal to 1/2 Hit Dice (minimum 1st). The DC for this power is equal to 10 + the power's level + the maenad's Charisma modifier.

Sonic Affinity: Maenads add a +1 to the DC of any spell or power with the sonic descriptor.

Outburst: Maenads can dampen their mental processes for an increase in raw power called an outburst. As a result, they take a -2 penalty to Intelligence and Wisdom but gain a +2 bonus to Strength. The character must spend one power point at the beginning of each round during an outburst and may stop an outburst at any time.

Inner Rage: Maenads are able to rage one additional round per day should they have the rage ability and they gain an additional round per day every odd character level. In addition to using these rounds for

rage, maenads may use them to fuel their outburst, instead of power points.

Ordered Rage: Maenads may take levels in the barbarian class even if they are of the lawful alignment.

Natural Sailors: Maenads have a +2 bonus to Swim and Profession (sailor) checks. In addition, they gain a +2 bonus to Acrobatics and Climb checks made on sailing ships.

Weapon Familiarity: Maenads are proficient with flails. Maenads treat any weapon with the word “maenad” in the name as a martial weapon rather than an exotic one.

Psionic Aptitude: When a maenad takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.

Languages: Maenads begin play speaking Common and Maenad. Maenads with high Intelligence scores can choose can choose from the following: Aquan, Draconic, Dwarven, Elven, and Goblin.

OPHIDUANS

Confused with lizardfolk by the ignorant, ophidians stand out among the other civilized nations in a fashion similar to the dromites, having a more monstrous and distinct appearance than most humanoids. Where other races share soft skin, flat teeth, protruding ears, and a tendency to be partially or fully covered in hair, ophidians are distinct and very proud of it. Organized and expansionistic in nature, ophidians view talent and skill, especially with psionics, as the key component for social station, rather than wealth, heritage, or influence.

Physical Description: Reptilian scales cover the ophidians’ hairless bodies, and their yellow, slitted eyes and sharp teeth give them a striking appearance. They stand tall, often a head above most humans, but are typically slimmer than humans, being lithe in build. Ophidians have no ears, and their ridged brows are often what define their face. Most ophidians are green-scaled, but there are those of blue, purple, black, or yellow in tone, a trait which is passed along to progeny. The only common color among all ophidians is the dull grey of their stomachs, which reflects their common ancestry.

Society: Ohidians are sometimes viewed as being cold in personality because they are reptilian in nature, but that does not define their society. Rather, a strong meritocracy defines them; to an ophidian, leadership is constantly earned, as are most things in life. Respect, money, and friends, all are earned and the ophidian society reflects this. There is very little compassion towards strangers, even within a society, but friends and family are expected to sacrifice for one another. Ophidians tend not to be satisfied with themselves, feeling a drive to become better, seeking the elusive state of perfection. A leader amongst the ophidians is often a very capable politician, a warrior,

and psionically gifted, for otherwise he or she would not have risen to such a position, as he or she would not have proven capable of leading. This results in the ophidian societies tendency to become organized and expansionistic in nature, as they strive to improve their cities, lands, and surrounding areas. Sometimes they expand by war, sometimes by politics, but never does an ophidian society find any form of calm or stability, for it is always seeking to become better, trying to become perfect.

Relations: Ophidians view most other races as strange, sometimes even soft. The whimsical ways of gnomes and halflings tend to irritate them, humans seem to constantly shift between their goals, and half-elves seem to be confused about who they are. Ophidians can respect the dedication of the elves, but cannot relate to their perceived inactivity and slow-acting ways. Dwarves impress the ophidians with their ability to build lasting empires and their perfection of the crafts, but their inability to adapt and to strive forward annoys them. Half-orcs and half-giants, strangely enough, are often appreciated, for if anything they tend to be direct and strive towards action, something ophidians can appreciate. Xeph are valued for their individual philosophy, but disdained as a society for their seeming acceptance to maintain what they have and not to improve or expand. Dromites are appreciated for they too have a constant drive towards a goal. Few ophidians know what elans are and thus have no specific relations to them.

Alignment and Religion: Ophidians tend to revere their greatest leaders as gods in the flesh, although they never go so far as to actually worship them; rather an ophidian will follow the great leader and be inspired. The gods of other races and religions are therefore also viewed like this, as representations of great individuals to be admired, aspired towards, and emulated. However, ophidians also believe that each individual carries within them the seed of divinity if they strive hard enough, and thus ophidians typically do not bow before any gods. While varying between good and evil, almost every ophidian tend towards lawful, for the structure of a stable society is necessary to achieve perfection.

Adventurers: Striving for perfection is the typical reason an ophidian begins adventuring. What other way to train yourself, test yourself, and raise yourself up towards divinity, than to meet and overcome challenges.

Male names: Mixal, Xiphoter, Maxev, Ioxua, Iaxot, Nixokas, Antax, Tanix, Tyxor, Kraxan

Female names: Azlei, Iezi, Sazari, Krizani, Emizi, Samazi, Amazi, Kazeri, Mezan, Kriza

Ophidian Racial Traits

+2 Dexterity, +2 Wisdom, –2 Charisma: Ophidians are lithe, quick, and intuitive, but cold in demeanor and monstrous in appearance

Reptilian Blood: Ophidians are of the humanoid (reptilian) subtype.

Medium: Ophidians are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Ophidians have a base speed of 30 feet.

Scaled Hide: An ophidian's skin is hardened scales and grants the character a +1 natural armor bonus to AC.

Naturally Psionic: Ophidians gain the Wild Talent feat as a bonus feat at 1st level. If an ophidian takes levels in a psionic class, he instead gains the Psionic Talent feat.

Serpent's Bite (Ps): Once per day, an ophidian can alter his jaws, gaining a bite attack that deals 1d8 points of damage, plus an extra 1d8 points of damage per five character levels beyond 1st. This effect lasts for 1 minute. The manifester level is equal to the ophidian's level.

Darkvision: Ophidians can see in the dark up to 60 feet.

Poison Resistant: Ophidians gain a +2 racial bonus on saving throws against poison.

Psionic Aptitude: When an ophidian takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.

Weapon Familiarity: Ophidians treat any weapon with the word "ophidian" in the name as a martial weapon rather than an exotic one.

Languages: Ophidians begin play speaking Common and Ophidian. Ophidians with high Intelligence scores can choose from the following: Aquan, Draconic, Dwarven, Elven, and Goblin.

XEPHS

Known for their fleetness of foot and natural agility, xephs have a quick wit and the ability to find humor in nearly anything. This disposition can result in others viewing them as carefree or whimsical, but in truth, there is a deep philosophy behind their world view. To a xeph, the world is what you perceive, and their preference is to perceive it in a fun or humorous way, rather than as a morose place. Xephs are known for creating pieces of art of subtle beauty, and their racial homeland is said to be a great rift in the ground, where forests grow and the xephs thrive, using their ability to generate intense bursts of speed to travel the world.

Physical Description: Standing about a hand shorter than a standard human, with males typically taller and heavier than females, xephs have deep olive or brown skin and pupil-less, amber-yellow eyes. While some find their lack of pupils unnerving, there is something about their attitude and world view that win over most people if given the opportunity. Most xephs prefer to fashion their dark black hair into a long braid. Xeph facial features have a tendency to be more angular and elongated than other humanoids, which along with their eyes, gives them a distinct look.

Society: The xephs tend toward creating tightly-knit societies, often small in size and unassuming. When a xeph doesn't feel at home, they are encouraged to

find their 'home of the heart' in the wider world, or helped to integrate better with the village. Most xeph societies tend to be ruled by community consensus and on giving the xeph time to define their own life and world. Many find joy in the simplest of manual labors, often preferring to shy away from more advanced tools, loving what they see as a more in-touch experience. Craftsmen extraordinaire, the xephs enjoy creating, preferably with others, which means that their crafts are often sought by traders and merchants, providing the villages with sufficient resources that cannot be easily found or created by the xephs.

Relations: Xephs tend to get along better with humans, gnomes, and halflings, much because they tend to share a positive outlook on the world. They share a love of artwork and craftsmanship with elves and dwarves, meaning they generally also get along with them. Elans unnerve most xephs, as if they can feel that something is wrong with elans, while they find the strange logic of the dromite and maenad societies to be confusing. Half-orcs and half-giants tend to grate on xephs, with their war-like ways and brusque behavior.

Alignment and Religion: Tending more towards a unifying philosophy rather than a true religion, xephs believe that what one individual views as a god, another manifests in their life as a philosophy. As a result, xephs tend to be accepting of others' religions, even if they do not themselves believe the same. Xephs tend to be good, with the race as a whole tending toward chaotic.

Adventurers: Learning more about the world is a way to learn about the self to a xeph, and thus a journey is as much spiritual and internal as physical and external. Adventuring is exploring the mind, challenging morals, and defining who you are. Many don't catch onto this metaphysical and philosophical aspect of adventuring for xephs, and instead view them as jovial or humorous, even when faced with adversity.

Male Names: Idrian, Earon, Ubiel, Ivraham, Yli, Ylijah, Alish, Ormak

Female Names: Uda, Udiva, Ymira, Hadyri, Chyrmona, Nyri, Nerith

Xeph Racial Traits

+2 Dexterity, +2 Charisma, -2 Strength: Xephs are quick and outgoing, but not very strong.

Medium: Xephs are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Xephs have a base speed of 30 feet.

Darkvision: Xephs can see in the dark up to 60 feet.

Innate Resistance: Xephs receive a +1 racial bonus on saving throws against powers, spells, and spell-like effects.

Naturally Psionic: Xephs gain the Wild Talent feat as a bonus feat at 1st level. If a xeph takes levels in a psionic class, he instead gains the Psionic Talent feat.

Burst (Su): Three times per day as a swift action, a xeph can put on a burst of speed to increase his speed by 10 feet, plus 10 feet per four character levels beyond 1st, to a maximum increase of 30 feet at 9th character level and higher. These bursts of speed

are considered a competence bonus to the xeph's base speed. A burst of speed lasts 3 rounds.

Psionic Aptitude: When a xeph takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.

Languages: Xephs begin play speaking Common and Xeph. Xephs with high Intelligence scores can choose from the following: Aquan, Draconic, Dwarven, Elven, and Goblin.

AGE, HEIGHT, AND WEIGHT

While you can determine your character's age, gender, height, weight, and appearance, the tables below offer rough guidelines to determine some of these physical details.

Character Age

Your character's age is determined by choice of race and class, as detailed on Table 1-2: Random Starting Ages.

Table 1-2: Random Starting Ages

Race	Adulthood	Barbarian Rogue Sorcerer Soulknife Wilder	Bard Fighter Paladin Ranger Psychic Warrior	Cleric Druid Monk Psion Wizard
Blue	12 years	+1d4	+1d6	+2d6
Dromite	13 years	+1d4	+1d6	+2d6
Duergar	40 years	+3d6	+5d6	+7d6
Elan	20 years	+2d4	+2d6	+3d6
Half-giant	30 years	+2d6	+3d6	+4d6
Maenad	40 years	+1d6	+4d6	+6d6
Ophiduan	18 years	+1d4	+2d4	+2d6
Xeph	18 years	+1d4	+2d4	+2d6

As your character ages, her physical ability scores change, as detailed in Table 1-3: Aging Effects.

Table 1-3: Aging Effects

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Blue	25 years	50 years	70 years	+2d10 years
Dromite	30 years	55 years	75 years	+2d20 years
Duergar	125 years	188 years	250 years	+2d% years
Elan	200 years	400 years	1,000 years	—
Half-giant	60 years	80 years	120 years	+4d% years
Maenad	90 years	150 years	220 years	+2d% years
Ophiduan	40 years	75 years	100 years	+2d20 years
Xeph	45 years	85 years	120 years	+2d20 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha

Height and Weight

You can either choose your character's height and weight from the ranges given in the racial description, or you can roll randomly from Table 1-4: Random Height and Weight.

Table 1-4: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Blue, male	3'10"	2d4	40 lb.	x1 lb.
Blue, female	2'10"	2d4	35 lb.	x1 lb.
Dromite	2'8"	2d4	30 lb.	x1 lb.
Duergar, male	3'9"	2d4	110 lb.	x(2d4) lb.
Duergar, female	3'7"	2d4	80 lb.	x(2d4) lb.
Elan, male	4'10"	2d10	120 lb.	x(2d4) lb.
Elan, female	4'5"	2d10	85 lb.	x(2d4) lb.
Half-giant, male	6'4"	2d12	220 lb.	x(2d6) lb.
Half-giant, female	6'1"	2d12	180 lb.	x(2d6) lb.
Maenad, male	5'4"	2d10	150 lb.	x(2d4) lb.
Maenad, female	5'3"	2d10	120 lb.	x(2d4) lb.
Ophiduan, male	5'1"	2d10	120 lb.	x(2d4) lb.
Ophiduan, female	4'7"	2d10	85 lb.	x(2d4) lb.
Xeph, male	4'8"	2d10	100 lb.	x(2d4) lb.
Xeph, female	4'4"	2d10	75 lb.	x(2d4) lb.

CHAPTER 2 - CLASSES

The innate power of the mind is present within all creatures. But it is those who choose to take levels in psionic classes who can unlock and develop this immense power contained within. This mental energy exists in many forms: Intelligence, Wisdom, and Charisma are direct links to the conscious mind, but the physical abilities: Strength, Dexterity, and Constitution, are also factors. Each of these component pieces is like a single facet of a greater whole.

Psionic characters do not simply tap into the power of the mind, but the power of the mind and the body together. The psionic classes utilize the totality of consciousness to transform thoughts, ideas, and dreams into the real world.

PSIONIC CLASSES

The four psionic base classes, in the order they are presented in this chapter, are as follows.

Psion: A master of the mind, a seeker of knowledge of psionics.

Psychic Warrior: A soldier who combines psionic power with physical prowess.

Soulknife: A warrior who creates a unique weapon out of mental energy.

Wilder: A natural talent with psionics who channels emotion to wield uncontrolled power.

The Power Point Reserve

Psionic characters fuel their abilities through a pool, or reserve, of power points. Your power point reserve is equal to your base power points gained from your class, bonus power points from a high key ability score (see Abilities and Manifesters, below), and any additional bonus power points from sources such as your character race and feat selections.

Multiclass Psionic Characters

If you have levels in more than one psionic class, you combine your power points from each class to make up your reserve. You can use these power points to manifest powers from any psionic class you have.

While you maintain a single reserve of power points from your class, race, and feat selections, you are still limited by the manifester level you have achieved with each power you know.

Abilities And Manifesters

The ability that your powers depend on—your key ability score as a manifester—is related to what psionic class (or classes) you have levels in: Intelligence (psion), Wisdom (psychic warrior), and Charisma (wilder). The modifier for this ability is referred to as your key ability modifier. If your character's key ability score is 9 or lower, you can't manifest powers from that class.

Just as a high Intelligence score grants bonus spells to

UPDATING YOUR CHARACTER

If you already have a psionic character from the previous rule system, you should find that the changes needed to update to *Psionics Unleashed* are mostly new options available, rather than the removal of your existing abilities.

For psions, you will find that your choice of discipline offers several new abilities as you gain levels in your class, including powers you can use at will, the ability to detect psionics, and an entirely new option for those who do not want to pick a discipline: the generalist. There have also been some consolidation of powers, so you may find that you have empty slots for powers known to choose new powers, and that some powers have been given new names.

For psychic warriors, you will find that you can now pick a path that improves one aspect of your combat abilities, but that it does so without detriment to your other abilities. In addition, you will find that you have a slightly larger power point pool available, and some new class features available regardless of which path

you choose for your character.

For soulknives, the changes are more drastic, as your character has been changed to having a good base attack bonus progression, and you now gain blade skills at every even level that offer versatility and never-before-seen options for use with your mind blade. In addition, the options available for your mind blade have been expanded, although some of your previous abilities may now be blade skills, rather than automatic abilities.

For wilders, there are different options available to customize the wild surge that defines your class. These options range from the standard wild surge, to granting nearby allies benefits, to channeling your wild surge through psionic items. In addition, you gain an at-will ability to deal a modest amount of damage.

In addition, many of the feats from previous editions that dealt with expending or maintaining psionic focus have new options available, making them useful for both aspects of psionic focus, rather than only for one or the other.

TABLE 2-1: ABILITY MODIFIERS AND BONUS POWER POINTS

Ability Score	Bonus Power Points (by Class Level)																			
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
10-11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12-13	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
14-15	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
16-17	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	24	25	27	28	30
18-19	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
20-21	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50
22-23	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60
24-25	3	7	10	14	17	21	24	28	31	35	38	42	45	49	52	56	59	63	66	70
26-27	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
28-29	4	9	13	18	22	27	31	36	40	45	49	54	58	63	67	72	76	81	85	90
30-31	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
32-33	5	11	16	22	27	33	38	44	49	55	60	66	71	77	82	88	93	99	104	110
34-35	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102	108	114	120
36-37	6	13	19	26	32	39	45	52	58	65	71	78	84	91	97	104	110	117	123	130
38-39	7	14	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119	126	133	140
40-41	7	15	22	30	37	45	52	60	67	75	82	90	97	105	112	120	127	135	142	150

a wizard and a high Wisdom score grants bonus spells to a cleric, a character who manifests powers (psions, psychic warriors, and wilders) gains bonus power points according to his key ability score. Refer to Table 2-1: Ability Modifiers and Bonus Power Points.

How To Determine Bonus Power Points: Your key ability score grants you additional power points equal to your key ability modifier × your manifester level × ½. Table 2-1: Ability Modifiers and Bonus Power Points shows these calculations for class levels 1st through 20th and key ability scores from 10 to 41.

Starting Gear

Roll randomly on the following table to determine the character's gold and buy equipment item by item.

Table 2-2: Random Starting Gold

Class	Amount (Average)
Psion	3d4 ×10 (75 gp)
Psychic warrior	5d4 ×10 (125 gp)
Soulknife	5d4 ×10 (125 gp)
Wilder	4d4 ×10 (100 gp)

PSION

The powers of the mind are varied and limitless, and the psion learns how to unlock them. Whether he is a shaper or a telepath, an egoist or a nomad, or even a generalist, the psion learns to manifest psionic powers that alter himself and the world around him. Due to the limited powers that any one psion knows, each psion is unique in his capabilities, as his latent abilities are drawn out and shaped into the psionic powers that define the psion.

Each psion also gains unique abilities depending on his choice of disciplines: the egoist excels at altering his own physiology, while the nomad learns to manipulate the very fabric of space and time, and the generalist becomes a master of the overall principles of psionics, while sacrificing some of the unique abilities of the other disciplines.

Role: The psion can fulfill a variety of different roles depending upon the power choices he makes. Generalist psions have the greatest versatility of the different psions, while those of a particular discipline excel at the given focus of their chosen specialization. Regardless of their choice, all psions are masters of the powers of the mind and capable of helping their allies against any danger.

Alignment: Any.

Hit Die: d6.

Class Skills

The psion's class skills are Autohypnosis* (Wis), Craft (Int), Knowledge (all skills, taken individually)* (Int), Profession (Wis), and Spellcraft (Int). In addition, a psion gains access to additional class skills based on his discipline:

Seer (Clairsentience): Diplomacy (Cha) and Perception (Wis).

Shaper (Metacreativity): Bluff (Cha), Disguise (Cha), and Use Magic Device (Cha).

Kineticist (Psychokinesis): Disable Device (Dex) and Intimidate (Cha).

Egoist (Psychometabolism): Acrobatics (Dex) and Heal (Wis).

Nomad (Psychoportation): Climb (Str), Fly (Dex), Survival (Wis), and Swim (Str).

Telepath (Telepathy): Bluff (Cha), Diplomacy (Cha), and Sense Motive (Wis).

Generalist (None): Use Magic Device (Cha) and any one skill chosen from the above discipline lists.

*New skill or expanded use of existing skill.

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

The following are class features of the psion.

Weapon and Armor Proficiency: Psions are proficient with the club, dagger, heavy crossbow, light crossbow, quarterstaff, and shortspear. They are not proficient with any type of armor or shield. Armor does not, however, interfere with the manifestation of powers.

Power Points/Day: A psion's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 2-3: The Psion. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table 2-1: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items.

Discipline: Every psion must decide at 1st level which psionic discipline he will specialize in. Choosing a discipline provides a psion with access to the class skills associated with that discipline (see above), as

well as the powers restricted to that discipline, and the special abilities associated with that discipline (detailed below). However, choosing a discipline also means that the psion cannot learn powers that are restricted to the other disciplines (generalist psions cannot learn powers on any of the discipline power lists). He can't even use such powers by employing psionic items.

Powers Known: A psion begins play knowing three psion powers of your choice. Each time he achieves a new level, he unlocks the knowledge of new powers.

Choose the powers known from the psion power list, or from the list of powers of your chosen discipline (if any). You cannot choose powers from disciplines other than your chosen discipline. (*Exception:* The feat Expanded Knowledge does allow a psion to learn powers from the lists of other disciplines or even other classes.) A psion can manifest any power that has a power point cost equal to or lower than his manifest level.

The number of times a psion can manifest powers in a day is limited only by his daily power points.

A psion simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against psion powers is 10 + the power's level + the psion's Intelligence modifier.

Table 2-3: The Psion

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+0	+2	Bonus feat, <i>detect psionics</i> , discipline, discipline talents	2	3	1st
2nd	+1	+0	+0	+3	Discipline ability	6	5	1st
3rd	+1	+1	+1	+3	—	11	7	2nd
4th	+2	+1	+1	+4	—	17	9	2nd
5th	+2	+1	+1	+4	Bonus feat	25	11	3rd
6th	+3	+2	+2	+5	—	35	13	3rd
7th	+3	+2	+2	+5	—	46	15	4th
8th	+4	+2	+2	+6	Discipline ability	58	17	4th
9th	+4	+3	+3	+6	—	72	19	5th
10th	+5	+3	+3	+7	Bonus feat	88	21	5th
11th	+5	+3	+3	+7	—	106	22	6th
12th	+6/+1	+4	+4	+8	—	126	24	6th
13th	+6/+1	+4	+4	+8	—	147	25	7th
14th	+7/+2	+4	+4	+9	Discipline ability	170	27	7th
15th	+7/+2	+5	+5	+9	Bonus feat	195	28	8th
16th	+8/+3	+5	+5	+10	—	221	30	8th
17th	+8/+3	+5	+5	+10	—	250	31	9th
18th	+9/+4	+6	+6	+11	—	280	33	9th
19th	+9/+4	+6	+6	+11	—	311	34	9th
20th	+10/+5	+6	+6	+12	Bonus feat, discipline ability	343	36	9th

Maximum Power Level Known: A psion begins play with the ability to learn 1st-level powers. As he attains higher levels, a psion may gain the ability to master more complex powers.

To learn or manifest a power, a psion must have an Intelligence score of at least 10 + the power's level.

Bonus Feats: A psion gains a bonus feat at 1st level, 5th level, 10th level, 15th level, and 20th level. This feat must be a psionic feat, a metapsionic feat, or a psionic item creation feat.

These bonus feats are in addition to the feats that a character of any class gains every other level. A psion is not limited to psionic feats, metapsionic feats, and psionic item creation feats when choosing these other feats.

Detect Psionics (Ps): All psions, regardless of their chosen discipline, gain the ability to use *detect psionics* at will, as long as they maintain psionic focus. This does not require any power point expenditure, and the power cannot be augmented.

Discipline Talents (Ps): Each discipline gains access to two psi-like abilities that can be used by expending psionic focus.

Any discipline talent that would normally allow a save are treated as 0-level powers to determine their DC. The manifesting time for a discipline talent is the same as if it was manifested normally, or a standard action if the discipline talent does not mimic a psionic power. These powers do not count as powers known for the psion; to manifest them normally, he must select them as his powers known normally.

Discipline Abilities: At 2nd, 8th, 14th, and 20th level, the psion gains special abilities related to his choice of discipline, as detailed below.

PSIONIC DISCIPLINES

A discipline is one of six groupings of powers, each defined by a common theme. The six disciplines are clairsentience, metacreativity, psychokinesis, psychometabolism, psychoportation, and telepathy. If a psion chooses to specialize in a discipline, he gains special benefits, while those who choose to stay generalists gain unique benefits of their own.

Clairsentience

A psion who chooses clairsentience is known as a seer. Seers can learn precognitive powers to aid their comrades in combat, as well as powers that permit them to gather information in many different ways.

Discipline Talents (Ps): Choose two powers from the following list: *call to mind*, *destiny dissonance*, *know direction and location*, or *offensive precognition*. As long

as you maintain psionic focus, you may manifest either of your chosen powers without paying a power point cost, but the power may not be augmented or affected by metapsionic feats. The competence bonus from *call to mind* is reduced to +2, the duration of *destiny dissonance* is one round per two psion levels, and the duration of *offensive precognition* is 1 round per psion level.

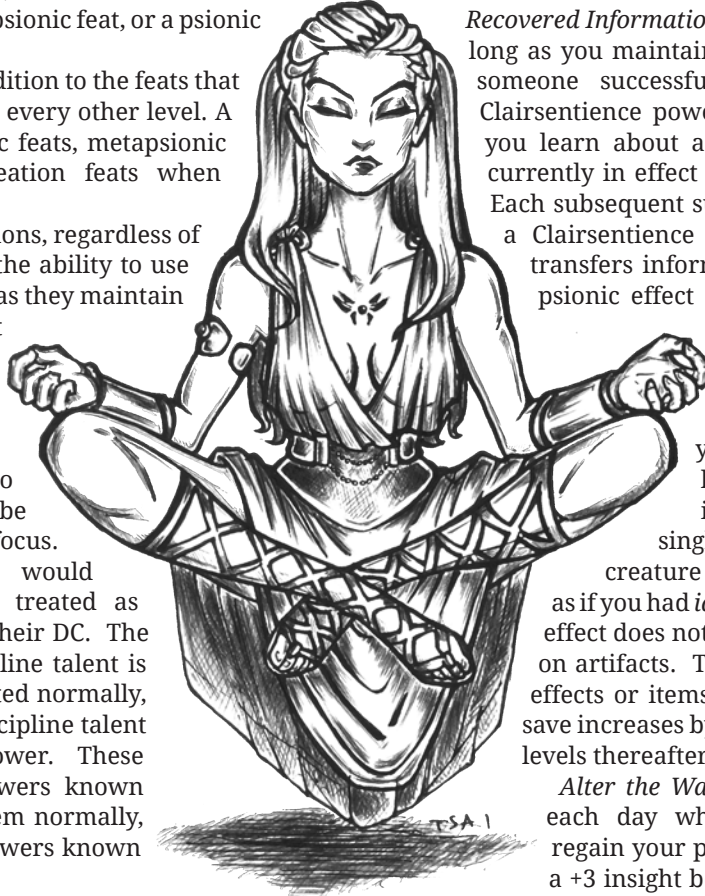
Recovered Information (Su): At 2nd level, as long as you maintain psionic focus, when someone successfully saves against a Clairsentience power you've manifested, you learn about a single psionic effect currently in effect (if any) on the target. Each subsequent successful save against a Clairsentience power you manifest transfers information about another psionic effect currently in effect (if any) on the target. If there are no psionic powers in effect on the target that you do not already know, then you learn information about a single psionic item the creature currently possesses, as if you had *identified* the item. This effect does not give any information on artifacts. The number of psionic effects or items you learn about per save increases by one every four psion levels thereafter.

Alter the Waves (Su): At 8th level, each day when you meditate to regain your power points, you gain a +3 insight bonus that can be used on any one die roll. Every two psion levels thereafter, this ability may be

used one additional time per day and the insight bonus is increased by 1.

Seeing the Connections (Su): At 14th level, once per day, you can automatically identify all properties of a magic item, magic aura, or identify a spell or power in effect. In addition, if you are being scryed upon, you can expend your daily use of this power as an immediate action to disrupt the scrying attempt and instead scry on the originator of the effect using the same effect as that which targeted you. You need not pay any power point cost for this ability, although the originator can make a save to block the attempt (same DC as the original scrying attempt). This ability does not work on artifacts.

Perpetual Foresight (Su): At 20th, your ability to foresee the different possibilities has suffused you. Anytime you roll a d20, you may expend your psionic focus as an immediate action to roll a second time. To choose the result of the second roll, you must pay the unmodified die roll in power points.



A psion's main tool is her mind

Metacreativity

A psion specializing in metacreativity is known as a shaper. This discipline includes powers that draw ectoplasm from the Astral Plane, creating semisolid and solid items such as armor, weapons, or animated constructs to do battle at the shaper's command.

Discipline Talents (Ps): Choose two powers from the following list: *create sound*, *crystal shard*, *ectoplasmic creation*, and *entangling ectoplasm*. As long as you maintain psionic focus, you may manifest either of your chosen powers without paying a power point cost, but the power may not be augmented or affected by metapsionic feats. The duration of *create sound* and *entangling ectoplasm* is one round per two psion levels (minimum 1 round), while *ectoplasmic creation* lasts one hour. The damage of *crystal shard* is reduced to 1d3.

Summoner's Call (Ex): At 2nd level, if you maintain focus when manifesting a power of the creation subdiscipline, the duration is increased by 1 round plus 1 round for every four psion levels. In addition, your astral constructs gain an additional menu option of the highest menu available when you manifest the power.

Ectoplasmic Protection (Su): At 8th level, you can gain an ectoplasmic coating over your form, granting you concealment for one round per psion level, usable once per day and an additional time per day every four psion levels thereafter.

Maestro of Ectoplasm (Su): At 14th level, once per day as a standard action, you can take raw ectoplasm and use it in a myriad of ways. You can choose to coat up to 50 square feet (in 10 foot squares) in a slick, as the *ectoplasmic sheen* power (DC 10 + half psion level + Intelligence modifier), or create a up to 7 levels in astral constructs, divided at your discretion (a 5th-level construct and a 2nd-level construct, a single 7th-level construct, seven 1st-level constructs, etc.), create a volume of matter as if manifesting *major ectoplasmic creation*, or repair a damaged astral construct for up to 30 hit points plus 1 hit point per psion level.

Astral Ally (Su): At 20th level, you can change the duration of an *astral construct* power to permanent. You can have no more than one *astral construct* power made permanent in this way at one time. If you designate another *astral construct* power as permanent, the previous power immediately ends.

Psychokinesis

Psions who specialize in psychokinesis are known as kineticists. They are the masters of powers that manipulate and transform matter and energy. Kineticists can attack with devastating blasts of energy. Unlike other psions, when a kineticist selects any power that specifies the character must select from cold, electricity, fire, or sonic damage, he gains the option to choose the type of damage at the time the power is manifested.

Discipline Talents (Ps): Choose two powers from the following list: *energy ray*, *far hand*, *force screen*, or *my light*. As long as you maintain psionic focus, you may

manifest either of your chosen powers without paying a power point cost, but the power may not be augmented or affected by metapsionic feats. The damage of *energy ray* is reduced to 1d3, the shield bonus of *force screen* is reduced to +2, and the duration of *my light* is reduced to 1 round/level.

Telekinetic Hurl (Su): At 2nd level, as long as you maintain psionic focus, you gain the ability to telekinetically hurl objects of up to 5 lbs. as a ranged attack at an enemy within 30 ft. Such attacks deal 1d4 points of damage due to the force exerted. This damage increases by 1d4 points of damage for every four psion levels thereafter.

Kinetic Aura (Su): At 8th level, you gain a +1 deflection bonus to AC. This bonus increases by +1 every three levels thereafter.

Energetic Recharge (Su): At 14th level, once per day, you can expend psionic focus as an immediate action when you would take damage from cold, electricity, fire, force, or sonic damage to convert the damage into power points, at a rate of 1 power point per 5 damage. You suffer none of the converted damage, but may not gain more than your manifester level in power points. For example, if a 14th level kineticist suffers 80 points of cold damage, he may expend his psionic focus to convert up to 70 points of that damage into 14 power points. He takes the remaining 10 points of cold damage as normal.

Energy Immunity (Su): At 20th level, when you gain psionic focus, you gain immunity to either cold, electricity, fire, force, or sonic, at your choice. You may change this immunity by gaining psionic focus again, and need not maintain psionic focus to maintain the immunity.

Psychometabolism

A psion who specializes in psychometabolism is known as an egoist. This discipline consists of powers that alter the psion's psychobiology, or that of creatures near him. An egoist can both heal and transform himself into a fearsome fighter.

Discipline Talents (Ps): Choose two powers from the following list: *hammer*, *synesthete*, *thicken skin*, and *vigor*. As long as you maintain psionic focus, you may manifest either of your chosen powers without paying a power point cost, but the power may not be augmented or affected by metapsionic feats. Add half your psion levels to the temporary hit points gained from *vigor*. *Synesthete*, *thicken skin*, and *vigor* last for a number of rounds equal to your psion level. The damage of *hammer* is reduced to 1d4.

Metabolic Healing (Su): At 2nd level, as long as you maintain psionic focus, you gain fast healing 1 when you manifest any psychometabolism power on yourself. This fast healing lasts for a number of rounds equal to the level of the power manifested. The fast healing increases by 1 for every four psion levels thereafter.

Shared Effect (Su): At 8th level, any time you manifest a psychometabolism power with a range of personal, you may pay an additional 4 power points to have it

affect two additional creatures touched. These additional power points count as an augment for the power and the manifestation is still limited by the normal manifester level cap. A power augmented in this fashion can affect an additional creature every four psion levels thereafter. The *fission* power may not be shared in this fashion.

Resilient Body (Su): At 14th level, once per day as an immediate action, you may negate a critical hit that would have hit you, and instead receive normal damage.

Infused Form (Su): At 20th level, you gain DR 5/- and are treated as always under the effect of *adapt body*.

Psychoportation

A psion who relies on psychoportation powers is known as a nomad. Nomads can wield powers that propel or displace objects in space or time.

Discipline Talents (Ps): Choose two powers from the following list: *burst*, *catfall*, *decelerate*, *detect teleportation*. As long as you maintain psionic focus, you may manifest either of your chosen powers without paying a power point cost, but the power may not be augmented or affected by metapsionic feats. In addition, the effect of *catfall* only treats your fall as 20 ft. shorter than it is, and *decelerate* only reduces the target's movement speed by 5 feet.

Nomad's Step (Su): At 2nd level, as long as you maintain psionic focus, as a standard action you may teleport to a location up to 15 feet away. You must have line of sight to the location and you can bring along possessions that amount to as much as a medium load. The distance increases by 5 feet every psion level thereafter.

Inconstant Position (Su): At 8th level, once per day as an immediate action when someone attacks you, you can force them to suffer a 50% miss chance. This ability can be used an additional time per day every two psion levels thereafter.

Accelerated Activity (Su): At 14th level, once per day as a swift action, you may gain 1 extra round of actions usable in the same round.

Rapid Movement (Ex): At 20th level, you gain an additional move action each round, but it may only be used for either the move, stand up, or mount/dismount a steed move actions.

Telepathy

A psion who chooses the discipline of telepathy is known as a telepath. He is the master of powers that allow mental contact and control of other sentient creatures. A telepath can deceive or destroy the minds of his enemies with ease.

Discipline Talents (Ps): Choose two powers from the following list: *conceal thoughts*, *mind link*, *mind thrust*, *telepathic lash*. As long as you maintain psionic focus, you may manifest either of your chosen powers without paying a power point cost, but the power may not be augmented or affected by metapsionic feats. The damage of *mind thrust* is reduced to 1d6. You may only

use *conceal thoughts* on yourself if used as one of your discipline talents.

Mental Intrusion (Ex): At 2nd level, as long as you maintain psionic focus, increase the save DC of any mind-affecting power you manifest by 1 for every 2 power points you spend augmenting the power, provided the augmentation does not already increase the power's save DC. For the purpose of this ability, you may spend additional power points augmenting a mind-affecting power's save DC even on a power that normally does not have any augment options.

Telepathy (Su): At 8th level, you gain telepathy out to 400 ft. and can communicate with any creature, regardless of intelligence, so long as they have an Intelligence of 1 or higher. The range of your telepathy increases by 10 ft. every psion level thereafter.

Additionally, as long as you maintain psionic focus, you can detect other creatures within 30 ft. using telepathy to communicate, although you cannot determine the content of the communication.

Last Respite (Su): At 14th level, once per day, if you are about to suffer damage that would result in your death, as an immediate action, you can shunt your mind into the body of a creature within 30 ft., effectively granting you the benefits of *mind switch* (Will save negates DC 10 + half psion level + Intelligence modifier) and your original body is left stable, but its hit point total is left one point of damage away from death. This ability lasts a number of rounds equal to your psion level. You must secure a permanent body for your mind, either by healing your original body, through the use of a power such as *true mind switch*, or some other means to permanently inhabit a body, by the end of the effect's duration or die. This is considered a mind-affecting effect. You can take this action even if you are unconscious. This ability cannot be used against effects that outright kill or that deal ability damage, only against effects that deal hit point damage.

Guarded Thoughts (Su): At 20th level, you gain increased protection from mind-affecting effects, granting you a +10 bonus on saves against mind-affecting effects.

Generalist Psion

A psion who chooses to remain more general in his studies of psionics is known as a generalist. While he does not gain the unique abilities each discipline grants to the specialized psions, he is able to broaden his powers and blend them in unique ways.

Discipline Talents (Ps): Choose three powers from the following list: *call to mind*, *catfall*, *create sound*, *far hand*, *hammer*, and *telepathic lash*. As long as you maintain psionic focus, you may manifest either of your chosen powers without paying a power point cost, but the power may not be augmented or affected by metapsionic feats. The competence bonus from *call to mind* is reduced to +2, the effect of *catfall* only treats your fall as 20 ft. shorter than it is, the duration of *create sound* is one round per two psion levels (minimum 1 round), and the

damage of *hammer* is reduced to 1d4.

Bonus Feat: At 2nd level and every five psion levels thereafter, you gain a bonus feat. You must choose a metapsionic feat, an item creation feat, or Expanded Knowledge. You must still meet all prerequisites for the bonus feat, including minimum manifester level requirements. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. You are not limited to the categories of item creation feats, metapsionic feats, or Expanded Knowledge when choosing those feats.

Breach Power Resistance (Su): At 8th level, anytime you manifest a power, you may expend your psionic focus to add your Intelligence modifier on any check to overcome power resistance. This bonus increases by 1 every two psion levels thereafter.

Double Manifest (Ex): At 14th level, once per day, you may manifest two powers with a single action, but the combined power point cost cannot exceed your manifester level and the two powers must be of different disciplines. The two powers must have the same manifesting time and if they have a target, the targets for the powers may be different.

Expanded Mind (Ex): At 20th level, each day when you meditate to regain power points, you may choose any one power from any class power list and add it to your powers known for the day. This power does not count against your number of powers known.

PSYCHIC WARRIOR

Where the psion spends his days studying the intricacies of psionic power and unlocking the mysteries of the mind, others choose to use their internal power to augment their physical form. These psychic warriors use their psionic potential as a way to improve their natural abilities, becoming fierce and deadly in their chosen path.

Role: The psychic warrior's path determines his strengths and weaknesses within a party. Whether he is the epitome of unleashing the beast within, or a stealthy combatant who strikes from the shadows, the psychic warrior's primary focus is typically battlefield control and dealing or blocking damage.

Alignment: Any.

Hit Die: d8.

Class Skills

The psychic warrior's class skills are Acrobatics (Dex), Autohypnosis* (Wis), Climb (Str), Craft (Int), Knowledge (psionics)* (Int), Perception (Wis), Profession (Wis), Ride (Dex) and Swim (Str).

*New skill or expanded use of existing skill.

Skill Ranks at each Level: 4 + Int modifier.

Class Features

The following are class features of the psychic warrior.

Weapon and Armor Proficiency: Psychic warriors are proficient with all simple and martial weapons,

with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Power Points/Day: A psychic warrior's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 2-4: The Psychic Warrior. In addition, he receives bonus power points per day if he has a high Wisdom score (see Table 2-1: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items.

Powers Known: A psychic warrior begins play knowing one psychic warrior power of your choice. Each time he achieves a new level, he unlocks the knowledge of a new power.

Choose the powers known from the psychic warrior power list. (*Exception:* The feat Expanded Knowledge does allow a psychic warrior to learn powers from the lists of other classes.) A psychic warrior can manifest any power that has a power point cost equal to or lower than his manifester level.

The total number of powers a psychic warrior can manifest in a day is limited only by his daily power points.

A psychic warrior simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against psychic warrior powers is 10 + the power's level + the psychic warrior's Wisdom modifier.

Maximum Power Level Known: A psychic warrior begins play with the ability to learn 1st-level powers. As he attains higher levels, he may gain the ability to master more complex powers.

To learn or manifest a power, a psychic warrior must have a Wisdom score of at least 10 + the power's level.

Bonus Feats: At 1st level, a psychic warrior gets a bonus combat-oriented feat in addition to the feat that any 1st level character gets and the bonus feat granted to a human character. The psychic warrior gains an additional bonus feat at 2nd level and every three levels thereafter (5th, 8th, etc.). These bonus feats must be drawn from the feats noted as combat feats or psionic feats. The psychic warrior must still meet all prerequisites for the bonus feat, including ability score and base attack bonus minimums as well as class requirements (like levels in another specific class).

These bonus feats are in addition to the feats that a character of any class gains every two levels. A psychic warrior is not limited to combat feats and psionic feats when choosing these other feats.

Psionic Proficiency (Ex): A psychic warrior treats his base attack bonus as equal to his psychic warrior level for the purposes of requirements for psionic feats. Base attack bonuses granted from other classes are unaffected and are added normally.

Warrior's Path (Ex): At 1st level, a psychic warrior chooses a path to adhere to (listed below). When first taking a path, the psychic warrior gains one of the two

powers associated with that path. Powers gained from a path do not count against his number of powers known. When manifesting this power, called a path power, the psychic warrior can either choose to manifest it for no cost by expending his psionic focus, in which case it cannot be augmented, or he can choose to manifest it normally, in which case his effective manifester level for this power is treated as one higher than normal.

At 3rd level, the psychic warrior gains the second power from his path. All of the above benefits apply to this additional path power.

In addition, the psychic warrior gains one additional class skill, as noted in the path description.

Expanded Path: At 3rd level, the psychic warrior expands his understanding of his chosen path. From this point on, he can use the Trance and Maneuver associated with his chosen path.

Path Skill: At 4th level, the psychic warrior gains a +2 bonus to one skill associated with a path he is on. Every three levels thereafter, he can choose to increase the bonus to one of his path skills by +2 (to a maximum of +6 for any one path skill). This may be a skill he has already chosen or a new skill associated with a path he is on.

Martial Power: At 6th level, if the psychic warrior makes a melee attack, he can manifest one of his path powers as part of that attack action. The power takes

effect immediately after the attack has been finished. Touch range powers are transmitted through the melee attack to the attacked target.

Secondary Path (Ex): At 9th level, the psychic warrior gets to choose a second warrior's path. He chooses one of the path powers available from his new list. The psychic warrior may only have two path powers in total from a single given path.

At 11th level, the psychic warrior can choose to use the Trance and Maneuver from his second warrior's path, but may only benefit from one Trance at a time.

Twisting Path (Ex): At 12th level, as a swift action while maintaining psionic focus and using a Trance, the psychic warrior can change to the Trance of his other path.

Pathweaving (Su): At 15th level, as long as the psychic warrior maintains psionic focus, once per day he can gain the benefits of both of his Trances for up to 5 minutes. Activating this ability is a free action.

Every third level thereafter, the psychic warrior can use this ability an additional time per day.

Eternal Warrior (Su): At 20th level, once per day as a free action, the psychic warrior can enter into a very powerful Trance. As long as he maintains psionic focus, for up to 5 minutes the psychic warrior adds his Wisdom modifier to his attack rolls, damage rolls, AC, skill checks, ability checks, saves, and initiative, and

Table 2-4: The Psychic Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1st	+0	+2	+0	+0	Bonus feat, psionic proficiency, warrior's path	1	1	1st
2nd	+1	+3	+0	+0	Bonus feat	2	2	1st
3rd	+2	+3	+1	+1	Expanded path	4	3	1st
4th	+3	+4	+1	+1	Path skill	6	4	2nd
5th	+3	+4	+1	+1	Bonus feat	8	5	2nd
6th	+4	+5	+2	+2	Martial power	12	6	2nd
7th	+5	+5	+2	+2	Path skill	16	7	3rd
8th	+6/+1	+6	+2	+2	Bonus feat	20	8	3rd
9th	+6/+1	+6	+3	+3	Secondary path (powers)	24	9	3rd
10th	+7/+2	+7	+3	+3	Path skill	28	10	4th
11th	+8/+3	+7	+3	+3	Bonus feat, secondary path (trance, maneuver)	36	11	4th
12th	+9/+4	+8	+4	+4	Twisting paths	44	12	4th
13th	+9/+4	+8	+4	+4	Path skill	52	13	5th
14th	+10/+5	+9	+4	+4	Bonus feat	60	14	5th
15th	+11/+6/+1	+9	+5	+5	Pathweaving (1/day)	68	15	5th
16th	+12/+7/+2	+10	+5	+5	Path skill	80	16	6th
17th	+12/+7/+2	+10	+5	+5	Bonus feat	92	17	6th
18th	+13/+8/+3	+11	+6	+6	Pathweaving (2/day)	104	18	6th
19th	+14/+9/+4	+11	+6	+6	Path skill	116	19	6th
20th	+15/+10/+5	+12	+6	+6	Bonus feat, eternal warrior	128	20	6th

he increases his speed by +5 feet for every point of his Wisdom modifier. These benefits stack with those that might be granted by his active path's Trance (or both paths, if using Pathweaving).

WARRIOR PATHS

Presented below are some of the possible different warrior paths that psychic warriors may choose. Unless otherwise indicated, if you expend psionic focus to activate a maneuver, you still gain the benefit of your Trance until the end of your turn.

Ascetic Path

You have studied with the mystics of the ancient temples, sat silent embracing the solitude and isolation, so as to become more in tune with your body and mind, merging them into a single, dangerous warrior.

Bonus class skill: Knowledge (religion)

Powers: Defensive precognition, offensive precognition

Skills: Acrobatics, Autohypnosis, Knowledge (religion)

Trance: Beginning at 3rd level, while maintaining psionic focus and wearing no or light armor, you gain a +1 competence bonus to your AC or saves, chosen at the time you gain psionic focus. This bonus increases by 1 every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, as an immediate action, you can expend your psionic focus to gain a +2 dodge bonus to your AC until the beginning of your next turn. This bonus increases by +1 for every five psychic warrior levels you have. In addition, if you did this in response to an attack and that attack misses you, you may take a 5-foot step as part of this action.

Assassin's Path

While others prefer to stand boldly in the face of danger, your preferred weapon is stealth and silence. When you attack, your enemy is bound to fall.

Powers: Distract, prevenom or prevenom weapon

Skills: Acrobatics, Perception, Stealth

Bonus class skill: Stealth

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain a +2 competence bonus on damage rolls. This bonus increases by 1 every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, any time you strike

an enemy with a melee attack and there are no other enemies adjacent to you, you can expend your psionic focus to deal an additional +2d6 damage. For every five psychic warrior levels you gain thereafter, this damage increases by +1d6. This damage is precision-based damage.

Brawling Path

You bring the combat right into the face of your enemy. Your powers allow you to overpower enemies and bring them to bear, either to bring justice to them, or to finish them when they are worn down.

Powers: Grip of iron, hammer

Skills: Acrobatics, Autohypnosis, Escape Artist

Bonus class skill: Escape Artist

Trance: Beginning at 3rd level, while maintaining psionic focus, each time you make a successful grapple check, you can deal damage to that enemy equal to your Wisdom modifier.

Maneuver: Beginning at 3rd level, as a swift action you can expend your psionic focus to cause an enemy you are grappling to take 2d6 non-lethal damage. For every two psychic warrior levels you gain thereafter, the damage increases by 1d6.

Feral Warrior Path

You are the beast incarnate. You channel your rage and power into physically transforming yourself into the likeness of a monster.

Powers: Bite of the wolf, claws of the beast

Skills: Acrobatics,

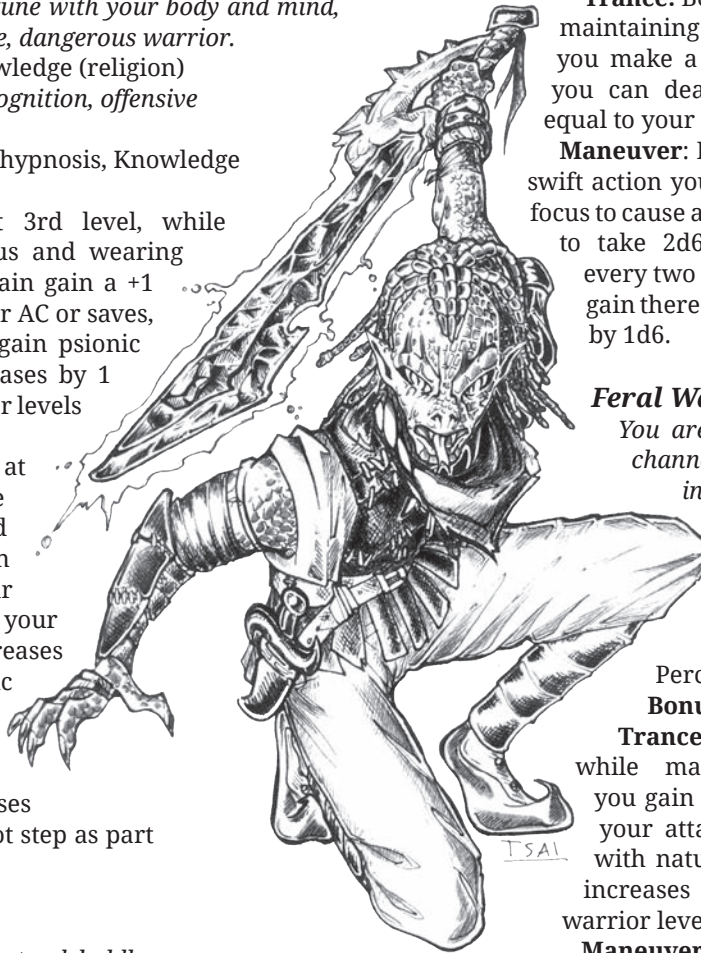
Perception, Survival

Bonus class skill: Survival

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain a +1 competence bonus to your attack rolls on attacks made with natural weapons. This bonus increases by 1 every four psychic warrior levels you gain thereafter.

Maneuver: Beginning at 3rd level, you can expend your psionic focus when use the charge action. If you do, you can make one additional attack at the end of your charge instead of

making a single melee attack, but each attack suffers a -2 penalty to the attack roll. In addition, you gain a +1 competence bonus to any damage rolls made as part of this action. This competence bonus increases by +1 for every four psychic warrior levels you gain thereafter. At 20th level, when using the charge action, you can instead make a full attack at the end of the charge.



The psychic warrior combines psionic power with physical prowess

Mind Knight Path

You have sworn an oath to your order, and in exchange you have been trained in mystic techniques that allow you to summon a weapon from beyond time and space, while protecting yourself with the power of your mind.

Powers: Call weaponry, inertial armor

Skills: Autohypnosis, Diplomacy, Ride

Bonus class skill: Diplomacy

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain a +1 competence bonus to your initiative. In addition, when wielding a weapon you gain through *call weaponry*, you gain a +1 bonus to attack and damage rolls with that weapon. All of these bonuses increase by 1 for every four psychic warrior levels you gain thereafter.

Maneuver: Beginning at 3rd level, you can expend your psionic focus as a standard action to make a melee attack against two creatures adjacent to you. For every five psychic warrior levels you gain thereafter, you can make one additional attack against another enemy adjacent to you.

Weaponmaster Path

You become one with your weapon and wield it with vicious strokes, cleaving enemies as if wheat before a scythe. Your weapon is an extension of your will and thus it is deadly.

Powers: Empty mind, metaphysical weapon

Skills: Acrobatics, Craft, Knowledge (nobility)

Bonus class skill: Knowledge (nobility)

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain a +1 competence bonus on attack rolls made with a weapon (natural weapons do not count for this benefit). This bonus increases by 1 every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, you can expend your psionic focus as an immediate action when an enemy attacks you to make a single melee attack against that enemy and then take a 5-foot step. The enemy's attack is resolved before you take your action. At 8th level and every five psychic warrior levels thereafter, you gain a +1 competence bonus on the attack and damage rolls made for this attack.

SOULKNIFE

Never caught unarmed, the soulknife is the literal interpretation of using the power of the mind as a weapon. Creating a mind blade is the core of the soulknife, and with it, she is a deadly combatant. Versatile and varied, the soulknife can be found in all shapes and sizes, wielding blades unique to the wielder and customized to fit the needs of the soulknife. Fluid in function, the soulknife has mastered how to alter her mind blade to fit the situation, bringing power and versatility into any combat.

Role: As a wielder of a weapon first and foremost, the soulknife excels as a front-line combatant on the battlefield. Her limited armor options and defensive abilities can be a hindrance, but her varied blade

abilities can make her an excellent mobile warrior or battlefield controller.

Alignment: Any.

Hit Die: d10.

Class Skills

The soulknife's class skills are Acrobatics (Dex), Autohypnosis* (Wis), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (psionics)* (Int), Perception (Wis), Profession (Wis), Stealth (Dex), and Swim (Str).

*New skill or expanded use of existing skill.

Skill Ranks per Level: 4 + Int modifier

Class Features

The following are class features of the soulknife.

Weapon and Armor Proficiency: A soulknife is proficient with all simple weapons, with her own mind blade (regardless of form), with light and medium armor, and with shields (but not tower shields).

Bonus Feat: The soulknife may choose Power Attack, Two-Weapon Fighting, or Weapon Focus (mind blade) as a bonus feat at 1st level.

Form Mind Blade (Su): As a move action, a soulknife can form a semi-solid weapon composed of psychic energy distilled from her own mind.

A soulknife must choose the form of her mind blade at 1st level. She can either form it into a light weapon, a one-handed weapon, or a two-handed weapon. Once chosen, her mind blade stays in this form every time the soulknife forms her mind blade. The light weapon deals 1d6 points of damage, the one-handed weapon deals 1d8 points of damage, and the two-handed weapon deals 2d6 points of damage. All damages are based on a Medium-sized creature wielding Medium-sized weapons; adjust the weapon damage as appropriate for different sized weapons. In all forms, the mind blade has a critical range of 19-20/x2. A soulknife with powerful build or any similar ability forms an appropriately-sized mind blade dealing the size-appropriate amount of damage.

If the soulknife's chosen form is a light weapon, she may choose to form two light weapons when forming her mind blade if she so chooses, but she suffers the standard penalties for two-weapon fighting.

Regardless of the weapon form a soulknife has chosen, her mind blade does not have a set damage type. When shaping her weapon and assigning abilities to it, the soulknife chooses whether it will deal bludgeoning, piercing, or slashing damage. The soulknife may change the damage type of an existing mind blade, or may summon a new mind blade with a different damage type, as a full-round action; otherwise, the mind blade retains the last damage type chosen every time it is summoned.

The blade can be broken (it has hardness 10 and 10 hit points); however, a soulknife can simply create another on her next move action. The moment she relinquishes her grip on her blade, it dissipates (unless she intends to throw it; see below). A mind blade is considered a magic weapon for the purpose of overcoming damage reduction and is considered a masterwork weapon.

A soulknife can use feats such as Power Attack or Combat Expertise in conjunction with the mind blade just as if it were a normal weapon. She can also choose her mind blade for feats requiring a specific weapon choice, such as Weapon Focus and Improved Critical. Powers or spells that upgrade weapons can be used on a mind blade. The soulknife can use feats such as Weapon Finesse that work on light weapons with her mind blade, but such feats only work on mind blades in a light weapon form.

Even in places where psionic effects do not normally function (such as within a *null psionics field*), a soulknife can attempt to sustain her mind blade by making a DC 20 Will save. On a successful save, the soulknife maintains her mind blade for a number of rounds equal to her class level before she needs to check again, although the mind blade is treated for all purposes as a non-magical, masterwork weapon while in a place where psionic effects do not normally function. On an unsuccessful attempt, the mind blade vanishes.

As a move action on her turn, the soulknife can attempt a new Will save to rematerialize her mind blade while she remains within the psionics-negating effect. She gains a bonus on Will saves made to maintain or form her mind blade equal to the total enhancement bonus of her mind blade (see below).

The soulknife chooses the appearance of her mind blade, although its shape must reflect the selections the soulknife has chosen: a bludgeoning mind blade would

be blunt, slashing would have an edge, etc.

Shape Mind Blade: The soulknife's mind blade retains the last chosen form every time it is formed until the soulknife reshapes it. If the soulknife chooses to reshape her blade, it requires a full-round action to do so. She may also re-assign the type of damage dealt as part of reshaping her mind blade if she so chooses.

A soulknife can reassign the ability or abilities she has added to her mind blade; see below. To do so, she must first spend 8 hours in concentration. These cannot be the normal 8 hours used for rest, even if the soulknife does not require sleep. After that period, the mind blade materializes with the new ability or abilities selected by the soulknife.

Throw Mind Blade: All soulknives have some knowledge of how to throw their mind blades, though the range increment varies by form and the largest of blade forms cannot be thrown. Light weapon mind blades have a range increment of 20 ft. One-handed weapon mind blades have a range increment of 15 ft. Two-handed weapon mind blades cannot be thrown without the Two-Handed Throw blade skill. Whether or not the attack hits, a thrown mind blade then dissipates.

Wild Talent: The soulknife gains Wild Talent as a bonus feat at 1st level. This provides her with the psionic power necessary to manifest her mind blade. A character who is already psionic instead gains the Psionic Talent feat.

Table 2-5: The Soulknife

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Enhancement Bonus
1st	+1	+0	+2	+2	Bonus feat, form mind blade, shape mind blade, throw mind blade, Wild Talent	0
2nd	+2	+0	+3	+3	Blade skill	0
3rd	+3	+1	+3	+3	Enhanced mind blade (+1), psychic strike +1d8	+1
4th	+4	+1	+4	+4	Blade skill	+1
5th	+5	+1	+4	+4	Enhanced mind blade (+2), quick draw	+1
6th	+6/+1	+2	+5	+5	Blade skill	+2
7th	+7/+2	+2	+5	+5	Enhanced mind blade (+3), psychic strike +2d8	+2
8th	+8/+3	+2	+6	+6	Blade skill	+2
9th	+9/+4	+3	+6	+6	Enhanced mind blade (+4)	+3
10th	+10/+5	+3	+7	+7	Blade skill	+3
11th	+11/+6/+1	+3	+7	+7	Enhanced mind blade (+5), psychic strike +3d8	+3
12th	+12/+7/+2	+4	+8	+8	Blade skill	+4
13th	+13/+8/+3	+4	+8	+8	Enhanced mind blade (+6)	+4
14th	+14/+9/+4	+4	+9	+9	Blade skill	+4
15th	+15/+10/+5	+5	+9	+9	Enhanced mind blade (+7), psychic strike +4d8	+5
16th	+16/+11/+6/+1	+5	+10	+10	Blade skill	+5
17th	+17/+12/+7/+2	+5	+10	+10	Enhanced mind blade (+8)	+5
18th	+18/+13/+8/+3	+6	+11	+11	Blade skill	+5
19th	+19/+14/+9/+4	+6	+11	+11	Enhanced mind blade (+9), psychic strike +5d8	+5
20th	+20/+15/+10/+5	+6	+12	+12	Blade skill, mind blade mastery	+5

Blade Skills: Beginning at 2nd level and every even soulknife level thereafter, a soulknife may choose one of a number of abilities to add to her repertoire. Some blade skills have prerequisites that must be met before they can be chosen. All blade skills may only be chosen once and require the soulknife to be using her mind blade unless otherwise stated in the skill's description.

Alter Blade: The soulknife gains the ability to shape her mind blade into different weapon forms. She may change her blade's form to the light weapon, one-handed weapon, or two-handed weapon forms any time she forms her mind blade. Additionally, the soulknife may choose to form her mind blade into a one-handed weapon and a light weapon instead of two light weapons.

Bladestorm: As a full attack, when wielding her mind blade, the soulknife can give up her regular attacks and instead throw one mind blade at her full attack bonus at all opponents within 30 feet, ignoring the normal range increments for throwing a mind blade. Regardless of the number of attacks she makes, she only provokes attacks of opportunity as though she made a single ranged attack. The soulknife must possess the Bladewind blade skill to take this ability, this ability may not be used if the mind blade is in a two-handed weapon form, and the soulknife must be at least 16th level to choose this blade skill.

Bladewind: The soulknife gains the ability to momentarily fragment her mind blade into numerous identical blades, each of which strikes at a nearby opponent.

As a full attack, when wielding her mind blade, a soulknife can give up her regular attacks and instead fragment her mind blade to make one melee attack at her full base attack bonus against each opponent within reach. Each fragment functions identically to the soulknife's regular mind blade.

When using bladewind, the soulknife can choose to expend her psychic strike if an attack miss to reroll that attack, but none of the bladewind attacks deal any extra damage from psychic strike.

When using bladewind, a soulknife forfeits any bonus or extra attacks granted by other feats or abilities (such as *Cleave* or *haste*). The mind blade immediately reverts to its previous form after the bladewind attack. A soulknife must be at least 8th level to choose this blade skill.

Combat Slide: Upon successfully striking an enemy in melee, the soulknife may immediately make a 5-foot step (even if she's already moved in the round, but not if she's taken a 5-foot step). In addition, when someone misses the soulknife with a melee attack, she may spend an immediate action to take a 5-foot step.

Deadly Blow: The soulknife's mind blade critical multiplier increases by 1. A soulknife must be at least 10th level to choose this blade skill.

Dual Imbue: When utilizing multiple mind blades, the soulknife may charge both blades with her psychic strike ability at the same time (including when expending her focus to charge her psychic strike). However, her psychic strike damage is reduced by 1d8 when using this option. Damage remains normal when each weapon is charged separately.

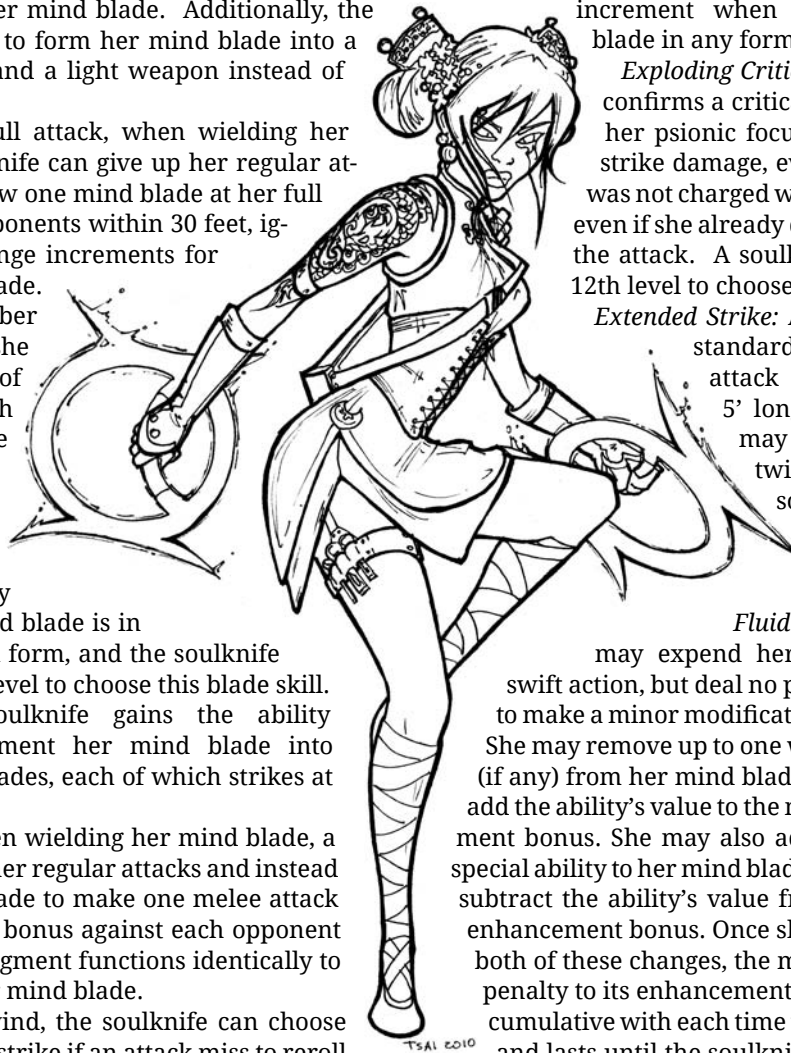
Enhanced Range: The soulknife's range increment when throwing her mind blade in any form doubles.

Exploding Critical: When a soulknife confirms a critical hit, she can expend her psionic focus to deal her psychic strike damage, even if her mind blade was not charged with psychic strike, and even if she already dealt psychic strike on the attack. A soulknife must be at least 12th level to choose this blade skill.

Extended Strike: A soulknife may, as a standard action, make a single attack as if her reach was 5' longer. This blade skill may be combined with the twin strike blade skill. A soulknife must be at least 12th level to choose this blade skill.

Fluid Form: The soulknife may expend her psychic strike as a swift action, but deal no psychic strike damage, to make a minor modification to her mind blade. She may remove up to one weapon special ability (if any) from her mind blade's configuration, and add the ability's value to the mind blade's enhancement bonus. She may also add up to one weapon special ability to her mind blade's configuration, and subtract the ability's value from the mind blade's enhancement bonus. Once she had made either or both of these changes, the mind blade suffers a -1 penalty to its enhancement bonus; this penalty is cumulative with each time this blade skill is used, and lasts until the soulknife rests for 8 hours or spends 8 hours in concentration to reconfigure her mind blade. This blade skill may not be used if this would reduce the mind blade's enhancement bonus below +1, or if the final enhancement bonus would be above the soulknife's maximum.

Fluid Form, Improved: When the soulknife uses the Fluid Form blade skill, she may change all of her mind blade's weapon special abilities simultaneously. The mind blade still suffers a cumulative -1 penalty to its enhancement bonus when the Fluid Form blade skill is used. A soulknife must have the Fluid Form blade skill to choose this blade skill.



A soulknife's mind blades need not actually look like swords

Full Enhancement: When forming her mind blade into multiple items, the soulknife suffers no reduction in enhancement bonus.

Furious Charge: A soulknife with this ability deals an additional 2 points of damage on every attack made at the end of a charge. The increased damage is only 1 per attack for off-hand attacks, but becomes 3 per attack when using the two-handed form of the mind blade.

Furious Charge, Improved: A soulknife with this ability can expend her psychic strike while making a charge to make an additional attack with her main hand, albeit at a -5 penalty on the attack roll, at the end of a charge action. If the soulknife is wielding two mind blades and has the Twin Strike blade skill, she may instead make an additional attack with each mind blade, but each of these additional attacks suffers a -5 penalty on the attack roll in addition to the penalties for attacking with two weapons. The soulknife does not apply the expended psychic strike's damage to her attacks. The soulknife may only gain the benefit of this blade skill once on any charge. The soulknife must have the Furious Charge blade skill and be at least 8th level to choose this blade skill.

Gruesome Riposte: The soulknife may expend her psionic focus as an immediate action to attack an enemy who has successfully struck her in melee. This attack is assumed to happen after the successful attack, so she cannot use this ability if the attack would put her below 0 hit points, nor does dropping her enemy below 0 hit points prevent the attack from hitting. A soulknife must be at least 10th level to choose this blade skill.

Improved Enhancement: The soulknife's enhancement bonus on her mind blade increases by 1. This increase may be used to increase the actual enhancement bonus of the mind blade (to a maximum of +5) or be spent on weapon special abilities, as normal. A soulknife must be at least 12th level to choose this blade skill.

Knife to the Soul: The soulknife gains the knife to the soul ability. When a soulknife with knife to the soul executes a psychic strike, she can choose to substitute Intelligence, Wisdom, or Charisma damage (her choice) for extra dice of damage. For each die of extra damage she gives up, she deals 1 point of damage to the ability score she chooses. A soulknife can combine extra dice of damage and ability damage in any combination, so long as no more than half of the soulknife's extra dice of damage are converted to ability damage. Knife to the soul may only be used once per round.

Unlike the base psychic strike ability, knife to the soul is entirely reliant on the creature's mind, and cannot be used on creatures immune to mind-affecting abilities. The soulknife decides which ability score her psychic strike damages and the division of ability damage and extra dice of damage when she imbues her mind blade with the psychic strike energy. A soulknife must be at least 12th level to choose this blade skill.

Mind Daggers: The soulknife may form one or a pair of mind daggers in place of her normal forms. Mind daggers have a range increment of 30 ft when thrown,

deal 1d4 points of damage (type assigned in the same manner as other forms) and have a critical range of 19-20/x2. She may switch between mind daggers and her chosen blade form at will as a free action, including in the middle of full attacks, and it can be done more than once per round (this is an exception to the full-round action normally required to shape a mind blade). She cannot switch between the daggers and the two-handed mind blade form unless only forming a single dagger. Mind daggers have the same enhancement configuration as the soulknife's current mind blade configuration.

Mind Shield: The soulknife gains a +2 shield bonus to armor class, as long as her mind blade is not in a two-handed form.

Multiple Throw: The soulknife can throw a number of mind blades per round equal to the number of melee attacks she could make. A soulknife must be at least 14th level to choose this blade skill.

Powerful Strikes: The soulknife's psychic strike deals an additional 1d8 damage.

Reaching Blade: The soulknife may expend her focus to increase her reach with her mind blade by 5 feet until the start of her next turn. Unlike normal reach weapons, a soulknife may also attack adjacent opponents with her mind blade. A soulknife must be at least 8th level to choose this blade skill.

Reaper's Blade: A soulknife with this ability automatically recharges her psychic strike ability if she reduces an enemy's hit points to below 0 with a melee attack using her mind blade. If her blade was already charged, her next psychic strike deals 1.5 times the damage rolled. A soulknife must be at least 10th level to choose this blade skill.

Rending Blades: Hooks extend from the soulknife's mind blade, dealing an additional 1d6 bleed damage on a critical hit, and giving a competence bonus on Climb checks equal to the enhancement bonus of the mind blade.

Toppling Strike: If the soulknife's mind blade has the Trip special feature, she may use it to make a single attack at her full base attack bonus as a standard action. If the attack hits, it deals damage normally and the soulknife can make a free trip attack (using her full base attack bonus) against the same foe. She does not provoke an attack of opportunity for this trip attempt. A soulknife must have the Weapon Special blade skill before selecting this blade skill.

Toppling Strike, Improved: If the soulknife's mind blade has the Trip special feature, she may use it to make a single attack at her full base attack bonus as a standard action. If the attack hits, it deals damage normally and the soulknife can make a free trip attack (using her full base attack bonus) against the same foe. If she successfully trips that foe, she may make an additional trip attack (using her full base attack bonus) against another foe within reach and adjacent to the first foe. As long as she successfully trips her foe, she may continue to make trip attempts against foes adjacent to the previous foe, so long as they are within her reach.

She does not provoke attacks of opportunity for these trip attempts. A soulknife must have the Toppling Strike and Weapon Special blade skills before selecting this blade skill.

Trade Blows: When the soulknife uses the total defense action, she may make a melee attack at her normal attack bonus on anyone that makes a melee attack against her, regardless of whether the opponent's attack hits. This attack is resolved immediately after the opponent's attack. The soulknife may make one such attack for each attack made against her. If multiple opponents attack the soulknife, each attack she makes must be against the enemy that triggered it. All such attacks are made with a -4 penalty on the attack roll, and are an exception to the rule that you cannot attack during the total defense action. A soulknife must be at least 10th level to choose this blade skill.

Twin Strike: When making a single standard attack and wielding two mind blades, the soulknife may attack with both of her mind blades at the normal penalties for two-weapon fighting. She may also utilize this ability when making attacks of opportunity, but not for any other special attacks, unless specifically stated otherwise. The soulknife must be at least 8th level to choose this blade skill.

Two-Handed Throw: The soulknife gains the ability to throw her mind blade if it is in two-handed form, with a range increment of 10 ft.

Weapon Special: The soulknife may assign one of the following specials to her mind blade when she shapes her mind blade: brace, trip, or disarm. She may change the assigned ability by reshaping her mind blade. This blade skill may be taken more than once, allowing the soulknife to assign multiple abilities at once.

Wing Clip: As a standard action, the soulknife may make a single melee attack against a single creature. If she hits, instead of dealing damage, the vibrations in her mind blade damages the creature's ability to move, rendering it unable to move for a number of rounds equal to the soulknife's Strength modifier (minimum 1). A successful Fortitude save negates the effect. The DC of this save is 10 + the soulknife's base attack bonus.

Enhanced Mind Blade: A soulknife's mind blade improves as the character gains higher levels. At 3rd level and every odd level thereafter, the mind blade gains a cumulative +1 enhancement bonus that she may spend on an actual enhancement bonus or on weapon special abilities. A soulknife's level determines her maximum enhancement bonus (see Table 2-5: The Soulknife). The soulknife may (and must, when her total enhancement is higher than her maximum bonus) apply any special ability from the table below instead of an enhancement bonus, as long as she meets the level requirements. A soulknife can choose any combination of weapon special abilities and/or enhancement bonus that does not exceed the total allowed by the soulknife's level, but she must assign at least a +1 enhancement bonus before assigning any special abilities.

If the soulknife shapes her mind blade into two items,

Weapon Special Ability	Enhancement Bonus Value	Required Level
Defending	+1	5
Distance	+1	5
Flaming	+1	5
Frost	+1	5
Ghost touch	+1	5
Keen**	+1	5
Lucky*	+1	5
Merciful	+1	5
Mighty cleaving	+1	5
Psychokinetic*	+1	5
Shock	+1	5
Sundering*	+1	5
Vicious	+1	5
Anarchic	+2	7
Axiomatic	+2	7
Collision*	+2	7
Flaming burst	+2	7
Frost burst	+2	7
Holy	+2	7
Mindcrusher*	+2	7
Psychokinetic burst*	+2	7
Shocking burst	+2	7
Suppression*	+2	7
Unholy	+2	7
Wounding	+2	7
Bodyfeeder*	+3	9
Mindfeeder*	+3	9
Soulbreaker*	+3	9
Brilliant energy	+4	12
Coup de grace*	+5	15

*New option detailed in Chapter 7: Psionic Items

**A keen mind blade gains its benefits no matter the assigned damage type

the enhancement bonus of her mind blade (if any) is reduced by 1 (to a minimum of 0). If this would reduce the enhancement bonus on the mind blades to 0 and weapon special abilities are applied, the soulknife must reshape her mind blade to make the options valid. Both mind blades have the same selection of enhancement bonus and weapon special abilities (if any). This penalty does not apply when using the Mind Shield blade skill.

Psychic Strike (Su): As a move action, a soulknife of 3rd level or higher can imbue her mind blade with destructive psychic energy. This effect deals an extra 1d8 points of damage on any attack she wishes to activate it on (as long as the attack is made with her mind blade). A soulknife may hold the charge as long as she likes without discharging. It does not go off on any attack unless she chooses to use it, and the charge is not wasted if an attack misses. Mindless creatures are immune to this damage, although non-mindless creatures immune to mind-affecting effects are affected

by this damage as normal. (Unlike the rogue's sneak attack, the psychic strike is not precision damage and can affect creatures otherwise immune to extra damage from critical hits or more than 30 feet away.)

A mind blade deals this extra damage only once when this ability is called upon, but a soulknife can imbue her mind blade with psychic energy again by taking another move action. Additionally, she may recharge it as a swift action by expending her psionic focus.

Once a soulknife has prepared her blade for a psychic strike, it holds the extra energy until it is used (whether the attack is successful or not). Even if the soulknife drops the mind blade (or it otherwise dissipates, such as when it is thrown), it is still imbued with psychic energy when the soulknife next materializes it.

If the soulknife forms her mind blade into two weapons, she may imbue each mind blade with psychic strike as normal. If she reshapes her mind blade into a single weapon form, the additional psychic strike imbued into the additional weapon is lost.

At every four levels thereafter (7th, 11th, etc), the extra damage from a soulknife's psychic strike increases by 1d8.

Quick Draw: A 5th level soulknife may manifest her mind blade as a free action, though she may still only attempt to do so once per round (unless throwing the weapon multiple times using the Multiple Throw blade skill).

Mind Blade Mastery: At 20th level, a soulknife reaches the pinnacle of her art and her connection to her blade is so strong it cannot be severed. She no longer requires a Will save to maintain her mind blade in a *null psionics field*, although it still loses any enhancement bonus and special abilities. In addition, she may change the configurations of her mind blade's special abilities at will as a full-round action, which also resets any penalties that may have accrued from the Fluid Form and Improved Fluid Form blade skills.

WILDER

Unlike the psion, who studies his psionic ability and potential to unlock its secrets, or the psychic warrior, who uses his psionic ability to enhance his physical form, the wilder taps into her emotions to unlock and unleash her innate psionic power. By channeling her emotions in such a fashion, the wilder greatly enhances

her psionic powers, but runs the risk of suffering backlash, as emotions are unstable.

Role: The wilder traditionally fills the role of dealing large amounts of damage, while running the risk of suffering backlash. Depending on the path a wilder chooses, she can also give her nearby allies a boost in efficiency.

Alignment: Any.

Hit Die: d8.

Class Skills

The wilder's class skills are Acrobatics (Dex), Autohypnosis* (Wis), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (psionics)* (Int), Perception (Wis), Profession (Int), Sense Motive (Wis), Spellcraft* (Int), Swim (Str), and Use Magic Device* (Cha).

*New skill or expanded use of existing skill.

Skill Ranks at Each Level: 4 + Int modifier

CLASS FEATURES

The following are class features of the wilder.

Weapons and Armor

Proficiency: Wilders are proficient with all simple weapons, with light armor, and with shields (except tower shields).

Power Points/Day:

A wilder's ability to manifest powers is limited by the power points she has available. Her base daily allotment of power points is given on Table: The Wilder. In addition, she receives bonus power points per day if she has a high Charisma score (see Table: Ability Modifiers and Bonus Power Points). Her race may also provide bonus power points per day, as may certain feats and items.

Powers Known:

A wilder begins play knowing one wilder power of your choice. At every even-numbered class level after 1st, she unlocks the knowledge of new

powers.

Choose the powers known from the wilder power list. (*Exception:* The feats Expanded Knowledge and Epic Expanded Knowledge do allow a wilder to learn powers from the lists of other classes.) A wilder can manifest



A wilder risks psychic enervation to use her wild surge

any power that has a power point cost equal to or lower than her manifester level.

The total number of powers a wilder can manifest in a day is limited only by her daily power points.

A wilder simply knows her powers; they are ingrained in her mind. She does not need to prepare them (in the way that some spellcasters prepare their spells), though she must get a good night's sleep each day to regain all her spent power points.

The Difficulty Class for saving throws against wilder powers is 10 + the power's level + the wilder's Charisma modifier.

Maximum Power Level Known: A wilder begins play with the ability to learn 1st-level powers. As she attains higher levels, she may gain the ability to master more complex powers.

To learn or manifest a power, a wilder must have a Charisma score of at least 10 + the power's level.

Wild Surge (Su): A wilder can let her passion and emotion rise to the surface in a wild surge when she manifests a power. During a wild surge, a wilder gains phenomenal psionic strength, but may harm herself by the reckless use of her power (see Psychic Enervation, below).

A wilder can choose to invoke a wild surge whenever she manifests a power. When she does so, she gains +1

to her manifester level with that manifestation of the power. The manifester level boost gives her the ability to augment her powers to a higher degree than she otherwise could; however, she pays no extra power point for this wild surge. Instead, the additional 1 power point that would normally be required to augment the power is effectively supplied by the wild surge.

Level-dependent power effects are also improved, depending on the power a wilder manifests with her wild surge.

This improvement in manifester level does not grant her any other benefits outside of the manifestation (she gains no higher-level class abilities, for instance).

She cannot use the Overchannel psionic feat and invoke her wild surge at the same time.

At 3rd level, a wilder boosts her manifester level by two instead of one. At 7th level, she boosts her manifester level by three; at 11th level, by four; at 15th level, by five; and at 19th level, by six. The wilder always wild surges for the maximum amount possible, for unleashing emotions in the fashion of a wild surge does not lend itself to using finesse.

In all cases, the wild surge effectively pays the extra power point cost that is normally required to augment the power by this additional amount; only the standard power point cost is subtracted from the wilder's power

Table 2-6: The Wilder

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+0	+2	Wild surge +1, psychic enervation, surge blast, surge bond	2	1	1st
2nd	+1	+0	+0	+3	Elude attack (+1)	6	2	1st
3rd	+2	+1	+1	+3	Wild surge +2	11	2	1st
4th	+3	+1	+1	+4	Surging euphoria +1	17	3	2nd
5th	+3	+1	+1	+4	Improved surge bond	25	3	2nd
6th	+4	+2	+2	+5	Elude attack (+2)	35	4	3rd
7th	+5	+2	+2	+5	Wild surge +3	46	4	3rd
8th	+6/+1	+2	+2	+6		58	5	4th
9th	+6/+1	+3	+3	+6	Improved surge bond	72	5	4th
10th	+7/+2	+3	+3	+7	Elude attack (+3)	88	6	5th
11th	+8/+3	+3	+3	+7	Wild surge +4	106	6	5th
12th	+9/+4	+4	+4	+8	Surging euphoria +2	126	7	6th
13th	+9/+4	+4	+4	+8	Improved surge bond	147	7	6th
14th	+10/+5	+4	+4	+9	Elude attack (+4)	170	8	7th
15th	+11/+6/+1	+5	+5	+9	Wild surge +5	195	8	7th
16th	+12/+7/+2	+5	+5	+10		221	9	8th
17th	+12/+7/+2	+5	+5	+10	Improved surge bond	250	9	8th
18th	+13/+8/+3	+6	+6	+11	Elude attack (+5)	280	10	9th
19th	+14/+9/+4	+6	+6	+11	Wild surge +6	311	10	9th
20th	+15/+10/+5	+6	+6	+12	Perfect surge, surging euphoria +3	343	11	9th

point reserve. For example, if Alrik the 8th level wilder were to invoke his wild surge when manifesting a power, he would spend between 1 and 8 power points as normal, but the power would manifest at 11th manifester level and behave as if he had spent 3 more on it than normal.

The wilder can expend her psionic focus to manifest a psionic power without expending any power points, powering the manifestation with only her wild surge. She manifests this power as if all power points were paid by her wild surge ability. This results in the power being manifested as if the base power point cost of the power was paid, along with augmentation equal to her wild surge amount, but she may not augment the power beyond the amount of her wild surge, and when checking for psychic enervation, the chance to be overcome doubles to 30%. A wilder must wait 10 minutes after wild surging in this fashion before she can do so again.

Psychic Enervation (Ex): Pushing oneself by invoking a wild surge is dangerous. Immediately following each wild surge, a wilder may be overcome by the strain of her effort, the effect of which is detailed in the specific surge type below. The chance of suffering psychic enervation is 15%.

Surge Blast (Su): A wilder can channel her wild surge into a blast of uncontrolled phrenic energy. As a standard action and by expending psionic focus, the wilder can make a ranged touch attack (range 30') that deals 1d6 points of force damage for every +1 to her wild surge. Example: Amonai, a 15th level wilder has wild surge +5, and thus deals 5d6 with his surge blast. Surge blasts do not trigger psychic enervation.

Surge Bond (Su): The wilder's choice of emotional surge, as defined in psychic enervation, grants the wilder additional benefits through a surge bond. The wilder gains a unique benefit depending on the type of surge selected.

Elude Attack (Ex): Starting at 2nd level, a wilder's intuition supersedes her intellect, alerting her to danger from attacks. She gains a +1 dodge bonus to her Armor Class. This bonus increases by 1 every 4 levels thereafter (+2 at 6th level, +3 at 10th level, etc.).

Surging Euphoria (Ex): Starting at 4th level, when a wilder uses her wild surge ability, she gains a +1 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to the intensity of her wild surge.

If a wilder is overcome by psychic enervation following her wild surge, she does not gain the morale bonus for this use of her wild surge ability.

At 12th level, the morale bonus on a wilder's attack rolls, damage rolls, and saving throws increases to +2. At 20th level, the bonus increases to +3.

Improved Surge Bond: At 5th level, the wilder's surge bond grants additional special abilities depending on the type of wilder.

Perfect Surge (Su): The wilder has mastered the untamable and can now use a blindingly powerful

version of wild surge, albeit at great cost. Once per day, the wilder may add +10 to her manifester level on one manifestation as if through wild surge. In addition to this increase, the manifestation also receives +3 to its save DC, +3 to any attack rolls involved, and is treated as a power five levels higher for the purposes of level-dependent effects (such as *minor globe of invulnerability*). A power manifested with a perfect surge has the radius and intensity of its associated displays doubled; such displays cannot be hidden normally.

The wilder exudes light as if she is the subject of the daylight spell while using a perfect surge, and anyone who makes physical contact with her before the start of her next turn takes 1d4 points of fire damage.

However, this extreme example of wild surging has its price. The wilder is struck by psychic enervation afterwards without fail, except she suffers her associated condition (dazed, staggered, etc.) for 1d4 rounds and loses a number of power points or hit points (dependant on path) equal to her manifester level +10. The wilder also takes 2 points of ability burn to every ability score.

The wilder cannot use wild surge or Overchannel on the same manifestation as a perfect surge.

SURGE TYPES

At first level, the wilder chooses one of the following surge types and it may not be changed thereafter. Depending on the kind of emotional surges the wilder embraces, this manifests itself in vastly different ways, connected intimately with how her wild surge is formed. Some of the options for the wild surge ability are presented below.

Artificer's Surge

Wild Surge and Psychic Enervation: The artificer wilder learns to channel her emotions into psionic items, allowing her to increase the power of items as well as her own powers. The artificer wilder may wild surge while manifesting a power from a power completion or power trigger item and treat the power being manifested as if it was augmented by her wild surge. The wilder must be capable of activating the item normally to apply her wild surge to the item. The item surged must make a Fortitude save (DC 10 + the wild surge bonus added) or lose one charge if a charged item, lose an additional daily use if an item restricted by daily uses, or its psionic power is suppressed for 24 hours if it is not restricted by charged or daily uses, and the artificer wilder suffers a 30% chance of psychic enervation. This method of wild surging functions in all other ways identically to a standard wild surge. An artificer wilder overcome by psychic enervation is dazed until the end of her next turn and loses a number of power points equal to her normal manifester level (the increase in manifester level from her wild surge does not increase the number of power points lost).

Surge Bond: You gain one Item Creation feat as a bonus feat. You must still meet the prerequisites of the feat.

Improved Surge Bond: At 5th level, the artificer wilder gain one Item Creation feat as a bonus feat at 5th level and every four levels thereafter (9th, 13th, etc). She must still meet the prerequisites of the feat.

Free Surge

Wild Surge and Psychic Enervation: The free wilder rides every emotion, taking them to heights unbelievable by others and finding her power in the moment of each encounter. Regardless of the emotion, embracing them to such a degree can sometimes be draining and cause her to be lost inside the experience. A free wilder overcome by psychic enervation is dazed until the end of her next turn and loses a number of power points equal to her normal manifester level (the increase in manifester level from her wild surge does not increase the number of power points lost).

Surge Bond: The free wilder gains the Psionic Talent* feat as a bonus feat.

Improved Surge Bond: At 5th level, the free wilder gains the Volatile Mind ability.

Volatile Mind (Ex): A free wilder's temperamental mind is hard to affect with telepathy or enchantment. Beginning at 5th level, the wilder gains a +1 bonus to saving throws against telepathy powers or enchantment spells. Every four levels beyond 5th (9th, 13th, and 17th level), this bonus improves by +1.

Whenever any telepathy power is manifested or any enchantment spell is cast on a wilder of 17th level or higher, the wilder receives a Will save to negate the effect in addition to any save the effect may allow; if the spell or power already allows a Will save to negate, the wilder makes a second one, and would need to fail both to be affected.

Leader's Surge

Wild Surge and Psychic Enervation: For the leader wilder, the rush of emotions is at its highest when amongst allies and friends. From their camaraderie, she draws renewed strength and in combat, their danger drives her emotions to almost paralyzing heights, sometimes spilling over into her aura. A leader wilder overcome by psychic enervation is shaken for a number of rounds equal to the level of wild surge used and loses a number of power points equal to her normal manifester level (the increase in manifester level from her wild surge does not increase the number of power points lost), and each ally inside her aura (see Bond Benefit, below) must make a Will save (DC 10 + ½ wilder level + wilder's Charisma modifier) or be shaken until the end of their next turn. If the leader wilder suffers psychic enervation again while still suffering from a previous psychic enervation, the penalties do not stack, but the duration resets.

Surge Bond: The leader wilder gains the Surging Aura* feat as a bonus feat.

Improved Surge Bond: A leader wilder's ability to share her surging power with her allies reaches a new and profound level of understanding and as she surges, so do her allies. Beginning at 5th level, the wilder

increases her surging aura radius by 5' and whenever she gains the benefits of her surging euphoria, all allies within her surging aura radius also gain the benefits of surging euphoria. Every four levels beyond 5th (9th, 13th, and 17th level), the range of her surging aura radius increases by 5' (to 20' at 9th level, etc.).

Student's Surge

Wild Surge and Psychic Enervation: A student wilder has received some formal training in psionics, but still uses raw emotions to empower her abilities. The student wilder uses any emotion much like a free wilder, but with more focus and control. A student wilder overcome by psychic enervation is dazzled for a number of rounds equal to the level of wild surge used and loses a number of power points equal to her normal manifester level (the increase in manifester level from her wild surge does not increase the number of power points lost). If the student wilder suffers psychic enervation again while still suffering from a previous psychic enervation, the penalties stack (-1 to attack rolls and sight-based Perception checks) and the duration resets.

Surge Bond: The student wilder gains the Psicrystal Affinity* feat as a bonus feat.

Improved Surge Bond: A student wilder gains the Expanded Knowledge feat as a bonus feat at 5th level and every four levels thereafter (9th, 13th, etc).

Warrior's Surge

Wild Surge and Psychic Enervation: A warrior wilder embraces the surge of adrenaline, the rush of combat and melee and thus her connection to her body is far more intense. When she rides the wave of her combat-driven emotions, rage and fear foremost, the strain can sometimes be too high for her body to bear. A warrior wilder overcome by psychic enervation is staggered until the end of her next turn and loses a number of hit points equal to her normal manifester level (the increase in manifester level from her wild surge does not increase the number of hit points lost). The warrior wilder may expend her psionic focus as a free action when she would suffer psychic enervation to convert this damage into power point loss, although she is still staggered as normal.

Surge Bond: The warrior wilder gains the Toughness feat as a bonus feat.

Improved Surge Bond: At 5th level, the warrior wilder gains the Hardened Body ability.

Hardened Body (Ex): A warrior wilder's deep and intense connection to her body means that when her mind surges with power, her body grows more powerful. Beginning at 5th level, the wilder gains 5 temporary hit points whenever they gain the benefits of surging euphoria. These temporary hit points last for the duration of the warrior wilder's surging euphoria. Every four levels beyond 5th (9th, 13th, and 17th level), these temporary hit points increase by 5 (to 10 at 9th level, etc.).

CHAPTER 3 - SKILLS AND FEATS

This chapter contains new skills and feats for use in your games to use psionics. In addition to new skills and new uses of existing skills, a new type of feat is introduced, psionic.

SKILLS AND PSIONICS

Presented below are new psionics-related skills and existing skills that are used in new ways by psionic characters.

Table 3-1: Skill Points per Level summarizes the skill points gained by the psionic classes detailed in the previous chapter. Table 3-2: Skills lists all core skills and the new psionic skills available and indicates which skills are class skills for the psionic classes detailed in Chapter 2.

SKILL DESCRIPTIONS

The skills below relate to the use of psionics. In addition to a new skill (Autohypnosis), a new category is provided for the Knowledge skill, and new uses are given for Spellcraft and Use Magic Device.

The skill descriptions here follow the standard format for skills.

AUTOHYPNOSIS (WIS; TRAINED ONLY)

You have trained your mind to gain mastery over your body and the mind's own deepest capabilities.

Check: The DC and the effect of a successful check depend on the task you attempt.

Task	DC
Ignore caltrop wound	18
Memorize	15
Resist dying	15
Resist fear	Fear effect DC
Tolerate poison	Poison's DC
Willpower	20

Ignore Caltrop Wound: If you are wounded by stepping on a caltrop, your speed is reduced to one-half normal. A successful Autohypnosis check removes this

TABLE 3-1: SKILL POINTS PER LEVEL

Class	Skill Ranks per Level*
Psion	2 + Int modifier
Psychic Warrior	4 + Int modifier
Soulknife	4 + Int modifier
Wilder	4 + Int modifier

*Humans add +1 each level

movement penalty. The wound doesn't go away—it is just ignored through self-persuasion.

Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or some other particularly difficult piece of information (but you can't memorize magical writing or similarly exotic scripts). Each successful check allows you to memorize a single page of text (up to 800 words), numbers, diagrams, or sigils (even if you don't recognize their meaning). If a document is longer than one page, you can make additional checks for each additional page. You always retain this information; however, you can recall it only with another successful Autohypnosis check.

Resist Dying: You can attempt to subconsciously prevent yourself from dying. If you have negative hit points and are losing hit points (at 1 per round, 1 per hour), you can substitute a DC 15 Autohypnosis check for your d% roll to see if you become stable. If the check is successful, you stop losing hit points (you do not gain any hit points, however, as a result of the check). You can substitute this check for the Constitution check in later rounds if you are initially unsuccessful.

Resist Fear: In response to any fear effect, you make a saving throw normally. If you fail the saving throw, you can make an Autohypnosis check on your next round even while overcome by fear. If your Autohypnosis check meets or beats the DC for the fear effect, you may make an additional Will save with a +4 competence bonus to shrug off the fear. On a failed check, the fear affects you normally, and you gain no further attempts to shrug off that particular fear effect.

Tolerate Poison: You can attempt to resist the effect of any standard poison. Every time you make a saving throw against the poison, you make an Autohypnosis check. If your Autohypnosis check exceeds the DC of

UPGRADING YOUR CHARACTER AND SKILLS

If you are upgrading an existing character to the rules of *Psionics Unleashed*, you may notice that several skills are missing. Psicraft and Use Psionic Device no longer exist as skills. Characters that had skill points in Psicraft now instead have points in Spellcraft, and characters that had skill points in Use Psionic Device now have points in Use Magic Device. If your campaign setting treats psionics and magic different, see Variant: Psionics as Different in Chapter 4: Psionics.

Table 3-2: Skills

Skill	Psion							Psychic			Untrained	Key Ability
	Egoist	Kineticist	Nomad	Seer	Shaper	Telepath	Generalist	Warrior	Soulknife	Wilder		
Acrobatics	C							C	C	C	Yes	Dex*
Appraise											Yes	Int
Autohypnosis**	C	C	C	C	C	C	C	C	C	C	No	Wis
Bluff					C	C				C	Yes	Cha
Climb			C					C	C	C	Yes	Str*
Craft	C	C	C	C	C	C	C	C	C	C	Yes	Int
Diplomacy				C		C				C	Yes	Cha
Disable Device		C									No	Dex*
Disguise					C						Yes	Cha
Escape Artist										C	Yes	Dex*
Fly			C								Yes	Dex*
Handle Animal											No	Cha
Heal	C										Yes	Wis
Intimidate		C							C	C	Yes	Cha
Knowledge (psionics)**	C	C	C	C	C	C	C	C	C	C	No	Int
Knowledge (any other)	C	C	C	C	C	C	C				No	Int
Linguistics											No	Int
Perception				C				C	C	C	Yes	Wis
Perform											Yes	Cha
Profession	C	C	C	C	C	C	C	C	C	C	No	Wis
Ride								C			Yes	Dex*
Sense Motive						C				C	Yes	Wis
Sleight of Hand											No	Dex*
Spellcraft**	C	C	C	C	C	C	C			C	No	Int
Stealth									C		Yes	Dex*
Survival			C								Yes	Wis
Swim			C					C	C	C	Yes	Str*
Use Magic Device**					C		C			C	No	Cha

C = Class Skill
 * Armor check penalty applies
 ** Skill described in this chapter

the poison, you receive a +4 competence bonus on your saving throw against the poison. This skill has no effect on the initial saving throw against poison.

Willpower: If reduced to 0 hit points (disabled), you can make an Autohypnosis check. If successful, you can take a standard action while at 0 hit points without taking 1 point of damage (or any other action the DM deems strenuous, including some free actions such as casting a quickened spell). You must make a check for each strenuous action you want to take. A failed Autohypnosis check in this circumstance carries no direct penalty—you can choose not to take the strenuous action and thus avoid the hit point loss. If you do so anyway, you drop to –1 hit points, as normal when disabled.

Action: Typically none. Making an Autohypnosis check usually doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: Yes, for memorize and willpower uses, though a success doesn't cancel the effects of a previous failure. No for the other uses.

KNOWLEDGE (PSIONICS) (INT)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. This entry specifically relates to the body of lore dealing with the phenomena of psionics in all its many manifestations.

Knowledge (psionics) covers ancient mysteries, psionic traditions, psychic symbols, cryptic phrases, astral constructs, and psionic races. You can use this skill to identify psionic monsters and their special powers or vulnerabilities.

Untrained: An untrained Knowledge (psionics) check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

SPELLCRAFT (INT; TRAINED ONLY)

The following are additional uses or updated uses for the Spellcraft skill.

Use this skill to identify powers as they are manifest or powers already in place.

Check: You can identify powers and psionic effects. The DCs for Spellcraft checks relating to various tasks are summarized on the following table.

Spellcraft DC	Task
15 + power level	Identify a power being manifested. (You must sense the power's display, or see some visible effect, to identify a power.) No action required. No retry.
15 + power level	When manifesting <i>detect psionics</i> , determine the discipline involved in the aura of a single item or creature you can see. (If the aura is not a power effect, the DC is 15 + 1/2 manifester level.) No action required.
15 + power level	Address a power stone to figure out what power or powers it contains.
20 + power level	Identify a power that's already in place and in effect. You must be able to see or detect the effects of the power. No action required. No retry.
20 + power level	Identify materials created or shaped by psionics, such as noting that a particular object was created using a metacreativity power. No action required. No retry.
25 + power level	After rolling a saving throw against a power targeted on you, determine what that power was. No action required. No retry.
25	Identify a psionic tattoo. Requires 1 minute. No retry.
20	Draw a diagram to enhance manifestation of psionic dimensional anchor on a summoned creature. Requires 10 minutes. No retry. The player does not see the result of this check.
30 or higher	Understand a strange or unique psionic effect, such as the effects of an outcrop of psionically resonant crystal. Time required varies. No retry.

Additionally, certain powers allow you to gain information about psionic effects, provided that you make a successful Spellcraft check as detailed in the power description.

Action: Varies, as noted above.

Try Again: See above.

Special: A psion gains a +2 bonus on Spellcraft checks when dealing with a power or effect from his discipline (if any).

USE MAGIC DEVICE (CHA; TRAINED ONLY)

The following are additional uses or updated uses for the Use Magic Device skill.

Use this skill to activate psionic devices, including power stones (chunks of crystal that store specific powers) and dorjes (slender crystal wands charged with several uses of the same power), that otherwise you could not activate.

Check: You can use this skill to address a power stone (to learn what powers are encoded on it) or to activate a psionic item. This skill lets you use a psionic item as

if you had the manifesting ability or class features of another class, as if you were a different race, or as if you were a different alignment.

You make Use Magic Device checks each time you activate a device such as a dorje. If you are using the check to emulate an alignment or some other quality in an ongoing manner, you need to make the relevant emulation checks once per hour.

You must consciously choose what to emulate. That is, you must know what you are trying to emulate when you make an emulation check. The DCs for various tasks involving Use Magic Device are summarized on the table below.

Use Magic Device DC	Task
25	Activate blindly
25 + power level	Address a power stone
See text	Emulate an ability score
30	Emulate an alignment
20	Emulate a class feature
25	Emulate a race
20	Use a dorje
20 + manifester level	Use a power stone

Activate Blindly: Some psionic items are activated by special specific thoughts or conceptions. You can activate such items as if you were using the activation method, even if you're not and even if you don't know it. You do have to use something equivalent. You have to wave the item around or otherwise attempt to get it to activate. You get a special +2 bonus if you've activated the item at least once before.

If you fail the check by 10 or more, you suffer brainburn. This brainburn affects you in the same way as brainburn that can occur when you attempt to manifest a power from a power stone, except that the damage is 1d4 points per power level instead of 1d6. Brainburn damage from activating blindly is in addition to brainburn damage from manifesting a power from a power stone.

Address a Power Stone: Successfully addressing a power stone allows you to find out what power or powers it contains. Doing this requires 1 minute of concentration.

Emulate an Ability Score: To manifest a power from a power stone, you need a high ability score in the appropriate ability. Your effective ability score (appropriate to the class you're emulating when you try to manifest the power from the power stone) is your check result minus 15. If you already have a high enough score in the appropriate ability, you don't need to make this check.

Emulate an Alignment: Some psionic items have positive or negative effects based on your alignment. Use Magic Device lets you use these items as if you were

of an alignment of your choice. You can emulate only one alignment at a time.

Emulate a Class Feature: Sometimes you need to use a class feature to activate a psionic item. Your effective level in the emulated class equals your check result minus 20. This skill does not let you use the class feature of another class. It just lets you activate items as if you had the class feature.

If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by emulating an appropriate alignment as a separate check (see above).

Emulate a Race: Some psionic items work only for certain races, or work better for those of certain races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

Use a Dorje: Normally, to use a dorje, you must have the dorje's power on your class power list. This use of the skill allows you to use a dorje as if you had a particular power on your class power list. This use of the skill applies to other power trigger psionic items, if applicable.

Use a Power Stone: Normally, to manifest a power from a power stone, you must have the power stone's power on your class power list. This use of the skill allows you to use a power stone as if you had a particular power on your class power list. The DC is equal to 20 + the manifester level of the power you are trying to manifest from the power stone. *Note:* Before you use a power stone, you must first have addressed it to determine what powers it contains. In addition, manifesting a power from a power stone requires a minimum score (10 + power level) in the appropriate ability. If you don't have a high enough score, you must emulate the ability score with a separate check (see above). This use of the skill applies to other power completion psionic items.

Action: None. The Use Magic Device check is made as part of the action (if any) required to activate the psionic item.

Try Again: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, then you can't try to activate that item again for 24 hours.

Special: You cannot take 10 with this skill. You can't aid another on Use Magic Device checks. Only the user of the item may attempt such a check.

FEATS AND PSIONICS

Just as nonpsionic characters rely on feats to grant them new abilities and improve upon their existing abilities, so too do psionic characters use feats to unlock hidden potential, improve their powers, and increase their options. Presented below are dozens of new psionic-related feats, as well as a few new general feats.

While some of the feats presented here are general, and have no special rules governing them, some feats have a category associated with them that involves special rules. This category is listed after the feat name. The following types of feats can be found below.

PSIONIC FEATS

Psionic feats are available only to characters and creatures with the ability to manifest powers or with a reservoir of psionic power. (In other words, they either have a power point reserve or have psi-like abilities.)

Because psionic feats are supernatural abilities—a departure from the general rule that feats do not grant supernatural abilities—they cannot be disrupted in combat (as powers can be) and generally do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to power resistance and cannot be dispelled; however, they do not function in areas where psionics is suppressed, such as a *null psionics field*. Leaving such an area immediately allows psionic feats to be used.

Many psionic feats can be used only when you are psionically focused; others require you to expend your psionic focus to gain their benefit. Expending your psionic focus does not require an action; it is part of another action (such as using a feat). When you expend your psionic focus, it applies only to the action for which you expended it.

ITEM CREATION FEATS

Manifesters can use their personal power to create lasting psionic items.

Most psionic items are created through the same item creation feats that allow the creation of magic items. Regardless of the type of items they involve, the various item creation feats all have certain features in common. Crafting many psionic items utilizes the appropriate magic item creation feats, as detailed below. Crafting psionic tattoos and cognizance crystals uses new item creation feats detailed below.

Psionic Item	Item Creation Feat
Dorjes	Craft Wand
Power Stones	Scribe Scroll
Psicrowns	Craft Staff
Psionic Weapons and Armor	Craft Magic Arms and Armor
Universal Items	Craft Wondrous Item

Raw Materials Cost: Creating a psionic item requires costly components, most of which are consumed in the process. The cost of these materials equals 1/2 the cost of the item.

Using a psionic item creation feat also requires access to a laboratory or psionic workshop, special tools, and other equipment. A character generally has access to what he or she needs unless unusual circumstances apply (such as if he's traveling far from home).

Time: The time to create a psionic item depends on the feat and the cost of the item. The minimum time is one day.

Item Cost: Making dorjes, power stones, and psionic tattoos creates items that directly reproduce the effects of powers, and the strength of these items depends on their manifester level—that is, a power from such an item has the strength it would have if manifested by a manifester of that level. Often, that is the minimum manifester level necessary to manifest the power. (Randomly discovered items usually follow this rule.) However, when making such an item, the item's strength can be set higher than the minimum. Any time a character creates an item using a power augmented by spending additional power points, the character's effective manifester level for the purpose of calculating the item's cost increases by 1 for each 1 additional power point spent. (Augmentation is a feature of many powers that allows the power to be amplified in various ways if additional power points are spent.) All other level-dependent parameters of the power forged into the item are set according to the effective manifester level.

The price of psionic items depends on the level of the power and a character's manifester level. The character's manifester level must be high enough that the item creator can manifest the power at the chosen level. To find the final price in each case, multiply the character's manifester level by the power level, then multiply the result by a constant, as shown below.

Power Stones: Base price = power level x manifester level x 25 gp

Psionic Tattoos: Base price = power level x manifester level x 50 gp

Dorjes: Base price = power level x manifester level x 750 gp

METAPSIONIC FEATS

As a manifester's knowledge of psionics grows, he can learn to manifest powers in ways slightly different from how the powers were originally designed or learned. Of course, manifesting a power while using a metapsionic feat is more expensive than manifesting the power normally.

Manifesting Time: Powers manifested using metapsionic feats take the same time as manifesting the powers normally unless the feat description specifically says otherwise.

Manifestation Cost: To use a metapsionic feat, a psionic character must both expend his psionic focus

(see below) and pay an increased power point cost as given in the feat description.

Limits on Use: As with all powers, you cannot spend more power points on any power than your manifester level. Metapsionic feats merely let you manifest powers in different ways; they do not let you violate this key rule.

Effects of Metapsionic Feats on a Power: In all ways, a metapsionic power operates at its original power level, even though it costs additional power points. The modifications to a power made by a metapsionic feat have only their noted effect on the power. A manifester can't use a metapsionic feat to alter a power being cast from a power stone, dorje, or other device.

Manifesting a power modified by the Quicken Power feat does not provoke attacks of opportunity.

Some metapsionic feats apply only to certain powers, as described in each specific feat entry.

Psionic Items and Metapsionic Powers: With the right psionic item creation feat, you can store a metapsionic power in a power stone, psionic tattoo, or dorje. Level limits for psionic tattoos apply to the power's higher metapsionic level.

A character doesn't need the appropriate metapsionic feat to activate an item in which a metapsionic power is stored, but does need the metapsionic feat to create such an item.

PSIONIC FOCUS

Many feats detailed below, as well as many psionic class abilities, work either by maintaining or expending psionic focus.

Gain Psionic Focus: Merely having the ability to hold a reservoir of psionic power points in mind gives psionic characters a special energy. Psionic characters can put that energy to work without actually paying a power point cost—they can become psionically focused.

If you have a power point pool or the ability to manifest psi-like abilities, you can meditate to become psionically focused. Meditating is a full-round action that provokes attacks of opportunity.

When you are psionically focused, you can expend your focus on any single concentration check you make thereafter. When you expend your focus in this manner, your concentration check is treated as if you rolled a 15. It's like taking 10, except that the number you add to your concentration modifier is 15. You can also expend your focus to gain the benefit of a psionic feat—many psionic feats are activated in this way.

Once you are psionically focused, you remain focused until you expend your focus, become unconscious, or go to sleep (or enter a meditative trance, in cases such as elans or elves).

You may still gain psionic focus even if you have depleted all of your power points.

Expend your psionic focus to power a feat, class feature, or any other ability only powers a single effect. You cannot gain the benefit of multiple abilities that require expending focus by expending your psionic

focus once; each effect requires its own instance of expending psionic focus.

FEAT DESCRIPTIONS

Feats are summarized on Table 3–1 on the following pages. Note that the prerequisites and benefits of the feats listed in this table are abbreviated for ease of reference. See the feats' description for full details.

The following format is used for all feat descriptions.

Feat Name: The feat's name also indicates what subcategory, if any, the feat belongs to, and is followed by a basic description of what the feat does.

Prerequisites: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisites. A feat may have more than one prerequisite.

Benefit: What a feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

ALIGNED ATTACK [PSIONIC]

Your melee or ranged attack overcomes your opponent's alignment-based damage reduction and deals additional damage.

Prerequisite: Base attack bonus +6.

Benefit: When you take this feat, choose either chaos, good, evil or law. (Your choice must match one of your alignment components.) Once you've made this alignment choice, it cannot be changed.

As long as you maintain psionic focus, your attack is treated as either a good, evil, chaotic, or lawful attack (depending on your original choice) for the purpose of overcoming damage reduction.

You may choose to expend your psionic focus when making an attack to power this feat's secondary ability. When you make a successful melee or ranged attack in

this fashion, you deal an extra 2d6 points of damage of the type you originally selected if your target is of the opposed alignment. This attack is still treated as the appropriate alignment type. You must decide whether or not to use this ability prior to making an attack. If your attack misses, you still expend your psionic focus.

AUTONOMOUS

You have a knack for psionic self-sufficiency.

Benefit: You get a +2 bonus on all Autohypnosis checks and Knowledge (psionics) checks. If you have 10 ranks in either of these skills, your bonus on that skill increases to +4.

BODY FUEL [PSIONIC]

You can expand your power point total at the expense of your health.

Benefit: You can recover 2 power points by taking 1 point of ability burn damage to each of your three physical ability scores: Strength, Dexterity, and Constitution.

You can recover additional power points for a proportional cost to Strength, Dexterity, and Constitution. These recovered points are added to your power point reserve as if you had gained them by resting overnight.

Special: Only living creatures can use this feat. You can take advantage of this feat only while in your own body.

BOOST CONSTRUCT [PSIONIC]

Your astral constructs have more abilities.

Benefit: When you create an astral construct, you can give it one additional special ability from any menu that the construct currently has an ability from.

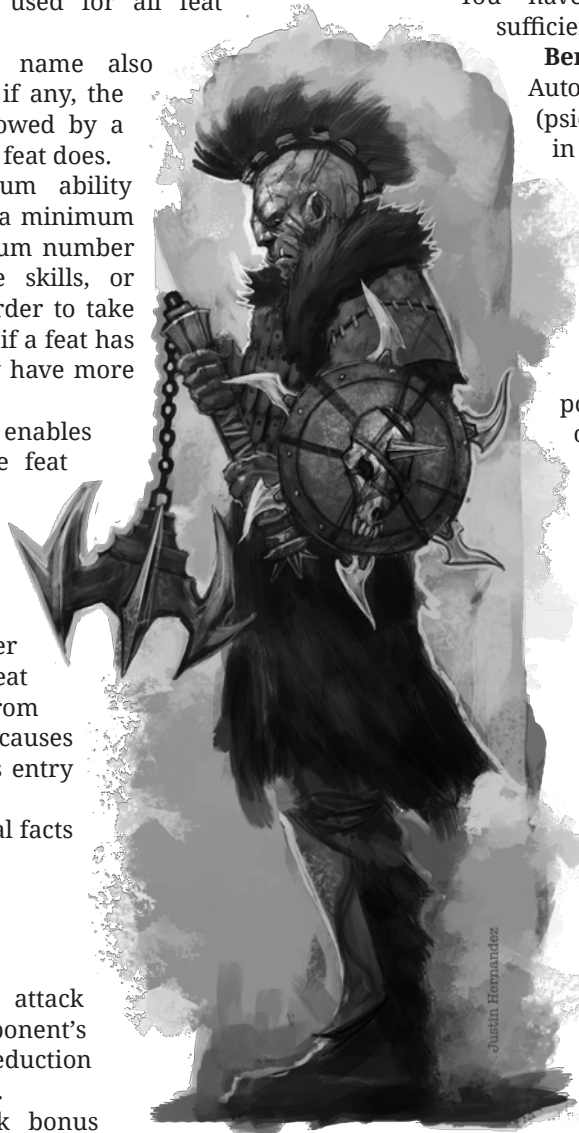
Special: This effect stacks with the Summoner's Call ability of the shaper.

BURROWING POWER [METAPSIONIC]

Your powers sometimes bypass barriers.

Prerequisites: Spellcraft 8 ranks.

Benefit: To use this feat, you must expend your psionic focus. You can attempt to manifest your powers against targets that are sheltered behind a wall or force



A psychic warrior can use his psionic focus to align his weapon's damage

effect. Your power briefly skips through the Astral Plane to bypass the barrier.

If a power requires line of sight (which includes most powers that affect a target or targets instead of an area), you cannot manifest it as a burrowing power unless you can somehow see the target, such as with *clairvoyant sense*. Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

CHAIN POWER [METAPSIONIC]

You can manifest powers that arc to hit other targets in addition to the primary target.

Benefit: To use this feat, you must expend your psionic focus. You can chain any power that affects a single target and that deals either acid, cold, electricity, fire, or sonic damage. After the primary target is struck, the power can arc to a number of secondary targets equal to your manifester level (maximum twenty). The secondary arcs each strike one target and deal half as much damage as the primary one did (round down).

Each target gets to make a saving throw, if one is allowed by the power. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example).

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

CLOAK DANCE

You are skilled at using optical tricks to make yourself seem to be where you are not.

Prerequisites: Perform (dance) 2 ranks, Stealth 7 ranks.

Benefit: You can take a move action to obscure your exact position. Until your next turn, you have concealment. Alternatively, you can take a full-round action to entirely obscure your exact position. Until your next action, you have total concealment.

COMBAT MANIFESTATION [PSIONIC]

You are adept at manifesting powers in combat.

Benefit: You get a +4 bonus on concentration checks made to manifest a power or use a psi-like ability when manifesting on the defensive or while grappled.

CRAFT COGNIZANCE CRYSTAL [ITEM CREATION]

You can create psionic *cognizance crystals* that store power points.

Prerequisite: Manifester level 3rd.

Benefit: You can create a *cognizance crystal*. Doing so takes one day for each 1,000 gp in its base price. The base price of a *cognizance crystal* is equal to the highest-level power it could manifest using all its stored

power points, squared, multiplied by 1,000 gp. To create a *cognizance crystal*, you must use up raw materials costing one-half its base price.

DEEP IMPACT [PSIONIC]

You can strike your foe with a melee weapon as if making a touch attack.

Prerequisite: Str 13, Psionic Weapon, base attack bonus +6.

Benefit: To use this feat, you must expend your psionic focus as part of a melee attack. You can resolve that attack with a melee weapon as a touch attack. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus. Abilities that do not work on touch attacks similarly do not work with this feat.

DELAY POWER [METAPSIONIC]

You can manifest powers that go off up to 5 rounds later.

Benefit: To use this feat, you must expend your psionic focus. You can manifest a power as a delayed power. A delayed power doesn't activate immediately. When you manifest the power, you choose one of three trigger mechanisms: (1) The power activates when you take a standard action to activate it; (2) It activates when a creature enters the area that the power will affect (only powers that affect areas can use this trigger condition); or (3) It activates on your turn after 5 rounds pass. If you choose one of the first two triggers and the conditions are not met within 5 rounds, the power activates automatically on the fifth round.

Only area and personal powers can be delayed.

Any decisions you would make about the delayed power, including attack rolls, designating targets, or determining or shaping an area, are decided when the power is manifested. Any effects resolved by those affected by the power, including saving throws, are decided when the delay period ends.

A delayed power can be dispelled normally during the delay, and can be detected normally in the area or on the target by the use of powers that can detect psionic effects.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

EMPOWER POWER [METAPSIONIC]

You can manifest powers to greater effect.

Benefit: To use this feat, you must expend your

MERGING CRAFT COGNIZANCE CRYSTAL

The Craft Cognizance Crystal feat is quite limited in what it can do. If not using supplemental material that expands the items that can be created using Craft Cognizance Crystal, this feat can be merged into Craft Wondrous Item at the GM's discretion, using the formula above to create *cognizance crystals*.

Table 3-1: NEW FEATS

FEATS	PREREQUISITES	BENEFIT
Aligned Attack	Base attack bonus +6	Your attacks gain alignment
Autonomous	-	+2 bonus on Autohypnosis and Knowledge (psionics) checks
Body Fuel	-	Take ability burn to gain power points
Boost Construct	-	Astral construct gains additional ability
Burrowing Power	Spellcraft 8 ranks	Bypass barrier with power
Chain Power	-	Choose additional targets with power
Cloak Dance	Perform (dance) 2 ranks, Stealth 7 ranks	Gain concealment as a move action, total concealment as a full-round action
Combat Manifestation	-	+4 bonus on concentration checks for defensive manifesting
Craft Cognizance Crystal	Manifester level 3rd	Create cognizance crystals
Delay Power	-	Delay effect of power up to 5 rounds
Empower Power	-	Increase power's variable, numeric effects by 50%
Endowed Mind	-	Increase power's save DC for augmentation
Enlarge Power	-	Double power's range
Expanded Knowledge	Manifester level 3rd	Learn an additional power
Extend Power	-	Double power's duration
Extended Blast	Surge blast class feature	Increase surge blast range to 60 feet
Focused Sunder	Str 13, Power Attack, Improved Sunder	Ignore 1/2 hardness of foe's weapon
Ghost Attack	Base attack bonus +3	Reduce penalties for attacking incorporeal enemies
Inquisitor	Wis 13	+10 bonus on Sense Motive checks to oppose Bluff
Master's Refuge	Twofold master class feature	Transfer mind to thrall on death
Master's Voice	Twofold master class feature	Have permanent mental contact with thralls
Maximize Power	-	Maximize power's variable, numeric effects
Mental Leap	Dex 13 OR Str 13, Acrobatics 2 ranks	+10 bonus on Acrobatics checks to jump
Mind Over Body	Con 13	Heal ability damage more quickly
Open Minded	-	Gain skill points
Opportunity Power	-	Make attacks of opportunity with touch powers
Overchannel	-	Take damage to increase your manifest level
Talented	Overchannel	Take no damage from overchanneling some powers
Power Penetration	-	Gain bonus to overcome power resistance
Greater Power Penetration	Power Penetration	Gain bonus to overcome power resistance
Power Specialization	Weapon Focus (ray), manifest level 4th	Gain bonus damage to damaging powers
Greater Power Specialization	Power Specialization	Increased bonus damage to damaging powers
Psicrystal Affinity	Manifester level 1st	Obtain a psicrystal
Improved Psicrystal	Psicrystal Affinity	Enhance your psicrystal
Psicrystal Containment	Psicrystal Affinity, manifest level 3rd	Your psicrystal can hold a psionic focus
Psionic Body	-	+2 hit points for each psionic feat you have
Psionic Dodge	Dex 13, Dodge	+1 dodge bonus to AC
Psionic Endowment	-	Add +1 to power's save DC
Greater Psionic Endowment	Psionic Endowment	Add +2 to power's save DC
Psionic Fist	Str 13	Unarmed attack or natural weapon deals extra damage
Greater Psionic Fist	Psionic Fist, base attack bonus +6	Unarmed attack or natural weapon deals extra damage

FEATS	PREREQUISITES	BENEFIT
Unavoidable Strike	Psionic Fist, base attack bonus +6	Resolve unarmed attack or natural weapon attack as a touch attack
Psionic Meditation	Wis 13, Autohypnosis 4 ranks	Become psionically focused as a move action
Psionic Shot	Point Blank Shot	Ranged weapon deals extra damage
Fell Shot	Psionic Shot, base attack bonus +6	Resolve ranged attack as a touch attack
Return Shot	Fell Shot	Deflect ranged attacks back at attacker
Greater Psionic Shot	Psionic Shot, base attack bonus +6	Ranged weapon deals extra damage
Psionic Talent	-	Gain additional power points
Psionic Weapon	Str 13	Melee weapon deals extra damage
Deep Impact	Psionic Weapon, base attack bonus +6	Resolve melee attack as a touch attack
Greater Psionic Weapon	Psionic Weapon, base attack bonus +6	Melee weapon deals extra damage
Psychic Bastion	-	Gain resistance to ability damage
Quicken Power	-	Manifest powers as a swift action
Rapid Metabolism	Con 13	Heal hit points more quickly
Reckless Offense	Base attack bonus +1	Take -4 AC to gain +2 melee attack bonus
Scribe Tattoo	Manifester level 3rd	Create psionic tattoos
Sidestep Charge	Dex 13, Dodge	+4 bonus to AC against a charging foe
Speed of Thought	Wis 13	+10 feet to speed in light or medium armor
Psionic Charge	Dex 13, Speed of Thought	Charge while taking erratic course to foe
Split Psionic Ray	Any other metapsionic feat	Split one ray attack into two
Surging Aura	Wild surge +1	Wild surge grants bonus to allies
Swift Shapeshifter	Ability to manifest <i>metamorphosis</i>	Manifest shapechanging powers more quickly
Master of All Forms	Swift Shapeshifter	Manifester shapechanging powers as a swift action
Twin Power	-	Manifest power twice
Unconditional Power	-	Manifest power despite character condition
Up the Walls	Wis 13	Run on walls and ceilings
Widen Power	-	Double power's area
Wild Talent	-	Gain psionic ability and 2 power points
Wounding Attack	Base attack bonus +8	Wound opponents with your attack

psionic focus. You can empower a power. All variable, numeric effects of an empowered power are increased by one-half. An empowered power deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. Augmented powers can also be empowered (multiply 1-1/2 times the damage total of the augmented power). Saving throws and opposed checks (such as the one you make when you manifest *dispel psionics*) are not affected, nor are powers without random variables.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifest level.

ENDOWED MIND [METAPSIONIC]

You can make your powers more difficult to resist.

Benefit: As long as you maintain psionic focus, increase the save DC of any power you manifest by 1 for every 2 power points you spend augmenting the power,

provided the augmentation does not already increase the power's save DC. You may even spend 2 power points to increase a power's save DC even if the power does not have any augment options.

ENLARGE POWER [METAPSIONIC]

You can manifest powers farther than normal.

Benefit: To use this feat, you must expend your psionic focus. You can alter a power with a range of close, medium, or long to increase its range by 100%. An enlarged power with a range of close has a range of 50 feet + 5 feet per level, a medium-range power has a range of 200 feet + 20 feet per level, and a long-range power has a range of 800 feet + 80 feet per level.

Powers whose ranges are not defined by distance, as well as powers whose ranges are not close, medium, or long, are not affected.

Using this feat does not increase the power point cost of the power.

EXPANDED KNOWLEDGE [PSIONIC]

You learn another power.

Prerequisites: Manifester level 3rd.

Benefit: Add to your powers known one additional power of any level up to one level lower than the highest-level power you can manifest. You can choose any power, including powers from another discipline's list or even from another class's list, even if that power is already on your class's power list.

Special: You can gain this feat multiple times. Each time, you learn one new power at any level up to one less than the highest-level power you can manifest.

EXTEND POWER [METAPSIONIC]

You can manifest powers that last longer than normal.

Benefit: To use this feat, you must expend your psionic focus. You can manifest an extended power. An extended power lasts twice as long as normal. A power with a duration of concentration, instantaneous, or permanent is not affected by this feat.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifest level.

EXTENDED BLAST [PSIONIC]

Your surge blast has a farther reach.

Prerequisites: Surge blast class feature.

Benefit: Your surge blast has a range of 60 feet.

Normal: Your surge blast has a range of 30 feet.

FELL SHOT [PSIONIC]

You can strike your foe with a ranged weapon as if making a touch attack.

Prerequisite: Dex 13, Point Blank Shot, Psionic Shot, base attack bonus +6.

Benefit: To use this feat, you must expend your psionic focus as part of a ranged attack. You can resolve that ranged attack as a ranged touch attack.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus. Abilities that do not work on touch attacks similarly do not work with this feat.

FOCUSED SUNDER [PSIONIC]

You can sense the stress points on others' weapons.

Prerequisite: Str 13, Power Attack, Improved Sunder.

Benefit: To use this feat, you must expend your psionic focus. When you strike at an opponent's weapon, you ignore half of the weapon's total hardness (round down). Total hardness includes any magical or psionic enhancements possessed by the weapon that increase its hardness.

Special: You can also sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the object's total hardness (round

down) when attacking that object. You must still expend your psionic focus when using this special option.

GHOST ATTACK [PSIONIC]

Your deadly strikes against incorporeal foes more frequently find their mark.

Prerequisite: Base attack bonus +3.

Benefit: You must be psionically focused to use this feat. When you make a successful melee attack or a ranged attack against an incorporeal creature, your attack deals 75% damage instead of the standard 50% damage.

If you expend your psionic focus as part of the attack, your attack deals full damage. You must decide whether or not to use this option prior to making an attack. If your attack misses, you still expend your psionic focus. Your weapon or natural weapon actually appears to become briefly incorporeal as the attack is made.

GREATER POWER PENETRATION [PSIONIC]

Your powers are especially potent at breaking through power resistance.

Prerequisite: Power Penetration.

Benefit: When you use the Power Penetration feat, the bonus on manifest level checks to overcome a creature's power resistance increases to +4 when you maintain psionic focus, and +8 when you expend your psionic focus.

GREATER POWER SPECIALIZATION [PSIONIC]

You deal more damage with your powers.

Prerequisites: Power Specialization, Weapon Focus (ray), manifest level 12th.

Benefit: Your powers that deal damage deal an extra 2 points of damage. This damage stacks with other bonuses on damage rolls to powers, including the one from Power Specialization. The damage bonus applies only if the target or targets are within 30 feet.

GREATER PSIONIC ENDOWMENT [PSIONIC]

You can use meditation to focus your powers.

Prerequisite: Psionic Endowment.

Benefit: When you use the Psionic Endowment feat, you add +2 to the save DC of a power you manifest instead of +1.

GREATER PSIONIC FIST [PSIONIC]

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Str 13, Psionic Fist, base attack bonus +6.

Benefit: When you use the Psionic Fist feat, your unarmed attack or attack with a natural weapon deals

an extra 2 points of damage instead of 1 point of damage while you maintain psionic focus, and deal an extra 4d6 points of damage instead of an extra 2d6 points when you expend your psionic focus.

GREATER PSIONIC SHOT [PSIONIC]

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot, Psionic Shot, base attack bonus +6.

Benefit: When you use the Psionic Shot feat, your ranged attack deals an extra 2 points of damage instead of 1 point of damage while you maintain psionic focus, and deal an extra 4d6 points of damage instead of an extra 2d6 points when you expend your psionic focus.

GREATER PSIONIC WEAPON [PSIONIC]

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13, Psionic Weapon, base attack bonus +6.

Benefit: When you use the Psionic Weapon feat, your attack deals an extra 2 points of damage instead of 1 point of damage while you maintain psionic focus, and deal an extra 4d6 points of damage instead of an extra 2d6 points when you expend your psionic focus.

IMPROVED PSICRYSTAL [PSIONIC]

You can upgrade your psicrystal.

Prerequisites: Psicrystal Affinity.

Benefit: You can implant another personality fragment in your psicrystal. You gain the benefits of both psicrystal personalities. Your psicrystal's personality adjusts and becomes a blend between all implanted personality fragments. From now on, when determining the abilities of your psicrystal, treat your level as one higher than your normal level.

Special: You can gain this feat multiple times. Each time, you implant a new personality fragment in your psicrystal, from which you derive the noted benefits, and you treat your level as one higher for the purpose of determining your psicrystal's abilities.

INQUISITOR [PSIONIC]

You know when others lie.

Prerequisite: Wis 13.

Benefit: While you maintain psionic focus, you gain a +2 enhancement bonus on Sense Motive checks to oppose a Bluff check. If you have at least 10 ranks in Sense Motive, this bonus increases to +4.

Additionally, you may expend your psionic focus to gain a +10 bonus on a Sense Motive check to oppose a Bluff check. You must decide whether or not to use this option prior to making a Sense Motive check. If your check fails, or if the opponent isn't lying, you still expend your psionic focus. If you have at least 10 ranks in Sense Motive, this bonus increases to +20 when you expend your psionic focus.

MASTER OF ALL FORMS [PSIONIC]

No longer inhibited by a single form, you are able to instantly change into the perfect shape for your current dilemma.

Prerequisites: Swift Shapeshifter*, ability to manifest *metamorphosis*

Benefit: When you manifest *minor metamorphosis*, *major metamorphosis* or *metamorphosis* the manifestation time is a swift action instead of a standard action.

MASTER'S REFUGE [PSIONIC]

Your thralls are also your final resort if death comes calling.

Prerequisite: Twofold Master class feature

Benefit: When you die, your mind instantly transfers to one of your living thralls. While inside your thrall, their mind submerges into a comatose state and you take over their body. You retain the body's Strength, Constitution and Dexterity, but you keep your Intelligence, Wisdom and Charisma, as well as all other relevant statistics. Each day you remain in your thralls body, you must make a Will-save or die (DC20 +1 for each day spent in the body). If your body is recreated, you can relocate to your body at will, or you can find alternate means of surviving (via the *mind switch* power, for example).

MASTER'S VOICE [PSIONIC]

You are always present in the mind of your thrall.

Prerequisite: Thrallherd class feature

Benefit: Each of your thralls is always under the effect of a permanent *mindlink* with you. You can always communicate instantly with them and you do not need to spend power points to manifest this power.

MAXIMIZE POWER [METAPSIONIC]

You can manifest powers to maximum effect.

Benefit: To use this feat, you must expend your psionic focus. You can maximize a power. All variable, numeric effects of a power modified by this feat are maximized. A maximized power deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate. Saving throws and opposed checks are not affected, nor are powers without random variables.

Augmented powers can be maximized; a maximized augmented power deals the maximum damage (or cures the maximum hit points, and so on) of the augmented power.

An empowered and maximized power gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

MENTAL LEAP [PSIONIC]

You can make amazing jumps.

Prerequisite: Dex 13 OR Str 13, Acrobatics 2 ranks.

Benefit: While you maintain psionic focus, you gain a +2 enhancement bonus on Acrobatics checks made to jump. If you have at least 10 ranks in Acrobatics, this bonus increases to +4.

Additionally, if you expend your psionic focus, you gain a +10 enhancement bonus on an Acrobatics check made to jump. If you have at least 10 ranks in Acrobatics, this bonus increases to +20.

MIND OVER BODY

Your ability damage heals more rapidly.

Prerequisite: Con 13.

Benefit: You heal ability damage and ability burn damage more quickly than normal. You heal a number of ability points per day equal to 1 + your Constitution bonus.

Normal: You heal ability damage and ability burn damage at a rate of 1 point per day.

OPEN MINDED

You are naturally able to reroute your memory, mind, and skill expertise.

Benefit: You gain 1 skill point for every Hit Die you possess. You gain 1 skill point whenever you gain a Hit Die (such as when you gain a level). You spend these skill points as normal. You cannot exceed the normal maximum point for your level in any skill.

OPPORTUNITY POWER [METAPSIONIC]

You can make power-enhanced attacks of opportunity.

Benefit: To use this feat, you must expend your psionic focus.

When you make an attack of opportunity, you can use any power you know with a range of touch, if you have at least one hand free.

Manifesting this power is an immediate action.

You cannot use this feat with a touch power whose manifesting time is longer than 1 full-round action.

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

Normal: Attacks of opportunity can be made only with melee weapons.

OVERCHANNEL [PSIONIC]

You burn your life force to strengthen your powers.

Benefit: While manifesting a power, you can increase your effective manifester level by one, but in so doing

you take 1d8 points of damage. At 8th level, you can choose to increase your effective manifester level by two, but you take 3d8 points of damage. At 15th level, you can increase your effective manifester level by three, but you take 5d8 points of damage.

The effective increase in manifester level increases the number of power points you can expend on a single power manifestation, as well as increasing all manifester level-dependent effects, such as range, duration, and overcoming power resistance.

Normal: Your manifester level is equal to your total levels in classes that manifest powers.

POWER PENETRATION [PSIONIC]

Your powers are especially potent, breaking through power resistance more readily than normal.

Benefit: As long as you maintain psionic focus, you gain a +2 bonus on manifester level checks made to overcome a creature's power resistance. You may expend your psionic focus to increase this bonus to +4.

POWER SPECIALIZATION [PSIONIC]

You deal more damage with your powers.

Prerequisites: Weapon Focus (ray), manifester level 4th.

Benefit: With rays and ranged touch attack powers that deal damage, you deal an extra 2 hit points of damage. If you expend your psionic focus when you manifest a ray or a ranged touch attack power that deals damage, you add your key ability bonus to the damage (instead of

adding 2).

PSICRYSTAL AFFINITY [PSIONIC]

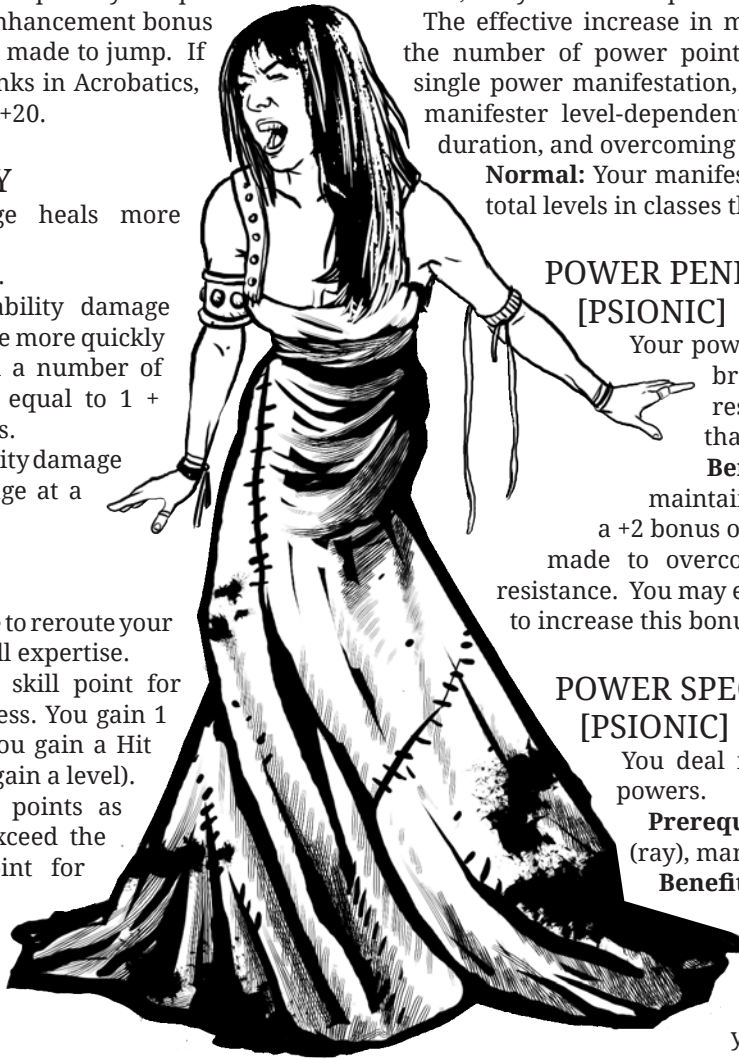
You have created a psicrystal.

Prerequisites: Manifester level 1st.

Benefit: This feat allows you to gain a psicrystal. Should your psicrystal be destroyed, you gain a new one after 24 hours. A new psicrystal must have the same personality as the original.

PSICRYSTALS

A psicrystal is a fragment of a psionic character's personality, brought into physical form and a semblance of life (via the Psicrystal Affinity feat). A psicrystal appears as a crystalline construct about the size of a human hand.



Overchannel causes a manifester to take damage for increased power

Because it is an extension of its creator's personality, a character's psicrystal is in some ways a part of him. That's why, for example, a psionic character can manifest a personal range power on his psicrystal even though normally he can manifest such a power only on himself.

A psicrystal is treated as a construct for the purposes of all effects that depend on its type.

A psicrystal grants special abilities to its owner, as shown on the Psicrystal Special Abilities table below. In addition, a psicrystal has a personality (being a fragment of the owner's personality), which gives its owner a bonus on certain types of checks or saving throws, as given on the Psicrystal Personalities table below. These special abilities and bonuses apply only when the owner and the psicrystal are within 1 mile of each other.

Psicrystal abilities are based on the owner's levels in psionic classes. Levels from other classes do not count toward the owner's level for purposes of psicrystal abilities.

A psicrystal can speak one language of its owner's choice (so long as it is a language the owner knows). A psicrystal can understand all other languages known by its owner, but cannot speak them. This is a supernatural ability.

Psicrystal Basics: Use the statistics for a psicrystal, but make the following changes.

Saving Throws: A psicrystal uses its owner's base saving throw bonuses and ability modifiers on saves, though it doesn't enjoy any other bonuses its owner might have (from magic items or feats, for example).

Abilities: When its self-propulsion ability is not activated, a psicrystal has no Strength score and no Dexterity score.

Skills: A psicrystal has the same skill ranks as its owner, except that it has a minimum of 4 ranks each in Perception and Stealth. (Even if its owner has no ranks in these skills, a psicrystal has 4 ranks in each.) A psicrystal uses its own ability modifiers on skill checks.

Psicrystal Ability Descriptions: All psicrystals have special abilities (or impart abilities to their owners) depending on the level of the owner, as shown on the table above. The abilities on the table are cumulative.

Natural Armor Adj. (Ex): This number noted here is an improvement to the psicrystal's natural armor bonus (normally 0). It represents a psicrystal's preternatural durability.

Intelligence Adj. (Ex): Add this value to the psicrystal's Intelligence score. Psicrystals are as smart as people (though not necessarily as smart as smart people).

Alertness (Ex): The presence of a psicrystal sharpens its master's senses. While a psicrystal is within arm's reach (adjacent to or in the same square as its owner), its owner gains the Alertness feat.

Improved Evasion (Ex): If a psicrystal is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw

Psicrystal Special Abilities

Owner Level	Natural Armor Adj.	Int Adj.	Special
1st–2nd	+0	+0	Alertness, improved evasion, personality, self-propulsion, share powers, sighted, telepathic link
3rd–4th	+1	+1	Deliver touch powers
5th–6th	+2	+2	Telepathic speech
7th–8th	+3	+3	—
9th–10th	+4	+4	Flight
11th–12th	+5	+5	Power resistance
13th–14th	+6	+6	Sight link
15th–16th	+7	+7	Channel power
17th–18th	+8	+8	
19th–20th	+9	+9	

fails.

Personality (Ex): Every psicrystal has a personality. See Psicrystal Personality, below.

Self-Propulsion (Su): As a standard action, its owner can will a psicrystal to form spidery, ectoplasmic legs that grant the psicrystal a land speed of 30 feet and a climb speed of 20 feet. The legs fade into nothingness after one day (or sooner, if the owner desires).

Share Powers (Su): At the owner's option, he can have any power (but not any psi-like ability) he manifests on himself also affect his psicrystal. The psicrystal must be within 5 feet of him at the time of the manifestation to receive the benefit. If the power has a duration other than instantaneous, it stops affecting the psicrystal if it moves farther than 5 feet away, and will not affect the psicrystal again, even if it returns to its owner before the duration expires.

Additionally, the owner can manifest a power with a target of "You" on his psicrystal (as a touch range power) instead of on himself. The owner and psicrystal cannot share powers if the powers normally do not affect creatures of the psicrystal's type (construct).

Sighted (Ex): Although it has no physical sensory organs, a psicrystal can telepathically sense its environment as well as a creature with normal vision and hearing. Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a psicrystal still can't discern invisible or ethereal beings. A psicrystal's sighted range is 40 feet.

Telepathic Link (Su): The owner has a telepathic link with his psicrystal out to a distance of up to 1 mile. The owner cannot see through the psicrystal's senses, but the two of them can communicate telepathically as if the psicrystal were the target of a *mindlink* power manifested by the owner. For instance, a psicrystal

placed in a distant room could relay the activities occurring in that room.

Because of the telepathic link between a psicrystal and its owner, the owner has the same connection to an item or place that the psicrystal does. For instance, if his psicrystal has seen a room, the owner can teleport into that room as if he has seen it too.

Deliver Touch Powers (Su): If the owner is 3rd level or higher, his psicrystal can deliver touch powers for him. If the owner and psicrystal are in contact at the time the owner manifests a touch power, he can designate his psicrystal as the “toucher.” The psicrystal can then deliver the touch power just as the owner could. As usual, if the owner manifests another power before the touch is delivered, the touch power dissipates.

Telepathic Speech (Ex): If the owner is 5th level or higher, the psicrystal can communicate telepathically with any creature that has a language and is within 30 feet of the psicrystal, while the psicrystal is also within 1 mile of the owner.

Flight (Su): If the owner is 9th level or higher, he can, as a standard action, will his psicrystal to fly at a speed of 50 feet (poor). The psicrystal drifts gently to the ground after one day (or sooner, if the owner desires).

Power Resistance (Ex): If the owner is 11th level or higher, the psicrystal gains power resistance equal to the owner’s level + 5. To affect the psicrystal with a power, another manifester must get a result on a manifester level check that equals or exceeds the psicrystal’s power resistance.

Sight Link (Sp): If the owner is 13th level or higher, the character can remote view the psicrystal (as if manifesting the *remote view* power) once per day.

Psicrystal Personalities

Personality	Benefit to Owner
Artiste	+3 bonus on Craft checks
Bully	+3 bonus on Intimidate checks
Focused	+3 bonus on Autohypnosis checks
Friendly	+3 bonus on Diplomacy checks
Hero	+2 bonus on Fortitude saves
Liar	+3 bonus on Bluff checks
Meticulous	+3 bonus on Perception checks
Nimble	+2 bonus on Initiative checks
Poised	+3 bonus on Acrobatics checks
Resolved	+2 bonus on Will saves
Sage	+3 bonus on checks involving any one Knowledge skill owner already knows; once chosen, this does not vary
Single-minded	+3 bonus on concentration checks
Sneaky	+3 bonus on Stealth checks
Sympathetic	+3 bonus on Sense Motive checks

Channel Power (Sp): If the owner is 15th level or higher, he can manifest powers through the psicrystal to a distance of up to 1 mile. The psicrystal is treated as the power’s originator, and all ranges are calculated from its location.

When channeling a power through his psicrystal, the owner manifests the power by paying its power point cost. He is still subject to attacks of opportunity and other hazards of manifesting a power, if applicable (for instance, he becomes visible when manifesting an offensive power if *invisible*, as does the psicrystal).

Psicrystal Personality (Ex): Each psicrystal has a distinct personality, chosen by its owner at the time of its creation from among those given on the Psicrystal Personalities table. At 1st level, its owner typically gets a feel for a psicrystal’s personality only through occasional impulses, but as the owner increases in level the psicrystal’s personality becomes more pronounced. At higher levels, it is not uncommon for a psicrystal to constantly ply its owner with observations and advice, often severely slanted toward the psicrystal’s particular worldview. The owner always sees a bit of himself in his psicrystal, even if magnified and therefore distorted.

PSICRYSTAL CONTAINMENT [PSIONIC]

Your psicrystal has advanced enough that it can hold a psionic focus that you store within it.

Prerequisites: Psicrystal Affinity, manifester level 3rd.

Benefit: You can psionically focus your psicrystal in the same manner in which you gain psionic focus. At any time when you need to expend your psionic focus, you can expend your psicrystal’s psionic focus instead, as long as the crystal is within 5 feet of you. At any time when you need to maintain psionic focus for an effect, you can use your psicrystal’s psionic focus instead, as long as the crystal is within 5 feet of you. Psionically focusing your psicrystal works just like focusing yourself. The psicrystal cannot focus itself—only the owner can spend the time to focus the crystal.

PSIONIC BODY [PSIONIC]

Your mind reinforces your body.

Benefit: When you take this feat, you gain 2 hit points for each psionic feat you have (including this one). Whenever you take a new psionic feat, you gain 2 more hit points.

PSIONIC CHARGE [PSIONIC]

You can charge in a crooked line.

Prerequisite: Dex 13, Speed of Thought.

Benefit: To use this feat, you must expend your psionic focus. When you charge, you can make one turn of up to 90 degrees during your movement. All other restrictions on charges still apply; for instance, you cannot pass through a square that blocks or slows movement, or that contains a creature. You must have line of sight to the opponent at the start of your turn.

PSIONIC DODGE [PSIONIC]

You are proficient at dodging blows.

Prerequisite: Dex 13, Dodge.

Benefit: You must be psionically focused to use this feat. You receive a +1 dodge bonus to your Armor Class. This bonus stacks with the bonus from the Dodge feat. You may expend your psionic focus as an immediate action to increase this bonus to a +4 dodge bonus to your Armor Class for a single attack made against you.

PSIONIC ENDOWMENT [PSIONIC]

You can endow your manifestations with more concentrated focus.

Benefit: To use this feat, you must expend your psionic focus. You add 1 to the save DC of a power you manifest.

PSIONIC FIST [PSIONIC]

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Str 13.

Benefit: While you maintain psionic focus, your unarmed strikes or attacks with a natural weapon deal an extra 1 point of damage.

Additionally, if you expend your psionic focus as part of an unarmed strike or an attack with a natural weapon, that attack instead deals an extra 2d6 points of damage. You must decide whether or not to use this option prior to making an attack. If your attack misses, you still expend your psionic focus.

PSIONIC MEDITATION [PSIONIC]

You can focus your mind faster than normal, even under duress.

Prerequisite: Wis 13, Autohypnosis 4 ranks.

Benefit: You can take a move action to become psionically focused.

Normal: A character without this feat must take a full-round action to become psionically focused.

Special: This feat works on other methods of psionic focus, such as that permitted by Psicrystal Containment.

PSIONIC SHOT [PSIONIC]

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot.

Benefit: While you maintain psionic focus, your attacks with a ranged weapon deal an extra 1 point of damage.

Additionally, if you expend your psionic focus as part of an attack with a ranged weapon, that attack instead deals an extra 2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

PSIONIC TALENT [PSIONIC]

You gain additional power points to supplement those you already had.

Prerequisite: Having a power point reserve.

Benefit: When you take this feat for the first time, you gain 2 power points.

Special: You can take this feat multiple times. Each time you take the feat after the first time, the number of power points you gain increases by 1.

PSIONIC WEAPON [PSIONIC]

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13.

Benefit: While you maintain psionic focus, your attacks with a melee weapon deal an extra 1 point of damage.

Additionally, if you expend your psionic focus as part of an attack with a melee weapon, that attack instead deals an extra 2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

QUICKEN POWER [METAPSIONIC]

You can manifest a power with a moment's thought.

Benefit: To use this feat, you must expend your psionic focus. You can quicken a power. You can perform another action, even manifest another power, in the same round that you manifest a quickened power. You can manifest only one quickened power per round. A



Psionic Endowment makes a manifestor's powers harder to resist

power whose manifesting time is longer than 1 round cannot be quickened.

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

Manifesting a quickened power does not provoke attacks of opportunity.

RAPID METABOLISM

Your wounds heal rapidly.

Prerequisite: Con 13.

Benefit: You naturally heal a number of hit points per day equal to the standard healing rate + double your Constitution bonus. You heal even if you do not rest. This healing replaces your normal natural healing. If you are tended successfully by someone with the Heal skill, you instead regain double the normal amount of hit points + double your Constitution bonus.

RECKLESS OFFENSE

You can shift your focus from defense to offense.

Prerequisite: Base attack bonus +1.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of -4 to your Armor Class and add a +2 bonus on your melee attack roll. The bonus on attack rolls and penalty to Armor Class last until the beginning of your next turn.

RETURN SHOT [PSIONIC]

You can return incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

Prerequisite: Point Blank Shot, Psionic Shot, Fell Shot, base attack bonus +6.

Benefit: To use this feat, you must expend your psionic focus and have at least one hand free. Once per round when you would normally be hit by a projectile or a thrown weapon no more than one size category larger than your size, you can deflect the attack so that you take no damage from it. The attack is deflected back at your attacker, using the attack bonus of the original attack on you. You must be aware of the attack and not flat-footed. Attempting to return a shot is a free action.

Special: If you also have the Deflect Arrows feat, the deflected attack is made with the original attack bonus plus your Dexterity bonus.

SCRIBE TATTOO [ITEM CREATION]

You can create psionic tattoos, which store powers within their designs.

Prerequisite: Manifester level 3rd.

Benefit: You can create a psionic tattoo of any power of 3rd level or lower that you know and that targets one or more creatures. Scribing a psionic tattoo takes one day. When you create a psionic tattoo, you set the manifester level. The manifester level must be sufficient to manifest the power in question and no higher than your own level. The base price of a psionic tattoo is its power level x its manifester level x 50 gp. To scribe a

tattoo, you must use up raw materials (special inks, masterwork needles, and so on) costing one-half of this base price.

When you create a psionic tattoo, you make any choices that you would normally make when manifesting the power.

When its wearer physically activates the tattoo, the wearer is the target of the power.

SIDESTEP CHARGE

You are skilled at dodging past charging opponents and taking advantage when they miss.

Prerequisite: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against charge attacks. If a charging opponent fails to make a successful attack against you, you gain an immediate attack of opportunity. This feat does not grant you more attacks of opportunity than you are normally allowed in a round. If you are flat-footed or otherwise denied your Dexterity bonus to Armor Class, you do not gain the benefit of this feat.

SPEED OF THOUGHT [PSIONIC]

The energy of your mind energizes the alacrity of your body.

Prerequisite: Wis 13.

Benefit: As long as you are psionically focused and not wearing heavy armor, you gain an insight bonus to your speed of 10 feet. You may expend your psionic focus to increase the insight bonus to your speed to 30 feet for your turn.

SPLIT PSIONIC RAY [METAPSIONIC]

You can affect two targets with a single ray.

Prerequisite: Any other metapsionic feat.

Benefit: To use this feat, you must expend your psionic focus. You can split psionic rays you manifest. The split ray affects any two targets that are both within the power's range and within 30 feet of each other. If the ray deals damage, each target takes as much damage as a single target would take. You may choose to have both rays strike the same target.

Using this feat increases the power point cost of the power by 2.

SURGING AURA [PSIONIC]

Your wild surge enhances the aim of nearby allies.

Prerequisites: Wild surge +1.

Benefit: You gain a 10' surging aura. When you use your wild surge class feature, you can designate one ally for every +1 of your wild surge within the surging aura to gain an insight bonus to attack rolls equal to your wild surge until the end of their next turn.

SWIFT SHAPESHIFTER [PSIONIC]

You are naturally confident with different shapes and forms, and years of training have allowed your body to more easily flow into new shapes.

Prerequisites: Ability to manifest *metamorphosis*

Benefit: When you manifest *minor metamorphosis*, *major metamorphosis* or *metamorphosis* the manifestation time is a move action instead of a standard action.

TALENTED [PSIONIC]

You can overchannel powers with less cost to yourself.

Prerequisite: Overchannel.

Benefit: To use this feat, you must expend your psionic focus. When manifesting a power of 3rd level or lower, you do not take damage from overchanneling.

TWIN POWER [METAPSIONIC]

You can manifest a power simultaneously with another power just like it.

Benefit: To use this feat, you must expend your psionic focus. You can twin a power. Manifesting a power altered by this feat causes the power to take effect twice on the area or target, as if you were simultaneously manifesting the same power two times on the same location or target. Any variables in the power (such as duration, number of targets, and so on) are the same for both of the resulting powers. The target experiences all the effects of both powers individually and receives a saving throw (if applicable) for each. In some cases, such as a twinned *psionic charm*, failing both saving throws results in redundant effects (although, in this example, any ally of the target would have to succeed on two dispel attempts to free the target from the charm effect).

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

UNAVOIDABLE STRIKE [PSIONIC]

You can make an unarmed strike or use a natural weapon against your foe as if delivering a touch attack.

Prerequisite: Str 13, Psionic Fist, base attack bonus +6.

Benefit: To use this feat, you must expend your psionic focus as part of either an unarmed strike or an attack with a natural weapon. You can resolve that unarmed strike or attack with a natural weapon as a touch attack.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus. Abilities that do not work on touch attacks similarly do not work with this feat.

UNCONDITIONAL POWER [METAPSIONIC]

Disabling conditions do not hold you back.

Benefit: To use this feat, you must expend your psionic focus. Your mental strength is enough to overcome some otherwise disabling conditions. You can manifest

an unconditional power when you are dazed, *confused*, nauseated, shaken, or stunned.

Only personal powers and powers that affect your person can be manifested as unconditional powers.

Using this feat increases the power point cost of the power by 8. The power's total cost cannot exceed your manifester level.

UP THE WALLS [PSIONIC]

You can run on walls for brief distances.

Prerequisite: Wis 13.

Benefit: While you are psionically focused, you can take part of one of your move actions to traverse a wall or other relatively smooth vertical surface if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on a horizontal surface, you fall prone, taking falling damage as appropriate for your distance above the ground. Treat the wall as a normal floor for the purpose of measuring your movement. Passing from floor to wall or wall to floor costs no movement; you can change surfaces freely. Opponents on the ground can make attacks of opportunity as you move up the wall.

You may expend your psionic focus while using Up the Walls and gain its benefits until the end of your turn.

Special: You can take other move actions in conjunction with moving along a wall. For instance, the Spring Attack feat allows you to make an attack from the wall against a foe standing on the ground who is within the area you threaten; however, if you are somehow prevented from completing your move, you fall. Likewise, you could tumble along the wall to avoid attacks of opportunity.

WIDEN POWER [METAPSIONIC]

You can increase the area of your powers.

Benefit: To use this feat, you must expend your psionic focus. You can alter a burst, emanation, line, or spread-shaped power to increase its area. (Powers that do not have an area of one of these four sorts are not affected by this feat.) Any numeric measurements of the power's area increase by 100%.

Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

WILD TALENT

Your mind wakes to a previously unrealized talent for psionics.

Benefit: Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points and can take psionic feats, metapsionic feats, and psionic item creation feats. You do not, however, gain the ability to manifest powers simply by virtue of having this feat.

WOUNDING ATTACK [PSIONIC]

Your vicious attacks wound your foe.

Prerequisite: Base attack bonus +8.

Benefit: To use this feat, you must expend your psionic focus. You can make an attack with such vicious force that you wound your opponent. A wound deals 1 point of Constitution damage to your foe in addition to the usual damage dealt.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

CHAPTER 4 - PSIONICS

Psionic powers spring from sentient minds. Even an undead creature or a being that has no physical form can create a reserve of inner strength necessary to manifest powers, as long as it has an Intelligence score of at least 1. Vermin possessed of a hive mind ability are an exception to this rule.

A psionic power is a one-time psionic effect. Psionic characters and creatures need not prepare their powers for use ahead of time. They either have sufficient power points to manifest a power or they do not.

A power is manifested when a psionic character pays its power point cost. Some psionic creatures automatically manifest powers, called psi-like abilities, without paying a power point cost. Other creatures pay power points to manifest their powers, just as characters do.

Each power has a specific effect. A power known to a psionic character can be used whenever he or she has power points to pay for it.

All psionic powers are grouped into six different categories called disciplines, representing six general themes of powers. This chapter describes the differences between the disciplines. In addition, it discusses how powers work, gives an overview of the format of power descriptions, explains how psionics works between psionic beings and against non-psionic targets, and discusses what happens when psionic effects combine with other psionics and with magic.

The second part of the chapter discusses the topic of the psionic campaign and ways to integrate psionics into your game world.

MANIFESTING POWERS

Psionic characters and creatures manifest powers. Whether they cost power points when manifest by a psionic character, or are manifested as psi-like abilities, powers' effects remain the same.

The process of manifesting a power is akin to casting a spell, but with significant differences.

CHOOSING A POWER

First you must choose which power to manifest. You can select any power you know, provided you are capable of manifesting powers of that level or higher. To manifest a power, you must pay power points, which count against your daily total. You can manifest the same power multiple times if you have points left to pay for it.

CONCENTRATION

To manifest a power, you must concentrate. If something threatens to interrupt your concentration while you're manifesting a power, you must succeed on a concentration check or lose the power points without manifesting the power. The more distracting the interruption and the higher the level of the power that you are trying to manifest, the higher the DC. (Higher-level powers require more mental effort.) When you make a concentration check, you roll d20 and add your manifester level and the ability score modifier used to determine bonus power points for that class.

Injury: Getting hurt or being affected by hostile psionics while trying to manifest a power can break your concentration and ruin a power. If you take damage while trying to manifest a power, you must make a concentration check (DC 10 + points of damage taken + the level of the power you're manifesting). The interrupting event strikes during manifestation if it occurs between when you start and when you complete manifesting a power (for a power with a manifesting time of 1 round or longer) or if it comes in response to your manifesting the power (such as an attack of opportunity provoked by the manifesting of the power or a contingent attack from a readied action).

If you are taking continuous damage, half the damage is considered to take place while you are manifesting a power. You must make a concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + the level of the power you're manifesting). If the last damage dealt was the last damage that the effect could deal then the damage is over, and it does not distract you.

Repeated damage does not count as continuous damage.

Power: If you are affected by a power while attempting to manifest a power of your own, you must make a concentration check or lose the power you are manifesting. If the power affecting you deals damage, the concentration DC is 10 + the damage taken + the level of the power you're manifesting. If the power interferes with you or distracts you in some other way, the concentration DC is the power's save DC + the level of the power you're manifesting. For a power with no saving throw, it's the DC that the power's saving throw would have if a save were allowed (10 + power level + manifester's ability score).

To manifest a power while grappling or pinned, you must make a concentration check (DC 10 + the grappler's CMB + the level of the power you're casting) or lose the power.

If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, belowdecks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a concentration check (DC 10 + the level of the power you're manifesting) or lose the power.

If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a concentration check (DC 15 + the level of the power you're manifesting) or lose the power.

If you are in a high wind carrying blinding rain or sleet, the DC is 5 + the level of the power you're manifesting. If you are in wind-driven hail, dust, or debris, the DC is 10 + the level of the power you're manifesting. In either case, you lose the power if you fail the concentration check. If the weather is caused by a power, use the rules in the Power subsection above.

If you want to manifest a power without provoking attacks of opportunity, you need to dodge and weave. You must make a concentration check (DC 15 + double the level of the power you're manifesting) to succeed. You lose the power points without successful manifestation if you fail.

If you want to manifest a power while entangled in a net or while affected by a power with similar effects you must make a DC 15 concentration check to manifest the power. You lose the power if you fail.

MANIFESTER LEVEL

The variables of a power's effect often depend on its manifester level, which for most manifesting characters is equal to your psionic class level. A power that can be augmented for additional effect is also limited by your manifester level (you can't spend more power points on a power than your manifester level). See Augment under Descriptive Text, below.

You can manifest a power at a lower manifester level than normal, but the manifester level must be high enough for you to manifest the power in question, and all level-dependent features must be based on the same manifester level.

In the event that a class feature or other special ability provides an adjustment to your manifester level, this adjustment applies not only to all effects based on manifester level (such as range, duration, and augmentation potential) but also to your manifester level check to overcome your target's power resistance and to the manifester level used in dispel checks (both the dispel check and the DC of the check).

POWER FAILURE

If you try to manifest a power in conditions where the characteristics of the power (range, area, and so on) cannot be made to conform, the manifestation fails and the power points are wasted.

Powers also fail if your concentration is broken (see Concentration, above).

THE POWER'S RESULT

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a power entails.

SPECIAL POWER EFFECTS

Certain special features apply to all powers.

Some powers refer to attacking. All offensive combat actions, even those that don't damage opponents, such as disarm and bull rush, are considered attacks. Attempts to channel energy count as attacks if it would harm any creatures in the area. All powers that opponents can resist with saving throws that deal damage, or that otherwise harm or hamper subjects are considered attacks. *Astral construct* and similar powers are not considered attacks because the powers themselves don't harm anyone.

Many powers give creatures bonuses to ability scores, Armor Class, attacks, and other attributes. Each bonus has a type that indicates how the power grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus works (see Combining Psionic and Magical Effects, below). The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one. Bonuses without a type always stack, unless they are from the same source.

Of all the psionic powers, only *reality revision* has the ability to restore slain characters to life (although *psionic revivify* can perform a similar function if done quickly). When a living creature dies, its soul departs the body, leaves the Material Plane, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body.

MANIFESTING AND AUGMENTING

If you take no other rule out of this book, it is critical to remember that a manifester may not spend more power points on a power than his manifester level. This includes spending power points augmenting the power, using metapsionic feats, or effects that result in needing to pay an increased power point cost to manifest a power.

For example a 5th level manifester may only spend a total of 5 power points on any single power, while a 19th level may only spend a total of 19 power points on any single power.

Effects that allow a manifester to increase this effect, such as the Overchannel feat or a wilder's wild surge, do so by increasing the manifester's effective manifester level - they are still bound by this rule.

Negative Level: Any creature brought back to life usually gains one or more permanent negative levels. These levels apply a penalty to most rolls until removed through spells such as restoration. If the character was 1st level at the time of death, he loses 2 points of Constitution instead of gaining a negative level.

Preventing Revivification: Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using a single manifestation of *reality revision* to restore the slain character to life.

Revivification Against One's Will: A soul cannot be returned to life if it does not wish to be. A soul knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

COMBINING PSIONIC AND MAGICAL EFFECTS

The default rule for the interaction of psionics and magic is simple: Powers interact with spells and spells interact with powers in the same way a spell or normal spell-like ability interacts with another spell or spell-like ability. This is known as psionics–magic transparency.

Psionics–Magic Transparency: Though not explicitly called out in the spell descriptions or magic item descriptions, spells, spell-like abilities, and magic items that could potentially affect psionics do affect psionics.

When the rule about psionics–magic transparency is

in effect, it has the following ramifications.

Spell resistance is effective against powers, using the same mechanics. Likewise, power resistance is effective against spells, using the same mechanics as spell resistance. If a creature has one kind of resistance, it is assumed to have the other. (The effects have similar ends despite having been brought about by different means.)

All spells that dispel magic have equal effect against powers of the same level using the same mechanics, and vice versa.

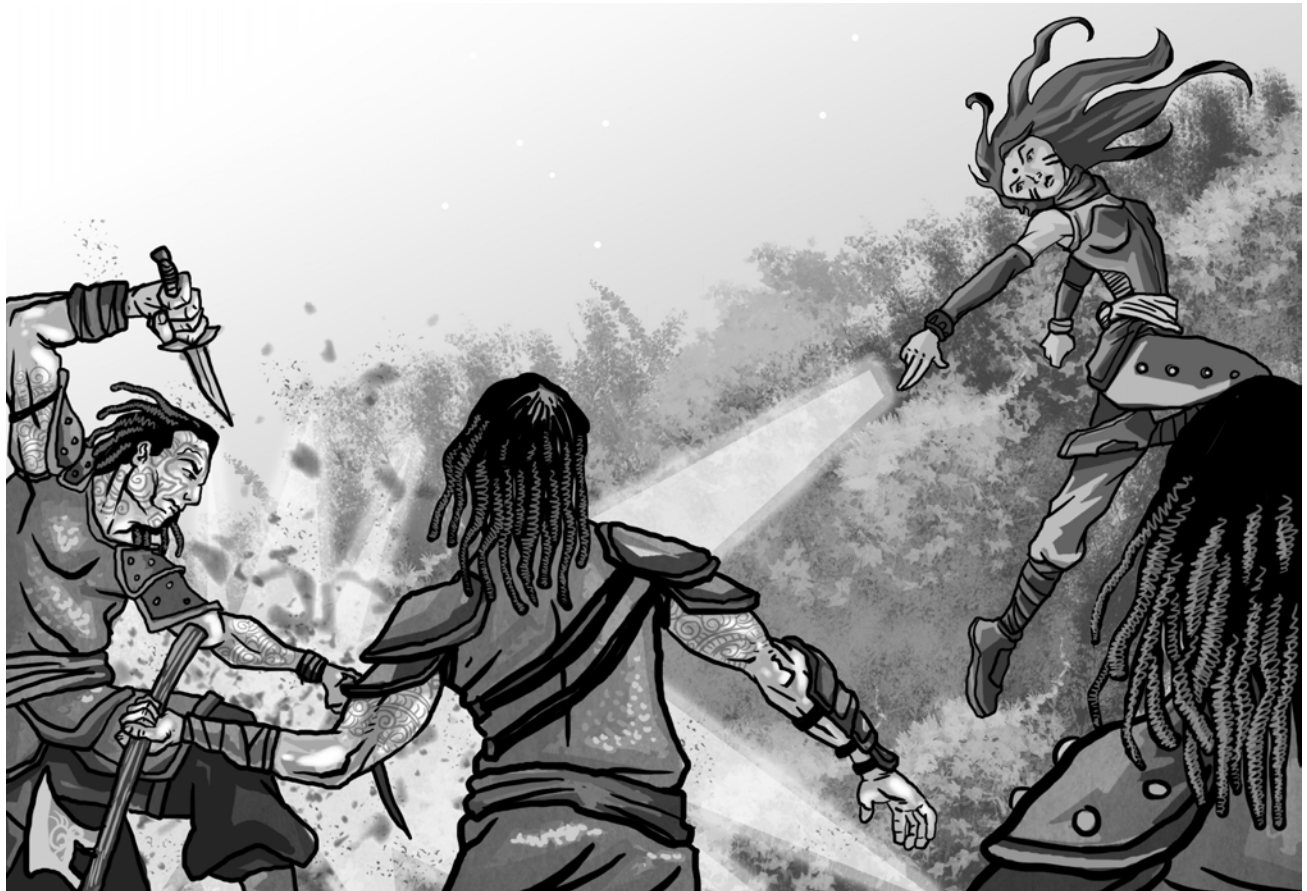
The spell *detect magic* detects powers, their number, and their strength and location within 3 rounds (though a Spellcraft check is necessary to identify the discipline of the psionic aura), while *detect psionics* detects spells, their number, and their strength and location within 3 rounds (though a Spellcraft check is necessary to identify the school of magic).

Dead magic areas are also dead psionics areas.

Unless specifically mentioned in a power's description, a power cannot be counterspelled when it is being manifested, nor can powers be used to counterspell a spell as it is being cast.

Unless specifically stated otherwise, feats such as metamagic feats that specifically affect spells do not affect powers, and feats such as metapsionic feats that specifically affect powers do not affect spells.

Powers or psionic effects usually work as described no matter how many other powers, psionic effects, spells, or magical effects happen to be operating in the same



area or on the same recipient. Except in special cases, a power does not affect the way another power or spell operates. Whenever a power has a specific effect on other powers or spells, the power description explains the effect (and vice versa for spells that affect powers). Several other general rules apply when powers, spells, magical effects, or psionic effects operate in the same place.

Powers that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different powers, or one from a power and one from a spell. You use whichever bonus gives you the better result.

Different Bonus Types: The bonuses or penalties from two different powers, or a power and a spell, stack if the effects are of different types. A bonus that isn't named (just a "+2 bonus" rather than a "+2 insight bonus") stacks with any bonus.

Same Effect More than Once in Different Strengths: In cases when two or more similar or identical effects are operating in the same area or on the same target, but at different strengths, only the best one applies. If one power or spell is dispelled or its duration runs out, the other power or spell remains in effect (assuming its duration has not yet expired).

Same Effect with Differing Results: The same power or spell can sometimes produce varying effects if applied to the same recipient more than once. The last effect in a series trumps the others. None of the previous spells or powers are actually removed or dispelled, but their effects become irrelevant while the final spell or power in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, a power can render another power irrelevant.

Multiple Mental Control Effects: Sometimes psionic or magical effects that establish mental control render one another irrelevant. Mental controls that don't remove the recipient's ability to act usually do not interfere with one another, though one may modify another. If a creature is under the control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Powers and spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some powers and spells negate or counter each other. This is a special effect that is noted in a power's or spell's description.

Instantaneous Effects: Two or more magical or psionic effects with instantaneous durations work cumulatively when they affect the same object, place, or creature.

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. A power might be known by other names in some locales, and specific manifesters might have names of their own for their powers.

DISCIPLINE (SUBDISCIPLINE)

Beneath the power name is a line giving the discipline (and the subdiscipline in parentheses, if appropriate) that the power belongs to.

Every power is associated with one of six disciplines. A discipline is a group of related powers that work in similar ways. Each of the disciplines is discussed below.

Clairsentience

Clairsentience powers enable you to learn secrets long forgotten, to glimpse the immediate future and predict the far future, to find hidden objects, and to know what is normally unknowable.

For the purpose of psionics-magic transparency, clairsentience powers are equivalent to powers of the divination school (thus, creatures immune to divination spells are also immune to clairsentience powers).

Many clairsentience powers have cone-shaped areas. These move with you and extend in the direction you look. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the power.

Scrying: A power of the scrying subdiscipline creates an invisible sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This includes any powers or effects that target you, but not powers or effects that emanate from you. However, the sensor is treated as a separate, independent sensory organ of yours, and thus functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment. Any creature with an Intelligence score of 12 or higher can notice the sensor by making a DC 20 Intelligence check. The sensor can be dispelled as if it were an active power. Lead sheeting or psionic protection blocks scrying powers, and you sense that the power is so blocked.

Metacreativity

Metacreativity powers create objects, creatures, or some form of matter. Creatures you create usually, but not always, obey your commands.

A metacreativity power draws raw ectoplasm from the Astral Plane to create an object or creature in the place the psionic character designates (subject to the limits noted above). Objects created in this fashion are as solid and durable as normal objects, despite their originally diaphanous substance. Psionic creatures created with metacreativity powers are considered constructs, not outsiders.

A creature or object brought into being cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the power's range, but it does not have to remain within the range.

For the purpose of psionics–magic transparency, metacreativity powers are equivalent to powers of the conjuration school (thus, creatures immune to conjuration spells are also immune to metacreativity powers).

Creation: A power of the creation subdiscipline creates an object or creature in the place the manifester designates (subject to the limits noted above). If the power has a duration other than instantaneous, psionic energy holds the creation together, and when the power ends, the created creature or object vanishes without a trace, except for a thin film of glistening ectoplasm that quickly evaporates. If the power has an instantaneous duration, the created object or creature is merely assembled through psionics. It lasts indefinitely and does not depend on psionics for its existence.

Psychokinesis

Psychokinesis powers manipulate energy or tap the power of the mind to produce a desired end. Many of these powers produce spectacular effects above and beyond the power's standard display (see Display, below), such as moving, melting, transforming, or blasting a target. Psychokinesis powers can deal large amounts of damage.

For the purpose of psionics–magic transparency, psychokinesis powers are equivalent to spells of the evocation school (thus, creatures immune to evocation spells are also immune to psychokinesis powers).

Psychometabolism

Psychometabolism powers change the physical properties of some creature, thing, or condition.

For the purpose of psionics–magic transparency, psychometabolism powers are equivalent to powers of the transmutation school (thus, creatures immune to transmutation spells are also immune to psychometabolism powers).

Healing: Psychometabolism powers of the healing subdiscipline can remove damage from creatures. However, psionic healing usually falls short of divine magical healing, in direct comparisons.

Psychoportation

Psychoportation powers move the manifester, an object, or another creature through space and time.

For the purpose of psionics–magic transparency, psychoportation powers do not have an equivalent school.

A power of the teleportation subdiscipline transports one or more creatures or objects a great distance. The most potent of these powers can cross planar boundaries. Usually the transportation is one-way (unless otherwise noted) and not dispellable. Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

Telepathy

Telepathy powers can spy on and affect the minds of others, influencing or controlling their behavior.

Most telepathy powers are mind-affecting.

For the purpose of psionics–magic transparency, telepathy powers are equivalent to powers of the enchantment school (thus, creatures resistant to enchantment spells are equally resistant to telepathy powers).

Charm: A power of the charm subdiscipline changes the way the subject views you, typically making it see you as a good friend.

Compulsion: A power of the compulsion subdiscipline forces the subject to act in some manner or changes the way her mind works. Some compulsion powers determine the subject's actions or the effects on the subject, some allow you to determine the subject's actions when you manifest them, and others give you ongoing control over the subject.

[DESCRIPTOR]

Appearing on the same line as the discipline and subdiscipline (when applicable) is a descriptor that further categorizes the power in some way. Some powers have more than one descriptor.

The descriptors that apply to powers are acid, cold, death, electricity, evil, fire, force, good, language-dependent, light, mind-affecting, and sonic.

Most of these descriptors have no game effect by themselves, but they govern how the power interacts with other powers, with spells, with special abilities, with unusual creatures, with alignment, and so on.

A language-dependent power uses intelligible language as a medium.

A mind-affecting power works only against creatures with an Intelligence score of 1 or higher.

LEVEL

The next line of the power description gives a power's level, a number between 1 and 9 that defines the power's relative strength. This number is preceded by the name of the class whose members can manifest the power. If a power is part of a discipline's list instead of the psion's

general power list, this will be indicated by the name of the discipline's specialist. The specialists a power can be associated with include Egoist (psychometabolism), Kineticist (psychokinesis), Nomad (psychoportation), Seer (clairsentience), Shaper (metacreativity), and Telepath (telepathy).

DISPLAY

When a power is manifested, a display may accompany the primary effect. This secondary effect may be auditory, material, mental, olfactory, or visual. No power's display is significant enough to create consequences for the psionic creatures, allies, or opponents during combat. The secondary effect for a power occurs only if the power's description indicates it. If multiple powers with similar displays are in effect simultaneously, the displays do not necessarily become more intense. Instead, the overall display remains much the same, though with minute spikes in intensity. A Spellcraft check (DC 10 + 1 per additional power in use) reveals the exact number of simultaneous powers in play. The displays given below are examples and may be adjusted as desired to fit the theme of your game.

Dispense with Displays: Despite the fact that almost every power has a display, a psionic character can always choose to manifest the power without the flashy accompaniment. To manifest a power without any display (no matter how many displays it might have), a manifester must make a concentration check (DC 15 + the level of the power). This check is part of the action of manifesting the power. If the check is unsuccessful, the power manifests normally with its display.

Even if a manifester manifests a power without a display, he is still subject to attacks of opportunity in appropriate circumstances. (Of course, another concentration check can be made as normal to either manifest defensively or maintain the power if attacked.)

Auditory: A bass-pitched hum issues from the manifester's vicinity or in the vicinity of the power's subject (manifester's choice), eerily akin to many deep-pitched voices. The sound grows in a second from hardly noticeable to as loud as a shout strident enough to be heard within 100 feet. At the manifester's option, the instantaneous sound can be so soft that it can be heard only within 15 feet with a successful DC 10 Perception check. Some powers describe unique auditory displays.

Material: The subject or the area is briefly slicked with a translucent, shimmering substance. The glistening substance evaporates after 1 round regardless of the power's duration. Sophisticated psions recognize the material as ectoplasmic seepage from the Astral Plane; this substance is completely inert.

Mental: A subtle chime rings once in the minds of creatures within 15 feet of either the manifester or the subject (at the manifester's option). At the manifester's option, the chime can ring continuously for the power's

duration. Some powers describe unique mental displays.

Olfactory: An odd but familiar odor brings to mind a brief mental flash of a long-buried memory. The scent is difficult to pin down, and no two individuals ever describe it the same way. The odor originates from the manifester and spreads to a distance of 20 feet, then fades in less than a second (or lasts for the duration, at the manifester's option).

Visual: The manifester's eyes burn like points of silver fire while the power remains in effect. A rainbow-flash of light sweeps away from the manifester to a distance of 5 feet and then dissipates, unless a unique visual display is described. This is the case when the Display entry includes "see text," which means that a visual effect is described somewhere in the text of the power.

MANIFESTING TIME

Most powers have a manifesting time of 1 standard action. Others take 1 round or more, while a few require only a free action.

A power that takes 1 round to manifest requires a full-round action. It comes into effect just before the beginning of your turn in the round after you began manifesting the power. You then act normally after the power is completed.

A power that takes 1 minute to manifest comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are manifesting a power as a full-round action, as noted above for 1-round manifesting times). These actions must be consecutive and uninterrupted, or the power points are lost and the power fails.

When you use a power that takes 1 round or longer to manifest, you must continue the concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the manifesting time is complete, the power points are lost and the power fails.

You make all pertinent decisions about a power (range, target, area, effect, version, and so forth) when the power comes into effect.

RANGE

A power's range indicates how far from you it can reach, as defined in the Range entry of the power description. A power's range is the maximum distance from you that the power's effect can occur, as well as the maximum distance at which you can designate the power's point of origin. If any portion of the area would extend beyond the range, that area is wasted. Standard ranges include the following.

Personal: The power affects only you.

Touch: You must touch a creature or object to affect it. A touch power that deals damage can score a critical hit just as a weapon can. A touch power threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch powers allow you to

touch multiple targets. You can touch as many willing targets as you can reach, but all targets of the power must be touched in the same round that you manifest the power.

Close: The power reaches as far as 25 feet away from you. The maximum range increases 5 feet for every two manifester levels you have.

Medium: The power reaches as far as 100 feet + 10 feet per manifester level.

Long: The power reaches as far as 400 feet + 40 feet per manifester level.

Range Expressed in Feet: Some powers have no standard range category, just a range expressed in feet.

AIMING A POWER

You must make some choice about whom the power is to affect or where the power's effect is to originate, depending on the type of power. The next entry in a power description defines the power's target (or targets), its effect, or its area, as appropriate.

Target or Targets: Some powers have a target or targets. You manifest these powers on creatures or objects, as defined by the power itself. You must be able to see or touch the target, and you must specifically choose that target. However, you do not have to select your target until you finish manifesting the power.

If you manifest a targeted power on the wrong type of target the power has no effect. If the target of a power is yourself (the power description has a line that reads "Target: You"), you do not receive a saving throw and power resistance does not apply. The Saving Throw and Power Resistance lines are omitted from such powers.

Some powers can be manifested only on willing targets. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing. The Saving Throw and Power Resistance lines are usually omitted from such powers, since only willing subjects can be targeted.

Effect: Some powers, such as most metacreativity powers, create things rather than affect things that are already present. Unless otherwise noted in the power description, you must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile, it can move regardless of the power's range once created.

Ray: Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted power. Intervening creatures and obstacles, however, can block your line of sight or

provide cover for the creature you're aiming at.

If a ray power has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

If a ray power deals damage, you can score a critical hit just as if it were a weapon. A ray power threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Spread: Some effects spread out from a point of origin (which may be a grid intersection, or may be the manifester) to a distance described in the power. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the effect may take. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect (unless the effect is centered on you), but you need not have line of effect (see below) to all portions of the effect.

(S) Shapeable: If an Effect line ends with "(S)" you can shape the power. A shaped effect can have no dimension smaller than 10 feet.

Area: Some powers affect an area. Sometimes a power description specifies a specially defined area, but usually an area falls into one of the categories defined below.

Regardless of the shape of the area, you select the point where the power originates, but otherwise you usually don't control which creatures or objects the power affects. The point of origin of a power that affects an area is always a grid intersection. When determining whether a given creature is within the area of a power, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection.

You can count diagonally across a square, but every second diagonal counts as 2 squares of distance. If the far edge of a square is within the power's area, anything within that square is within the power's area. If the power's area touches only the near edge of a square, however, anything within that square is unaffected by the power.

Burst, Emanation, or Spread: Most powers that affect an area function as a burst, an emanation, or a spread. In each case, you select the power's point of origin and measure its effect from that point. A burst power affects whatever it catches in its area, even including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst powers are specifically described as cone-shaped.

A burst's area defines how far from the point of origin the power's effect extends.

An emanation power functions like a burst power,

except that the effect continues to radiate from the point of origin for the duration of the power.

A spread power spreads out like a burst but can turn corners. You select the point of origin, and the power spreads out a given distance in all directions. Figure the area the power effect fills by taking into account any turns the effect takes.

Cone, Line, or Sphere: Most powers that affect an area have a particular shape, such as a cone, line, or sphere. A cone-shaped power shoots away from you in a quarter-circle in the direction you designate. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners.

A line-shaped power shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped power affects all creatures in squares that the line passes through or touches.

A sphere-shaped power expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.

Other: A power can have a unique area, as defined in its description.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a power can affect. A solid barrier cancels a line of effect, but it is not blocked by fog, darkness, and other factors that limit normal sight. You must have a clear line of effect to any target that you manifest a power on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any power you manifest.

A burst, cone, or emanation power affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, or an emanation's point of origin). An otherwise solid barrier with a hole of at least 1 square foot through it does not block a power's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for the purpose of determining a power's line of effect.

DURATION

A power's Duration line tells you how long the psionic energy of the power lasts.

Timed Duration: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the psionic energy sustaining the effect fades, and the power ends. If a power's duration is variable it is rolled secretly.

Instantaneous: The psionic energy comes and goes the instant the power is manifested, though the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the power is vulnerable to *dispel psionics*.

Concentration: The power lasts as long as you

concentrate on it. Concentrating to maintain a power is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when manifesting a power can also break your concentration while you're maintaining one, causing the power to end. You can't manifest a power while concentrating on another one. Some powers may last for a short time after you cease concentrating. In such a case, the power keeps going for the given length of time after you stop concentrating, but no longer. Otherwise, you must concentrate to maintain the power, but you can't maintain it for more than a stated duration in any event. If a target moves out of range, the power reacts as if your concentration had been broken.

Subject, Effects, and Area: If the power affects creatures directly the result travels with the subjects for the power's duration. If the power creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to when its duration ends. If the power affects an area then the power stays with that area for its duration. Creatures become subject to the power when they enter the area and are no longer subject to it when they leave.

Touch Powers and Holding the Charge: In most cases, if you don't discharge a touch power on the round you manifest it, you can hold the charge (postpone the discharge of the power) indefinitely. You can make touch attacks round after round. If you touch anything with your hand while holding a charge, the power discharges. If you manifest another power, the touch power dissipates.

Some touch powers allow you to touch multiple targets as part of the power. You can't hold the charge of such a power; you must touch all the targets of the power in the same round that you finish manifesting the power. You can touch one friend (or yourself) as a standard action or as many as six friends as a full-round action.

Discharged: Occasionally a power lasts for a set duration or until triggered or discharged.

(D) Dismissable: If the Duration line ends with "(D)," you can dismiss the power at will. You must be within range of the power's effect and must mentally will the dismissal, which causes the same display as when you first manifested the power. Dismissing a power is a standard action that does not provoke attacks of opportunity. A power that depends on concentration is dismissible by its very nature, and dismissing it does not take an action or cause a display, since all you have to do to end the power is to stop concentrating on your turn.

SAVING THROW

Usually a harmful power allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw line in a power description defines which type of saving throw the power allows and describes how saving throws against the power work.

Negates: The power has no effect on a subject that

SPELL RESISTANCE

Under the default psionic-magic transparency rules, any creature with spell resistance has an equal amount of power resistance. Any creature with power resistance has an equal amount of spell resistance. Any effect which grants, increases, decreases, removes, or bypasses spell resistance also affects power resistance identically, and vice-versa.

makes a successful saving throw.

Partial: The power causes an effect on its subject, such as death. A successful saving throw means that some lesser effect occurs (such as being dealt damage rather than being killed).

Half: The power deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

(object): The power can be manifested on objects, which receive saving throws only if they are psionic or if they are attended (held, worn, grasped, or the like) by a creature resisting the power, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a power can be manifested only on objects. Some powers of this sort can be manifested on creatures or objects.) A psionic item's saving throw bonuses are each equal to 2 + one-half the item's manifester level.

(harmless): The power is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class: A saving throw against your power has a DC 10 + the level of the power + your key ability modifier (Intelligence for a psion, Wisdom for a psychic warrior, or Charisma for a wilder). A power's level can vary depending on your class. Always use the power level applicable to your class.

Succeeding on a Saving Throw: A creature that successfully saves against a power that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted power you sense that the power has failed. You do not sense when creatures succeed on saves against effect and area powers.

Failing a Saving Throw against Mind-Affecting Powers: If you fail your save, you are unaware that you have been affected by a power.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and the power may deal damage to exposed items (see Items Surviving after a Saving Throw, below). A natural 20 (the d20 comes up 20) is always a success.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a power's result. Even a character with a special resistance to psionics can suppress this quality.

Items Surviving after a Saving Throw: Unless the descriptive text for the power specifies otherwise, all items carried or worn by a creature are assumed to

survive a psionic attack. If a creature rolls a natural 1 on its saving throw against the effect, however, an exposed item is harmed (if the attack can harm objects). Refer to Table: Items Affected by Psionic Attacks.

Determine which four objects carried or worn by the creature are most likely to be affected and roll randomly among them. The randomly determined item must make a saving throw against the attack form or take whatever damage the attack deals.

Table: Items Affected by Psionic Attacks

Order ¹	Item
1st	Shield
2nd	Armor
3rd	Psionic or magic helmet, hat, headband, or psicrown
4th	Item in hand (including weapon, dorje, or the like)
5th	Psionic or magic cloak
6th	Stowed or sheathed weapon
7th	Psionic or magic bracers
8th	Psionic or magic clothing
9th	Psionic or magic jewelry (including rings)
10th	Anything else

¹ In order of most likely to least likely to be affected.

POWER RESISTANCE

Power resistance is a special defensive ability. If your power is being resisted by a creature with power resistance, you must make a manifester level check (d20 + manifester level) at least equal to the creature's power resistance for the power to affect that creature. The defender's power resistance functions like an Armor Class against psionic attacks. Spell resistance is equivalent to power resistance unless the Psionics Is Different option is in use. Include any adjustments to your manifester level on this manifester level check.

The Power Resistance line and the descriptive text of a power description tell you whether power resistance protects creatures from the power. In many cases, power resistance applies only when a resistant creature is targeted by the power, not when a resistant creature encounters a power that is already in place.

The terms "object" and "harmless" mean the same thing for power resistance as they do for saving throws. A creature with power resistance must voluntarily lower the resistance (a standard action) to be affected by a power noted as harm less. In such a case, you do not need to make the manifester level check described above.

POWER POINTS

All powers have a Power Points line, indicating the power's cost.

The psionic character class tables show how many

power points a character has access to each day, depending on level.

A power's cost is determined by its level, as shown below. Every power's cost is noted in its description for ease of reference.

Table: Power Points by Power Level

Power Level	1	2	3	4	5	6	7	8	9
Power Point Cost	1	3	5	7	9	11	13	15	17

Some powers allow you to spend more than their base cost to achieve an improved effect, or augment the power. The maximum number of points you can spend on a power (for any reason) is equal to your manifester level.

DESCRIPTIVE TEXT

This portion of a power description details what the power does and how it works. If one of the previous lines in the description included "see text," this is where the explanation is found. If the power you're reading about is based on another power you might have to refer to a different power for the "see text" information.

Augment: Many powers have variable effects based on the number of power points you spend when you manifest them. The more points spent, the more powerful the manifestation. How this extra expenditure affects a power is specific to the power. Some augmentations allow you to increase the number of damage dice, while others extend a power's duration or modify a power in unique ways. Each power that can be augmented includes an entry giving how many power points it costs to augment and the effects of doing so. However, you can spend only a total number of points on a power equal to your manifester level.

Augmenting a power takes place as part of another

DAMAGE REDUCTION AND POWERS

Just like spells, psionic powers and psi-like abilities are not subject to damage reduction.

However, official rulings have been made that spells that deal a type of physical damage (bludgeoning, piercing, and slashing) *are* subject to damage reduction for the damage dealt of a physical type.

It is important for game balance reasons that in either situation, that the rule be applied uniformly: either spells and powers that deal damage of a physical type are affected by damage reduction, or spells and powers that deal damage of a physical type are not affected by damage reduction. It should not be applied to one and not the other.

Powers affected by this ruling include *crystal shard*, *hail of crystals*, and *swarm of crystals*.

Spells affected by this ruling include *ice storm* and *storm of vengeance*.

action (manifesting a power). Unless otherwise noted in the Augment section of an individual power description, you can augment a power only at the time you manifest it.

POWERS AND POWER POINTS

Psionic characters manifest powers, which involve the direct manipulation of personal mental energy. These manipulations require natural talent and personal meditation. A psionic character's level limits the number of power points available to manifest powers. A psionic character's key ability score might allow him to gain extra power points. He can manifest the same power more than once, but each manifestation subtracts power points from his daily limit. Manifesting a power is an arduous mental task. To do so, a psionic character must have a key ability score of at least 10 + the power's level.

To regain used daily power points, a psionic character must have a clear mind. To clear his mind, he must first sleep for 8 hours. The character does not have to slumber for every minute of the time, but he must refrain from movement, combat, manifesting powers, skill use, conversation, or any other demanding physical or mental task during the rest period. If his rest is interrupted, each interruption adds 1 hour to the total amount of time he has to rest to clear his mind, and he must have at least 1 hour of rest immediately prior to regaining lost power points. If the character does not need to sleep for some reason, he still must have 8 hours of restful calm before regaining power points.

If a psionic character has manifested powers recently, the drain on his resources reduces his capacity to regain power points. When he regains power points for the coming day, all power points he has used within the last 8 hours count against his daily limit.

Peaceful Environment: To regain power points, a psionic character must have enough peace, quiet, and comfort to allow for proper concentration. The psionic character's surroundings need not be luxurious, but they must be free from overt distractions, such as combat raging nearby or other loud noises. Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the character might incur while concentrating on regaining power points.

Once the character has rested in a suitable environment, it takes only an act of concentration spanning 1 full round to regain all power points of the psionic character's daily limit.

Death and Power Points: If a character dies, all daily power points stored in his mind are wiped away. A potent effect (such as *reality revision*) can recover the lost power points when it recovers the character.

Energy Powers: Many psionic powers deal damage of a certain type of energy, with cold, electricity, fire, and sonic being the most common. For powers that have the choice of cold, electricity, fire, and sonic, the manifester must choose after he regains his psionic

power points for the day which of these four energy types is his active energy. The manifester may choose to change which energy is his active energy by gaining psionic focus. If he is currently maintaining psionic focus, he may expend it as a free action and then gain psionic focus normally to choose a new energy type. The manifester need not maintain psionic focus to have an active energy type. Wilders may change their active energy type when performing a wild surge. Kineticists are exempt from this restriction and may freely choose the energy type at the time the power is manifest, so long as it is within the choices allowed by the power. He could not, for example, choose fire as his energy type when manifesting *concussion blast*, as the power does not allow a choice in energy types.

ADDING POWERS

Psionic characters can learn new powers when they attain a new level. A psion can learn any power from the psion/wilder list and powers from his chosen discipline's list. A wilder can learn any power from the psion/wilder list. A psychic warrior can learn any power from the psychic warrior list.

Psions and other psionic characters perform a certain amount of personal meditation between adventures in an attempt to unlock latent mental abilities. Each time a psionic character attains a new level, he or she learns additional powers according to his class description. Psions, psychic warriors, and wilders learn new powers of their choice in this fashion. These powers represent abilities unlocked from latency. The powers must be of levels the characters can manifest.

Independent Research: A psion also can research a power independently, duplicating an existing power or creating an entirely new one. If characters are allowed to develop new powers, use these guidelines to handle the situation.

Any kind of manifester can create a new power. The research involved requires access to a retreat conducive to uninterrupted meditation. Research involves an expenditure of 1,000 gp per week and takes one week per level of the power. At the end of that time, the character makes a Spellcraft check (DC 10 + spell level). If that check succeeds, the character learns the new power if her research produced a viable power. If the check fails, the character must go through the research process again if she wants to keep trying. Powers learned through independent research still count against the manifester's powers known.

MANIFEST AN UNKNOWN POWER FROM ANOTHER'S POWERS KNOWN

A psionic character can attempt to manifest a power from a source other than his own knowledge (usually another willing psionic character). To do so, the character must first make contact (a process similar to addressing a power stone, requiring a Spellcraft check against a DC of 20). A psionic character can make contact with only a willing psionic character or creature

(unconscious creatures are considered willing, but not psionic characters under the effects of other immobilizing conditions). Characters that can't use power stones for any reason are also banned from attempting to manifest powers from the knowledge of other psionic characters. Mental contact requires 1 full round of physical contact, which can provoke attacks of opportunity. Once contact is achieved, the character becomes aware of all the powers the other character knows up to the highest level of power the contactor knows himself.

Next, the psionic character must choose one of the powers and make a second Spellcraft check (DC 15 + the power's level) to see if he understands it. If the power is not on his class list, he automatically fails this check.

Upon successfully making contact with another willing psionic character or creature and learning what he can of one power in particular, the character can immediately attempt to manifest that power even if he doesn't know it (and assuming he has power points left for the day). He can attempt to manifest the power normally on his next turn, and he succeeds if he makes one additional Spellcraft check (DC 15 + the power's level). He retains the ability to manifest the selected power for only 1 round. If he doesn't manifest the power, fails the Spellcraft check, or manifests a different power, he loses his chance to manifest that power, although he does not spend any power points unless he successfully manifests a power.

Whether this process results in a successful manifestation of a power or not, the entire process must be performed every time a character wants to manifest a power from another's powers known.

USING STORED POWER POINTS

A variety of psionic items exist to store power points for later use, in particular a storage device called a *cognizance crystal*. Regardless of what sort of item stores the power points, all psionic characters must follow strict rules when tapping stored power points.

When using power points from a storage item to manifest a power, a psionic character may not pay the power's cost with power points from more than one source. He must either use an item, his own power point reserve, or some other discrete power point source to pay the manifestation cost.

Most power point storage devices allow psionic characters to "recharge" the item with their own power points. Doing this depletes the character's power point reserve on a 1-for-1 basis as if he had manifested a power; however, those power points remain indefinitely stored. The opposite is not true—psionic characters may not use power points stored in a storage item to replenish their own power point reserves.

SPECIAL ABILITIES

Psionic creatures can create psionic effects without having levels in a psionic class (although they can take a psionic class to further enhance their abilities); such

creatures have the psionic subtype.

Characters using *dorjes*, *cognizance crystals*, and other psionic items can also create psionic effects. In addition to existing spell-like and supernatural abilities, creatures can also have psi-like abilities. (Psionic creatures may also have extraordinary and natural abilities.)

The manifestation of powers by a psionic character is considered a psi-like ability, as is the manifestation of powers by creatures without a psionic class (creatures with the psionic subtype, also simply called psionic creatures). Usually, a psionic creature's psi-like ability works just like the power of that name. A few psi-like abilities are unique; these are explained in the text where they are described.

Psi-like abilities have no verbal, somatic, or material components, nor do they require a focus. The user activates them mentally. Armor never affects a psi-like ability's use. A psi-like ability has a manifesting time of 1 standard action unless noted otherwise in the ability description. In all other ways, a psi-like ability functions just like a power. However, a psionic creature does not have to pay a psi-like ability's power point cost.

Psi-like abilities are subject to power resistance and to being dispelled by *dispel psionics*. They do not function in areas where psionics is suppressed or negated.

Some creatures have psionic abilities that are considered supernatural. Psionic feats are also supernatural abilities. These abilities cannot be disrupted in combat, as powers can be, and do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to power resistance and cannot be negated or dispelled; however, they do not function in areas where psionics is suppressed.

Variant: Psionics As Different

In some games, you might prefer that psionics and magic interact as if completely different. While there is nothing stopping you from doing this, by default, psionics and magic interact as if they are the same. Implementing psionics and magic as different can introduce a variety of balance issues, as the psionic system was designed to interact with magic as outlined above.

However, should you choose to implement this variant, the following changes occur to the mechanics of psionics.

Creatures with power resistance are affected by spells normally, and creatures with spell resistance are affected by powers normally; they are offered no protection from their resistance to the other type of energy.

Dispel psionics does not dispel magical effects, and *dispel magic* does not dispel psionic effects.

Detect psionics does not detect the presence of magic, and *detect magic* does not detect the presence of psionics.

Creatures that gain a bonus to saving throws against

powers do not gain the same bonus against spells, and creatures that gain a bonus to saving throws against spells do not gain the same bonus against powers.

Should these changes prove more than you wish to implement, you could instead use diminished effects. For example, *dispel psionics* might have a 50% chance to work against magic, and vice versa for *dispel magic* to affect powers, while creatures with power resistance might be treated as having spell resistance equal to half their power resistance.

Additionally, in this type of variant game, the Spellcraft skill for manifesters is renamed to Psicraft, and skill points in one skill do not give any training in the other. Similarly, the Use Magic Device skill for psionic items is instead Use Psionic Device, and skill points in one skill do not give any training in the other.

PSIONIC CAMPAIGNS

The day the godminds appeared forever changed the balance of power in the world. Suddenly, power was not derived through complex rituals, worship of a greater being, or physical prowess, but instead through sheer force of will. This was the day psionics was born.

If you as a game master have never used psionics, introducing them may seem daunting or give pause. Presented below are ideas, helpful points, and new rules to help you incorporate psionics into your new or existing campaign.

Adding Psionics To Your Game

If working in an existing campaign, applying revisionist history might offer the easiest solution to incorporate psionics. In this situation, psionics has always existed in the world, the players were simply ignorant of it. Psionic talent might only exist in far-off parts of the world, or it might be hidden away due to a history of persecution that the commoner has nearly forgotten, or it might be that psionic creatures, items, or people were assumed to be magical, and no one ever corrected the assumption.

It could even be that creatures or people the players have encountered had ties to psionics all along. That band of goblins the party fought against may have been part of a tribe led by a blue who now seeks vengeance for his kin. An ousted, corrupt politician may have been under the control of a thrallherd (see Chapter Six: Prestige Classes), a thrallherd who was secretly working to set himself up as ruler. These previously unknown ties allow the introduction of psionics into an ongoing game without requiring breaking the immersion of the world.

The First Psionic Beings

Perhaps the reason that no one has heard about psionics is because it is just now being discovered. This might be true for your world for a variety of reasons, some of which are presented below.

- If your world has widespread use of magic, the

development of the mental arts might still be in its infancy. The standard path to tap into powerful energy is that of the arcane and the divine, with the path of psionics still unexplored.

- There may have been an event in the past where those with psionics were wiped out by beings with immense power and those being placed a block on psionic energy that has only just begun to fade, allowing the emergence of psionic creatures.
- A recent event has such widespread repercussions that it changes the very fabric of existence, and the latent psionic abilities in creatures begin to manifest. This event might be one facilitated by the characters themselves, or it may have been in the recent past, or it may happen during the game without character involvement, such as the appearance of godminds mentioned earlier.

These first psionic characters have to not only discover and explore their own abilities, but do so in a world where tutors, experts, and lore on the subject is likely not available. They must exist in a world where psionic items and creatures will be rare, or perhaps they discover a hidden cache of psionic lore, locked away before the Great Purge or phased into reality when the godminds appeared.

Psionic Encounters

Allowing players to choose psionic characters does not mandate you must include psionics into your adventures, either directly through the use of psionic monsters, or indirectly by having some hidden psionic agenda putting things in motion. Psionics fits into any adventure or campaign just as easily as magic.

However, by including psionic creatures, enemies, allies, or events into your game, it can help improve the realism of psionics. By replacing a spellcaster with a psion, or a fighter with a soulknife, or a barbarian with a raging wilder, psionics can feel more like a true part of the world. And if you have players unfamiliar with psionics, it introduces a level of mystery that they may not feel if they encounter a wizard, cleric, or rogue.

The High Psionics Campaign

In a high psionics campaign, psionics does not merely exist, as it might in a standard game that includes psionics, it flourishes. Psionics is common, and powerful manifesters are real threats to the world at large.

A world of high psionics is more likely to have NPCs with manifesting ability, or psionic items available for purchase in the bazaar, or psionic monsters accosting travelers.

A high psionics game is more likely to use soulknives

instead of paladins, wilders instead of sorcerers, and psions instead of wizards. Even if you do not want to make your game exclusively psionic in nature, increasing the number of NPCs with levels in psionic classes, or enemies with psionic ability, can create a high psionics world.

Psionic Maladies

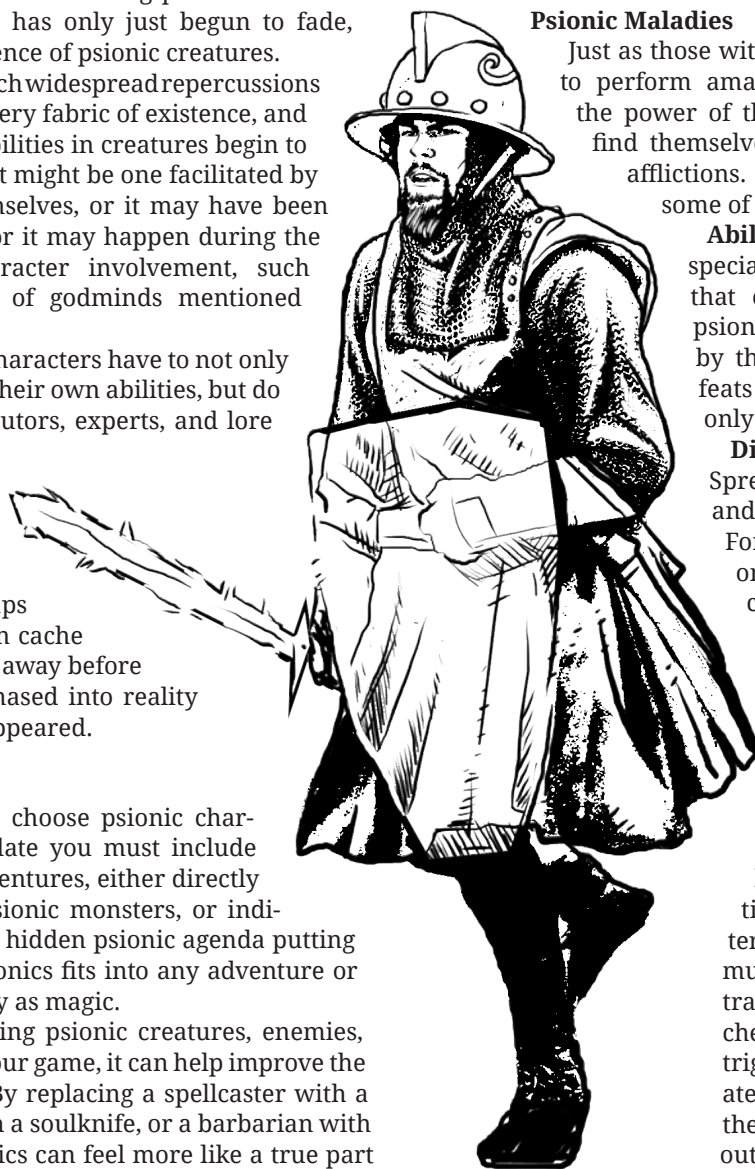
Just as those with psionic ability are able to perform amazing feats and revel in the power of the mind, so too do they find themselves susceptible to unique afflictions. Presented below are some of these maladies.

Ability Burn: This is a special form of ability damage that cannot be magically or psionically healed. It is caused by the use of certain psionic feats and powers. It returns only through natural healing.

Disease, Cascade Flu: Spread by brain moles and other vermin; injury; Fortitude DC 13; Onset one day; damage psionic cascade.

A psionic cascade is a loss of control over psionic abilities. Using power points becomes dangerous for a character infected by cascade flu, once the incubation period has run its course. Every time an afflicted character manifests a power, she must make a DC 16 concentration check. On a failed check, a psionic cascade is triggered. The power operates normally, but during the following round, without the character's volition, two additional powers she knows manifest randomly,

and their power cost is deducted from the character's reserve. During the next round, three additional powers manifest, and so on, until all the psionic character's power points are drained, although the character may attempt an additional DC 16 concentration check every affected round to negate that round's effect. Powers with a range of personal or touch always affect the diseased character. For other powers that affect targets, roll d%: On a 01–50 result, the power affects the diseased character, and 51–00 indicates that the power targets other creatures in the vicinity. Psionic creatures (those that manifest their powers without paying points) cascade



until all the powers they know have manifested at least twice.

As with any disease, a psionic character who is injured or attacked by a creature carrying a disease or parasite, or who otherwise has contact with contaminated material, must make an immediate Fortitude save. On a success, the disease fails to gain a foothold. On a failure, the character takes damage (or incurs the specified effect) after the incubation period. Once per day afterward, the afflicted character must make a successful Fortitude save to avoid repeating the damage. Two successful saving throws in a row indicate she has fought off the disease.

Disease, Cerebral Parasites: Spread by contact with infected psionic creatures; contact; Fortitude DC 15; Onset 1d4 days; damage 1d8 power points.

Cerebral parasites are tiny organisms, undetectable to normal sight. An afflicted character may not even know he carries the parasites—until he discovers he has fewer power points for the day than expected. Psionic creatures with cerebral parasites are limited to using each of their known powers only once per day (instead of freely manifesting them). See the note about diseases under Cascade Flu, above.

Negative Levels: Psionic characters can gain negative levels just like members of other character classes. They suffer the same penalties. They suffer no loss in power points, do not lose access to powers to manifest, and may still spend their normal manifest level limit manifesting a power.

Psionics and Crystals

In many parts of this book, references are made to using crystals for psionic purposes. This is done mostly for a stylistic element that ties crystals to mental energy, but it is in no way a rule you must use in your games. Crystals are simply the type of item given in this book, you can use any type of item or concept that fits into the setting of your campaign.

For example, take the psicrystal, a small piece of crystalline rock that talks, crawls, and even manifests powers. Instead of being a piece of crystal, this could be matter drawn from the Ethereal Plane and given form by the subconscious mind of its owner, taking a form not unlike a homunculus, or resembling a miniature replica of its owner, or even an animated doll.

Similarly, cognizance crystals could instead be created from a special type of liquid that is contained within a mineral which, when processed with special metals and shaped into a disc is able to hold a reservoir of psionic energy.

These are just a tiny sliver of the ways in which you can implement the material side of psionics to fit your game world. Crystals are the option used within this book, they certainly are not the only choice.

Psionic Creatures

Any creature with psionic powers has the psionic subtype. A psionic creature can be born with the subtype or can gain the subtype during its life.

A creature meeting any of the following criteria has the psionic subtype:

- Creatures with a power point reserve, including characters who have levels in a character class that grants a power point reserve or creatures who have the Wild Talent feat.
- Creatures with psi-like abilities, including characters who have racial psi-like abilities.
- Creatures that have spell-like abilities described as “psionics.”

Traits: Other than the fact that all psionic creatures have psionic powers, power points, or psi-like abilities, psionic creatures have no specific traits. The psionic subtype serves to identify creatures that may be vulnerable to powers, spells, and effects targeting psionic creatures.

CHAPTER 5 - POWERS

This chapter contains the power lists of the psionic classes. An ^A appearing at the end of a power's name in the power lists denotes an augmentable power.

The remainder of the chapter contains power descriptions in alphabetical order by power name.

Power Chains: Some powers reference other powers that they are based upon. Only information in a power later in the power chain that is different from the base power is covered in the power being described. Header entries and other information that are the same as the base power are not repeated.

Order of Presentation: In the power lists and the power descriptions that follow them, the powers are presented in alphabetical order by name—except for those belonging to certain power chains. When a power's name begins with “lesser,” “greater,” “mass,” or a similar kind of qualifier, the power description is alphabetized under the second word of the power description instead.

Manifester Level: A power's effect often depends on the manifestor level, which is the manifestor's psionic class level. A creature with no classes has a manifestor level equal to its Hit Dice unless otherwise specified. The word “level” in the power lists always refers to manifestor level.

Creatures and Characters: “Creatures” and “characters” are used synonymously in the power descriptions.

Augment: Many powers vary in strength depending on how many power points you put into them. The more power points you spend, the more powerful the manifestation. However, you can spend only a total number of points on a power equal to your manifestor level, unless you have an ability that increases your effective manifestor level.

Many powers can be augmented in more than one way. When the Augment section contains numbered paragraphs, you need to spend power points separately for each of the numbered options. When a paragraph in the Augment section begins with “In addition,” you gain the indicated benefit according to how many power points you have already decided to spend on manifesting the power.

PSION/WILDER POWERS

1ST-LEVEL PSION/WILDER POWERS

Astral Traveler: Enable yourself or another to join an astral caravan-enabled trip.

Attraction^A: Subject has an attraction you specify.

Bolt^A: You create a few enhanced short-lived bolts, arrows, or bullets.

Broker^A: You gain a +2 insight bonus to your next Diplomacy check.

Call to Mind^A: Gain additional Knowledge check with +4 competence bonus.

Catfall^A: Instantly save yourself from a fall.

Conceal Thoughts: You conceal your motives.

Control Flames^A: Take control of nearby open flame.

Control Light: Adjust ambient light levels.

Create Sound^A: Create the sound you desire.

Crystal Shard^A: Ranged touch attack for 1d6 points of piercing damage.

Deceleration^A: Target's speed is halved.

Déjà Vu^A: Your target repeats his last action.

Demoralize^A: Enemies become shaken.

Detect Psionics^A: You detect the presence of psionics.

Disable^A: Subjects incorrectly believe they are disabled.

Dissipating Touch^A: Your touch deals 1d6 damage.

Distract: Target gets –4 bonus on Perception and Sense Motive checks.

Ectoplasmic Sheen^A: Makes 10-ft. square or one object slippery.

Ecto Protection^A: An astral construct gains bonus against dismiss ectoplasm.

Empathy^A: You know the subject's surface emotions.

Empty Mind^A: You gain +2 on Will saves until your next action.

Energy Ray^A: Deal 1d6 energy (cold, electricity, fire, or sonic) damage.

Entangling Ectoplasm^A: You entangle a foe in sticky goo.

Far Hand^A: Move small objects at a limited distance.

Float^A: You buoy yourself in water or other liquid.

Force Screen^A: Invisible disc provides +4 shield bonus to AC.

Fortify^A: You gain a +2 resistance bonus on saves.

Hammer^A: Melee touch attack deals 1d8/round.

Inertial Armor^A: Tangible field of force provides you with +4 armor bonus to AC.

Know Direction and Location^A: You discover where you are and what direction you face.

Matter Agitation: You heat a creature or object.

Mind Thrust^A: Deal 1d10 damage.

Missive^A: Send a one-way telepathic message to subject.

My Light^A: Your eyes emit 40-ft. cone of light.

Precognition, Defensive^A: Gain +1 insight bonus to AC and saving throws.

Precognition, Offensive^A: Gain +1 insight bonus on your attack rolls.

Prescience, Offensive^A: Gain +2 insight bonus on your damage rolls.

Sense Link^A: You sense what the subject senses (single sense).

Skate^A: Subject slides skillfully along the ground.

Synesthete: You receive one kind of sense when another sense is stimulated.

Telepathic Projection^A: Alter the subject's mood.

Telepathic Lash^A: Humanoid creature of 4 HD or less loses next action.

Vigor^A: Gain 5 temporary hit points.

2ND-LEVEL PSION/WILDER POWERS

Bestow Power^A: Subject receives 2 power points.

Biofeedback^A: Gain damage reduction 2/–.

Body Equilibrium: You can walk on non-solid surfaces.

Breach: Opens locked or psionically sealed door.

Cleanse Body: Cure 1d4 points of temporary ability damage and remove fatigue.

Cloud Mind^A: You erase knowledge of your presence from target's mind.

Concealing Amorpha^A: Quasi-real membrane grants you concealment.

Concussion Blast^A: Deal 1d6 force damage to target.

Control Sound: Create very specific sounds.

Converse: You can communicate with intelligent creatures.

Defy Gravity: You move up and down via mental support.

Detect Hostile Intent: You can detect hostile creatures within 30 ft. of you.

Ego Whip^A: Deal 1d4 Cha damage and daze for 1 round.

Elfsight: Gain low-light vision, +2 bonus on vision-based Perception checks.

Energy Adaptation, Specified^A: Gain resistance 10 against one energy type.

Energy Push^A: Deal 2d6 damage and knock subject back.

Energy Stun^A: Deal 1d6 damage and stun target if it fails both saves.

Feat Leech^A: Borrow another's psionic or metapsionic feats.

Id Insinuation^A: Swift tendrils of thought disrupt and confuse your target.

Inflict Pain^A: Telepathic stab gives your foe –4 on attack rolls, or –2 if he makes the save.

Mental Disruption^A: Daze creatures within 10 feet for 1 round.

Metamorphosis, Minor^A: You can change your physical form to a minor degree.

Missive, Mass^A: You send a one-way telepathic message to an area.

Natural Linguist^A: Communicate even if you do not understand a language.

Psionic Lock: Secure a door, chest, or portal.

Recall Agony^A: Foe takes 2d6 damage.

Sense Link, Forced: Sense what subject senses.

Share Pain: Willing subject takes some of your damage.

Sustenance: Go without food and water for one day.

Swarm of Crystals^A: Crystal shards are sprayed forth doing 3d4 slashing damage.

Thought Shield^A: Gain PR 13 against mind-affecting powers.

3RD-LEVEL PSION/WILDER POWERS

Body Adjustment^A: You heal 1d12 damage.

Body Purification^A: You restore 2 points of ability damage.

Danger Sense^A: You gain +4 bonus against traps.

Dismiss Ectoplasm: Dissipates ectoplasmic targets and effects.

Dispel Psionics^A: Cancels psionic powers and effects.

Energy Bolt^A: Deal 5d6 energy damage in 120-ft. line.

Energy Burst^A: Deal 5d6 energy damage in 40-ft. burst.

Energy Retort^A: Ectoburst of energy automatically targets your attacker for 4d6 damage once each round.

Energy Wall: Create wall of your active energy type.

Eradicate Invisibility^A: Negate invisibility in 50-ft. burst.

Heightened Vision: See 60 ft. in total darkness.

Mental Barrier^A: Gain +4 deflection bonus to AC until your next action.

Mind Trap^A: Drain 1d6 power points from anyone who attacks you with a telepathy power.

Psionic Blast: Stun creatures in 30-ft. cone for 1 round.

Share Pain, Forced^A: Unwilling subject takes some of your damage.

Sharpened Edge: Doubles normal weapon's threat range.

Solicit Psicrystal^A: Your psicrystal takes over

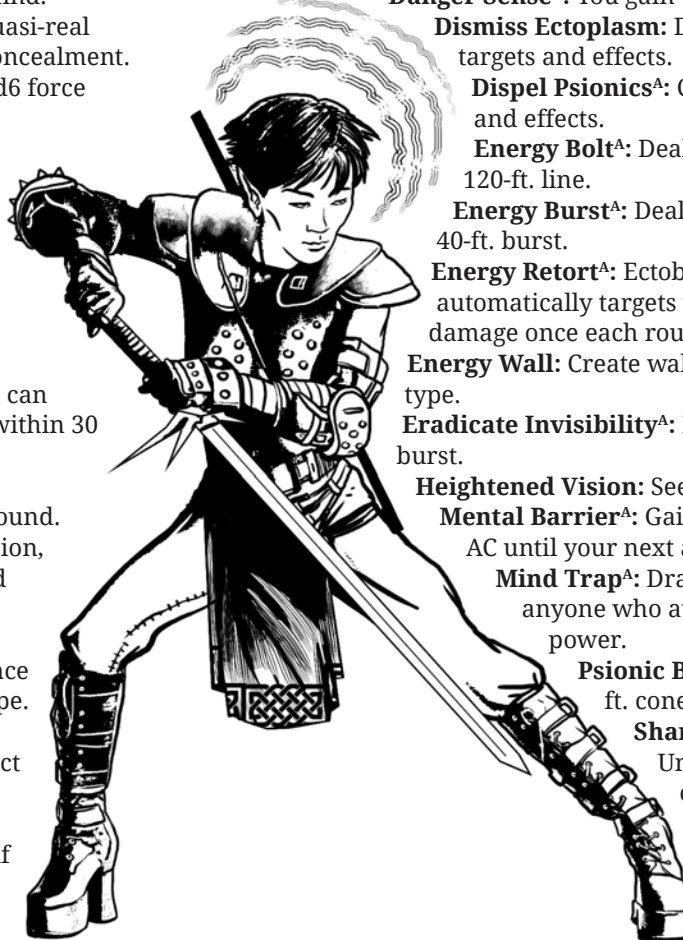
your concentration power.

Telekinetic Force^A: Move or hurl an object with the force of your mind.

Time Hop^A: Subject hops forward in time 1 round/level.

Touchsight^A: Your telekinetic field tells you where everything is.

Ubiquitous Vision: You have all-around vision.



4TH-LEVEL PSION/WILDER POWERS

Augured Answer: Provides useful advice for specific proposed action.

Aura Sight^A: Reveals creatures, objects, powers, or spells of selected alignment axis.

Correspond^A: Hold mental conversation with another creature at any distance.

Death Urge^A: Implant a self-destructive compulsion.

Detect Remote Viewing: You know when others spy on you remotely.

Empathic Feedback^A: When you are hit in melee, your attacker takes damage.

Energy Adaptation^A: Your body converts energy to harmless light.

Fold Space^A: Teleports you short distance.

Intellect Fortress^A: Those inside fortress take only half damage from all powers and psi-like abilities until your next action.

Mindwipe^A: Subject's recent experiences wiped away, bestowing negative levels.

Personality Parasite: Subject's mind calves self-antagonistic splinter personality for 1 round/level.

Power Leech: Drain 1d6 power points/round while you maintain concentration; you gain 1/round.

Psychic Reformation^A: Subject can choose skills, feats, and powers anew for previous levels.

Slip the Bonds: You cannot be held or otherwise rendered immobile.

Telekinetic Maneuver^A: Telekinetically bull rush, disarm, grapple, or trip your target.

Trace Psychoport^A: Learn destination of subject's *teleport* or *psychoport*.

Wall of Ectoplasm: You create a protective barrier.

5TH-LEVEL PSION/WILDER POWERS

Adapt Body: Your body automatically adapts to hostile environments.

Catapsi^A: Psychic static inhibits power manifestation.

Ectoplasmic Creation, Major: As *ectoplasmic creation*, plus stone and metal.

Ectoplasmic Shambler: Fog-like predator deals 1 point of damage/two levels each round to an area.

Incarnate: Make some powers permanent.

Leech Field^A: Leech power points each time you make a saving throw.

Pierce the Veils: See all things as they really are.

Planar Travel: Travel to other planes.

Power Resistance: Grant PR equal to 12 + level.

Psychic Crush^A: Brutally crush subject's mental essence, reducing subject to -1 hit points.

Shatter Mind Blank^A: Cancels target's *mind blank* effect.

Tower of Iron Will^A: Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.

6TH-LEVEL PSION/WILDER POWERS

Aura Alteration^A: Repairs psyche or makes subject seem to be something it is not.

Breath of the Black Dragon^A: Breathe acid for 11d6 damage.

Co-opt Concentration: Take control of foe's concentration power.

Disintegration^A: Turn one creature or object to dust.

Fuse Flesh^A: Fuse subject's flesh, creating a helpless mass.

Remote View Trap: Deal 8d6 points electricity damage to those who seek to view you at a distance.

Retrieve^A: Teleport to your hand an item you can see.

Suspend Life: Put yourself in a state akin to suspended animation.

Sustained Flight: You fly at a speed of 40 ft. and can hustle over long distances.

Temporal Acceleration^A: Your time frame accelerates for 1 round.

Trigger Power: Sets trigger condition for another power.

7TH-LEVEL PSION/WILDER POWERS

Barred Mind, Personal^A: You are immune to scrying and remote viewing and gain a bonus to mental effects.

Bend Reality: Alters reality within power limits.

Cosmic Awareness^A: You gain insight bonus on single attack roll, check, or save.

Decerebrate: Remove portion of subject's brain stem.

Divert Teleport: Choose destination for another's *teleport*.

Energy Conversion: Offensively channel energy you've absorbed.

Energy Wave^A: Deal 13d6 damage of your active energy type in 120-ft. cone.

Ensconce: Subject invisible to sight and remote viewing; renders subject comatose.

Ethereal Passage: Invisible passage through wood or stone.

Evade Burst^A: You take no damage from a burst on a successful Reflex save.

Oak Body^A: Your body becomes as hard as oak.

Psychosis^A: Subject is permanently *confused*.

Ultrablast^A: Deal 13d6 damage in 15-ft. radius.

8TH-LEVEL PSION/WILDER POWERS

Barred Mind^A: Subject immune to scrying and remote viewing and gains bonus to mental effects.

Body of Iron: Your body becomes living iron.

Matter Manipulation: Increase or decrease an object's base hardness by 5.

Psychoport, Greater: As *psychoport*, but no range limit and no off-target arrival.

Recall Death: Subject dies or takes 5d6 damage.

Shadow Body: You become a living shadow (not the creature).

True Metabolism: You regenerate 10 hit points/round.

9TH-LEVEL PSION/WILDER POWERS

Affinity Field: Effects that affect you also affect others.

Apopsi: You delete target's psionic powers.

Assimilate: Incorporate creature into your own body.

Ethereal Form, Greater: Become ethereal for 1 min./level.

Microcosm^A: Creature or creature lives forevermore in world of his own imagination.

Reality Revision: As *bend reality*, but fewer limits.

Timeless Body: Ignore all harmful, and helpful, effects for 1 round.

Unravel Psionics: Completely unravel psionic effects and suppress psionic items in the area.

PSION DISCIPLINE POWERS

EGOIST (PSYCHOMETABOLISM) DISCIPLINE POWERS

1 Metamorphosis, Minor^A: Change your physical form to a minor degree.

Natural Healing^A: Heal 3 hit points of damage.

Thicken Skin^A: Gain +1 enhancement bonus to your AC for 10 min./level.

2 Animal Affinity^A: Gain +4 enhancement to one ability.

Chameleon^A: Gain +10 enhancement bonus on Hide checks.

Empathic Transfer^A: Transfer another's wounds to yourself.

3 Ectoplasmic Form: You gain benefits of being insubstantial and can fly slowly.

Hustle: Instantly gain a move action.

Metamorphosis^A: Change your physical form.

4 Psychic Drain: Touch attack drains 2 power points/level from foe.

5 Psionic Revivify^A: Return the dead to life before the psyche leaves the corpse.

Psychofeedback^A: Boost Strength, Dexterity, or Constitution at the expense of one or more other scores.

Restore Extremity: Return a lost digit, limb, or other appendage to subject.

6 Cleanse Spirit^A: Restores level and ability score drains.

Metamorphosis, Greater^A: Radically change your physical form.

7 Fission: You briefly duplicate yourself.

8 Fusion: You combine your abilities and form with another.

9 Metamorphosis, True: Gain incredible versatility in shapeshifting.

KINETICIST (PSYCHOKINESIS) DISCIPLINE POWERS

1 Control Object^A: Telekinetically animate a small object.

2 Control Air^A: You have control over wind speed and direction

Energy Missile^A: Deal 3d6 energy damage to up to five subjects.

3 Energy Cone^A: Deal 5d6 energy damage in 60-ft. cone.

4 Control Body^A: Take rudimentary control of your foe's limbs.

Energy Ball^A: Deal 7d6 energy damage in 20-ft. radius.

Inertial Barrier: Gain DR 5/-.

5 Energy Current^A: Deal 9d6 damage to up to two foes as long as you concentrate.

Fiery Discorporation^A: Cheat death by discorporating into nearby fire for one day.

6 Dispelling Buffer: Subject is buffered from one *dispel psionics* effect.

Null Psionics Field: Create a field where psionic power does not function.

7 Reddopsi: Powers targeting you rebound on manifester.

8 Psychokinetic Sphere: Mobile force globe encapsulates creature and moves it.

9 Tornado Blast^A: Vortex of air subjects your foes to 17d6 damage and moves them.

NOMAD (PSYCHOPORTATION) DISCIPLINE POWERS

1 Burst^A: Gain +10 ft. to speed this round.

Detect Teleportation^A: Know when teleportation powers are used in close range.

2 Dimension Swap^A: You and ally or two allies switch positions.

3 Astral Caravan^A: You lead *astral traveler*-enabled group to a planar destination.

4 Expulsion: Forces a creature to return to its native plane.

Flight: You fly at a speed of 60 ft.

Wrench: Bars extra-dimensional movement.

5 Baleful Teleport^A: Destructive teleport deals 9d6 damage.

Psychoport^A: Instantly transports you as far as 100 miles/level.

Psychoport Trigger: Predetermined event triggers *psychoport*.

6 Banish: Banishes extraplanar creatures.

7 Dream Travel^A: Travel to other places through dreams.

Ethereal Form: Become ethereal for 1 round/level.

8 Time Hop, Mass^A: Willing subjects hop forward in time.

9 Psychoportation Circle: Circle teleports any creatures inside to designated spot.

Time Regression: Relive the last round.

SEER (CLAIRSENTIENCE) DISCIPLINE POWERS

1 Destiny Dissonance: Your dissonant touch sickens a foe.

Precognition: Gain +2 insight bonus to one roll.

2 Clairvoyant Sense: See and hear a distant location.

Object Reading^A: Learn details about an object's previous owner.

Sensitivity to Psychic Impressions: You can find out about an area's past.

- 3 **Escape Detection:** You become difficult to detect with clairsentience powers.

Fate Link^A: You link the fates of two targets.

- 4 **Anchored Navigation^A:** Establish a mishap-free *teleport* beacon.

Remote Viewing^A: See, hear, and potentially interact with subjects at a distance.

- 5 **Clairtangent Hand^A:** Emulate *far hand* at a distance.

Second Chance^A: Gain a reroll.

- 6 **Precognition, Greater:** Gain +4 insight bonus to one roll.

- 7 **Fate of One:** Reroll any roll you just failed.

- 8 **Hypercognition:** You can deduce almost anything.

- 9 **Metafaculty:** You learn details about any one creature.

SHAPER (METACREATIVITY) DISCIPLINE POWERS

- 1 **Astral Construct^A:** Creates astral construct to fight for you.

Ectoplasmic Creation: Creates one cloth or wood object.

- 2 **Reconstruction:** Repairs construct of 3d8 hit points +1 hp/level.

- 3 **Concealing Amorpha, Greater:** Quasi-real membrane grants you total concealment.

Ectoplasmic Cocoon^A: You encapsulate a foe so it can't move.

- 4 **Modify Matter:** Transforms raw goods to finished items.

Quintessence: You collapse a bit of time into a physical substance.

- 5 **Hail of Crystals^A:** A crystal explodes in an area, dealing 9d4 slashing damage.

- 6 **Crystallize:** Turn subject permanently to crystal.

Modify Matter, Greater: Transforms a lot of raw goods to finished items.

- 7 **Ectoplasmic Cocoon, Mass^A:** You encapsulate all foes in a 20-ft. radius.

- 8 **Astral Seed:** You plant the seed of your rebirth from the Astral Plane.

- 9 **Genesis:** You instigate a new demiplane on the Astral Plane.

True Creation: As *major ectoplasmic creation*, except items are completely real.

TELEPATH (TELEPATHY) DISCIPLINE POWERS

- 1 **Empathic Connection^A:** Makes one person your friend.

Mindlink^A: You forge a limited mental bond with another creature.

- 2 **Aversion^A:** Subject has aversion you specify.

Brain Lock^A: Subject cannot move or take any mental actions.

Compelling Voice^A: Compels subject to follow stated course of action.

Read Thoughts^A: Detect surface thoughts of creatures in range.

- 3 **Crisis of Breath^A:** Disrupt subject's breathing.

Empathic Transfer, Hostile^A: Your touch transfers your hurt to another.

False Sensory Input^A: Subject sees what isn't there.

- 4 **Memory Modification:** Changes 5 minutes of subject's memories.

Mind Control^A: Control target telepathically.

Mindlink, Thieving^A: Borrow knowledge of a subject's power.

Schism: Your partitioned mind can manifest lower level powers.

- 5 **Metaconcert^A:** Mental concert of two or more increases the total power of the participants.

Mind Probe^A: You discover the subject's secret thoughts.

- 6 **Mind Switch^A:** You switch minds with another.

- 7 **Crisis of Life^A:** Stop subject's heart.

- 8 **Mind Seed:** Subject slowly becomes you.

- 9 **Mind Switch, True:** A permanent brain swap.

Psychic Chirurgery: You repair psychic damage or impart knowledge of new powers.

PSYCHIC WARRIOR POWERS

1ST-LEVEL PSYCHIC WARRIOR POWERS

Astral Traveler: Enable yourself or another to join an *astral caravan*-enabled trip.

Biofeedback^A: Gain DR 2/–.

Bite of the Wolf^A: Gain bite attack for 1d8 damage.

Burst^A: Gain +10ft. to speed this round.

Call Weaponry^A: Create temporary weapon.

Catfall^A: Instantly save yourself from a fall.

Chameleon^A: Gain +10 enhancement bonus on Stealth checks.

Claws of the Beast^A: Your hands become deadly claws.

Compression^A: You grow smaller.

Conceal Thoughts: You conceal your motives.

Detect Psionics: You detect the presence of psionics.

Dissipating Touch^A: Touch deals 1d6 damage.

Distract^A: Subject gets –4 on Perception and Sense Motive checks.

Elfsight: Gain low-light vision, +2 bonus on Perception checks, and notice secret doors.

Empty Mind^A: Gain +2 on Will saves until your next action.

Expansion^A: Become one size category larger.

Float^A: Buoy yourself in water or other liquid.

Force Screen^A: Invisible disc provides +4 shield bonus to AC.

Fortify^A: You gain a +2 resistance bonus on saves.

Grip of Iron^A: Your iron grip gives +4 bonus on grapple checks.

Hammer^A: Melee touch attack deals 1d8/round.

Inertial Armor^A: Tangible field of force provides you with +4 armor bonus to AC.

Metaphysical Claw^A: Your natural weapon gains +1 bonus.

Metaphysical Weapon^A: Weapon gains +1 bonus.

My Light^A: Your eyes emit 40-ft. cone of light.

Precognition, Defensive^A: Gain +1 insight bonus to AC and saving throws.

Precognition, Offensive^A: Gain +1 insight bonus on your attack rolls.

Prescience, Offensive^A: Gain +2 insight bonus on your damage rolls.

Prevenom^A: Your claws gain a poison coating.

Prevenom Weapon^A: Your weapon is mildly venomous.

Skate^A: Subject slides skillfully along the ground.

Stomp^A: Subjects fall prone and take 1d4 nonlethal damage.

Synesthete: You receive one kind of sense when another sense is stimulated.

Thicken Skin^A: Gain +1 enhancement bonus to your AC for 10 min./level.

Vigor^A: Gain 5 temporary hit points.

2ND-LEVEL PSYCHIC WARRIOR POWERS

Animal Affinity^A: Gain +4 enhancement to one ability.

Body Adjustment^A: Heal 1d12 damage.

Body Equilibrium: You can walk on nonsolid surfaces.

Body Purification^A: Restore 2 points of ability damage.

Concealing Amorpha^A: Quasi-real membrane grants you concealment.

Defy Gravity: You move up and down, forward and back, via mental support.

Detect Hostile Intent: You can detect hostile creatures within 30 ft. of you.

Dimension Swap^A: You and an ally switch positions.

Dissolving Touch^A: Your touch deals 4d6 acid damage.

Dissolving Weapon^A: Your weapon deals 4d6 acid damage.

Empathic Transfer^A: Transfer another's wounds to yourself.

Energy Adaptation, Specified^A: Gain resistance 10 to one energy type.

Feat Leech^A: Borrow another's psionic or metapsionic feats.

Heightened Vision: See 60 ft. in total darkness.

Hustle: Instantly gain a move action.

Painful Strike^A: Your natural weapons deal an extra 1d6 nonlethal damage.

Prowess: Instantly gain another attack of opportunity.

Psionic Scent: Gain the scent ability.

Psionic Lion's Charge^A: You can make full attack in same round you charge.

Strength of My Enemy^A: Siphon away your enemy's strength and grow stronger.

Sustenance: You can go without food and water for one day.

Thought Shield^A: Gain PR 13 against mind-affecting powers.

Wall Walker: Grants ability to walk on walls and ceilings.

3RD-LEVEL PSYCHIC WARRIOR POWERS

Claws of the Vampire: Heal half of your claw's base damage.

Concealing Amorpha, Greater: Quasi-real membrane grants you total concealment.

Danger Sense^A: Gain +4 bonus against traps.

Dimension Slide^A: Teleports you very short distance.

Duodimensional Claw: Increases your natural weapon's threat range.

Ectoplasmic Form: You gain benefits of being insubstantial and can fly slowly.

Empathic Feedback^A: When you are hit in melee, your attacker takes damage.

Empathic Transfer, Hostile^A: Your touch transfers your hurt to another.

Escape Detection: You become difficult to detect with clairsentience powers.

Evade Burst^A: You take no damage from a burst on a successful Reflex save.

Exhalation of the Black Dragon^A: Your acid breath deals 3d6 damage to a close target.

Graft Weapon: Your hand is replaced seamlessly by your weapon.

Mental Barrier^A: Gain +4 deflection bonus to AC until your next action.

Sharpened Edge: Doubles normal weapon's threat range.

Ubiquitous Vision: You have all-around vision.

Vampiric Blade: You heal half of your base weapon damage.

4TH-LEVEL PSYCHIC WARRIOR POWERS

Claw of Energy: Your claws deal additional energy damage.

Energy Adaptation^A: Your body converts energy to harmless light.

Fold Space^A: Teleports you short distance.

Immovability: You are almost impossible to move and gain DR 15/-.

Inertial Barrier: Gain DR 5/-.

Psionic Drain: Touch attack drains 2 power points/level from foe.

Slip the Bonds: You cannot be held or otherwise rendered immobile.

Steadfast Perception: Gain immunity to illusory effects, +6 bonus on Perception checks.

Truevenom: Your natural weapons are covered in horrible poison.

Truevenom Weapon: Your weapon is horribly poisonous.

Weapon of Energy: Weapon deals additional energy damage.

5TH-LEVEL PSYCHIC WARRIOR POWERS

Adapt Body: Your body automatically adapts to hostile environments.

Catapsi^A: Psychic static inhibits power manifestation.

Metaconcert^A: Mental concert of two or more increases the total power of the participants.

Oak Body^A: Your body becomes as hard as oak.
Psychofeedback^A: Boost Str, Dex, or Con at the expense of one or more other scores.

6TH-LEVEL PSYCHIC WARRIOR POWERS

Barred Mind, Personal^A: You are immune to scrying and mental effects.

Body of Iron: Your body becomes living iron.

Breath of the Black Dragon^A: Breathe acid for 11d6 damage.

Dispelling Buffer: You are buffered from one *dispel psionics* effect.

Form of Doom^A: You transform into a frightening tentacled beast.

Suspend Life: Put yourself into a state akin to suspended animation.

POWERS

The powers presented below are in alphabetical order, with the exception of those whose names begin with a qualifier (see Order of Presentation, above).

Adapt Body

Discipline: Psychometabolism

Level: Psion/wilder 5, psychic warrior 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9

Your body automatically adapts to hostile environments. You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature native to that environment. You can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and you take no damage simply from being in that environment. You need not specify what environment you are adapting to when you manifest this power; simply activate it, and your body will instantly adapt to any hostile environment as needed throughout the duration.

You can somewhat adapt to extreme environmental features such as acid, lava, fire, and electricity. Any environmental feature that normally directly deals 1 or more dice of damage per round deals you only half the usual amount of damage.

Affinity Field

Discipline: Psychometabolism

Level: Psion/wilder 9

Display: Material and visual

Manifesting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: Fortitude negates (potentially

harmless); **Power Resistance:** Yes

Power Points: 17

You create an affinity feedback loop with all creatures within the area. While the duration lasts, affected creatures take all damage (including ability damage) as you do and heal all wounds as you do. Hit points gained or lost persist after this power ends.

Creatures in range are also subject to magical and psionic effects of 3rd level or lower. Creatures that have an affinity to you gain a saving throw against each new power transferred through the *affinity field* as if the power were manifested upon them normally. All magical and psionic effects transferred to subjects fade at the end of this power's duration, although instantaneous effects remain. If you suddenly become immune to a particular effect or power, the effect or power to which you are immune cannot be transferred to creatures that have affinity to you, although effects already on creatures that have affinity to you are not ended unless that creature also gains the same immunity.

Anchored Navigation

Discipline: Clairsentience

Level: Seer 4

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 7

You know where you are in relation to a fixed starting point, which is essential for setting up a mishap-free *teleport* beacon. While the duration lasts, you are aware of your exact distance and route (physical or psychoportive) back to a fixed starting point. The “anchored” starting point is your exact location when you manifest the power. To designate other anchored starting points, you must manifest this power multiple times and be present at the desired locations when you do so.

You can also retrace your steps through a maze automatically while the power lasts, without resorting to a map.

Anchored navigation grants you a *mindlink* with one designated creature who remains within a 60-foot radius of the starting point, regardless of the distance between you and the creature. The use of *anchored navigation* is confined to the plane of existence where you manifest it.

Augment: If you spend 6 additional power points, the effect of this power extends across all planar boundaries.

Animal Affinity

Discipline: Psychometabolism

Level: Egoist 2, psychic warrior 2

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 3

You forge a psychometabolic affinity with an idealized animal form, thereby boosting one of your ability scores (choose either Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). The power grants a +4 enhancement bonus to the ability score you choose, adding the usual benefits provided by a high ability bonus. Because you are emulating the idealized form of an animal, you also take on minor aspects of the animal you choose. If you choose to increase the ability you use to manifest powers, you do not gain the benefit of an increased ability score long enough to gain any bonus power points for a high ability score, but the save DCs of your powers increase for the duration of this power.

Augment: For every 5 additional power points you spend, this power grants a +4 enhancement bonus to another ability score.

Apospi

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 9

Display: Auditory, material, and visual

Manifesting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living psionic creature

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text; **Power**

Resistance: Yes

Power Points: 17

By using this power, you delete 1d4 powers or spells permanently from the subject's mind. You specify the level of each power or spell, and the DM randomly determines which of the subject's powers or spells is actually deleted. After 24 hours, the target may make an additional Fortitude save to negate the effect. *Psychic surgery* or *reality revision* can be used to restore the lost powers or spells, but it must be performed within 1 week of losing the powers or spells. The deleted powers or spells no longer count against the subject's powers or spells known the next time they gain a level.

Assimilate

Discipline: Psychometabolism

Level: Psion/wilder 9

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Touch

Target: One living creature touched

Duration: Instantaneous and 1 hour; see text

Saving Throw: Fortitude half; **Power Resistance:** Yes

Power Points: 17

Your pointing finger turns black as obsidian. A creature touched by you is partially assimilated into your form and takes 20d6 points of damage. Any creature reduced to 0 or fewer hit points by this power is killed, entirely assimilated into your form, leaving behind only a trace of fine dust. An assimilated creature's equipment is unaffected.

A creature that is partially assimilated into your form (that is, a creature that has at least 1 hit point following your use of this power) grants you a number of temporary hit points equal to half the damage you dealt for 1 hour. Temporary hit points gained by assimilating multiple creatures, like all temporary hit points, do not stack.

A creature that is completely assimilated grants you a number of temporary hit points equal to the hit points it had prior to your attack. If the assimilated creature knows psionic powers, you gain knowledge of one of its powers for 1 hour (chosen randomly). You gain some semblance of a creature you completely assimilate for 1 hour, granting you a +10 bonus on Disguise checks made to appear as that creature during that time. You also gain a bonus to your ability scores for 1 hour for completely assimilating creatures based upon the creature's relative hit dice related to yours as shown on the chart below.

Target's HD Compared to Manifester	Bonus
9 or more greater	+4 to all ability scores
5 to 8 greater	+4 to 5 ability scores
1 to 4 greater	+4 to 4 ability scores
Equal	+4 to 3 ability scores
1 to 4 lower	+4 to 2 ability scores
5 to 8 lower	+4 to 1 ability score
9 or more lower	No bonuses to ability scores

Astral Caravan

Discipline: Psychoportation

Level: Nomad 3

Display: None

Manifesting Time: 1 hour

Range: Personal

Targets: You and touched willing creatures

Duration: See text

Power Points: 5

You lead a caravan into the Astral Plane, leaving the Material Plane behind. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you wish, but only if you know your way (see below).

You can bring other willing creatures with you, provided that these subjects have each manifested *astral traveler* and are linked hand to hand with you at the time of the *astral caravan's* manifestation. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you

PURELY MENTAL ACTIONS

Several effects deal with the ability to perform purely mental actions, such as manifesting powers. In addition to manifesting, a purely mental action could be casting a spell that has no verbal or somatic components. Spells that do **not** require manipulation of a material component could also fall into the category of purely mental actions.

during the journey that causes you to break hand-to-hand contact, your companions are stranded wherever you leave them. Because the planes are a dangerous place, those who lead *astral caravans* usually choose to manifest this power only if they have a large party of travelers assembled. Sometimes groups of lower-level adventurers may hire you to lead forays beyond the Material Plane.

The *astral caravan* power lasts while you and your fellow travelers maintain your original formation, until (1) you reach your intended destination plane, (2) you desire to end the power while still traversing the Astral Plane, (3) you or anyone traveling with you breaks the hand-to-hand chain connecting the travelers for 2 consecutive rounds, or (4) the power is terminated by some outside means, such as *dispel psionics*. When the power ends, you and your fellow travelers halt in whatever portion of the Astral Plane you happen to be traversing (the Astral Plane is in many ways subjective in location; in any event, one place on the Astral looks much like any other).

While you are traveling through the Astral Plane, those natives who happen to glimpse you and your fellow travelers perceive you to be moving at a speed of 30 feet (you can't run), with you flying in the lead and your fellow travelers strung out behind you, each linked to the next by one hand.

Depending on your knowledge of the planes, your journey through the subjective space that is the Astral Plane may take a longer or shorter period of time. For each 24 hours you travel, make a Knowledge (planes) check. Unless a location is particularly hard to find and well guarded, or conversely easy to find and well advertised, the average DC for an *astral caravan* journey should be set at 20. You cannot take 20 on this check, though you can take 10. Each check may be modified by your degree of familiarity with the destination or by some connection you have with the place; see the following tables.

Each successful check indicates that you are one step closer to your goal. To finally arrive at your location, you must succeed on six checks within a span of 12 days. (If you fail to make six successful checks within the first 12 days, you can continue to make one check per day until you get the requisite six successes within a span of 12 consecutive days). When you successfully make the requisite number of checks, the journey ends, and you appear on your chosen plane within 10–1,000 (1d% x 10) miles of your intended destination on that plane.

Augment: If you spend 2 additional power points, this power weaves a quasi-real filmy membrane around yourself and all those adjacent to each other in the caravan (being linked by hand is not required if this membrane is used). You remain visible within the translucent, amorphous enclosure. You can pick up or drop willing passengers, easily reaching through the film. Anything you hold is enveloped by the film. Any attacks made through the enclosure in either direction have a 25% miss chance due to the rippling membrane.

Knowledge (planes)	
Destination Knowledge	Check Modifier
None*	n/a
Secondhand (you have heard of the destination)	–10
Firsthand (you have visited before)	+0
Familiar (you have visited three or more times)	+5

*If you have no direct knowledge of your destination, you must have some connection to it in order to travel there; see below.

Knowledge (planes)	
Connection	Check Modifier
Likeness or picture of destination	+2
Object from destination	+4
Planar Cartographer's map of destination	+10

When you manifest this power in its augmented form, your apparent speed to those observing on the Astral Plane is 40 feet, and you can make a Knowledge (planes) check once every 12 hours to attempt to make it to your destination (six successful checks within 12 consecutive days still sees you to your desired goal).

Astral Construct

Discipline: Metacreativity (Creation)

Level: Shaper 1

Display: Visual; see text

Manifesting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One created astral construct

Duration: 1 round/level (D)

Saving Throw: None; **Power Resistance:** No

Power Points: 1

This power creates one 1st-level astral construct of solidified ectoplasm that attacks your enemies. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. As a free action, you can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The astral construct acts normally on the last round of the power's duration and dissipates at the end of its turn.

Astral constructs are not summoned; they are created on the plane you inhabit (using ectoplasm drawn from the Astral Plane). Thus, they are not subject to effects that hedge out or otherwise affect outsiders; they are constructs, not outsiders.

Augment: For every 2 additional power points you spend, the level of the astral construct increases by one.

Astral Seed

Discipline: Metacreativity

Level: Shaper 8

Display: Material; see text

Manifesting Time: 10 minutes

Range: 0 ft.

Effect: One storage crystal

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** No

Power Points: 15

This power weaves strands of astral ectoplasm into a crystal containing the seed of your living mind (hardness 1 and 1 hit point). You can have only one *astral seed* in existence at any one time. Until such time as you perish, the *astral seed* (also called the storage crystal) is utterly inert. If you are slain at some later date, your soul transfers into the storage crystal, which begins to dimly glow.

Upon transference, your physical remains (should they still exist) become inert matter and cannot thereafter be restored to life. The transfer from the slain body to the *astral seed* works over any distance, physical or extradimensional.

Once your body's physical demise activates the storage crystal, you have the abilities of a psicrystal of the appropriate level, plus all the powers you knew and the maximum power points you possessed when *astral seed* was manifested—but you also have a negative level that cannot be healed and that does not convert to real level loss in your current crystalline form. You have thirty days to grow an organic body, after which time your sentience fades and your soul passes on if it hasn't entered a new body.

To grow a body, you (in the storage crystal) must spend ten days in uninterrupted solitude. The body's constituent parts are pulled as ectoplasm from the Astral Plane, then slowly molded and transformed into a living, breathing body that is an exact duplicate of your body at the time you manifested *astral seed* (the crystal itself breaks down and becomes a part of the new organic body). When the tenth day ends, you completely and totally inhabit the new body. You possess all the abilities you possessed when *astral seed* was manifested, but you have none of your equipment. You still suffer a negative level that does not fade unless removed by means such as *restoration*.

If the body is struck for any amount of damage during the ten-day period when it is growing, it is destroyed and your soul passes on.

Conceivably, you could manifest *mind switch* to utilize a temporary body, but only an evil creature would smash his own temporarily empty storage crystal to permanently usurp a subject's organic body (unless the subject is itself irredeemably evil).

Astral Traveler

Discipline: Psychoportation

Level: Psion/wilder 1, psychic warrior 1

Display: None

Manifesting Time: 1 hour

Range: Touch

Target: Creature touched

Duration: See text

Saving Throw: Will negates (harmless); **Power**

Resistance: Yes (harmless)

Power Points: 1

This power allows you or a creature you touch to participate in an astral caravan created through use of the *astral caravan* power. While participating in a journey allowed by the *astral caravan* power, you must hold the hand of both your fellow passenger ahead of you (or the caravan leader) and your fellow passenger behind you (unless you happen to be the last in the hand-linked line). If you or any one of your fellow passengers breaks the hand-to-hand link for 2 consecutive rounds, the impetus through the Astral Plane provided by *astral caravan* fails. See the *astral caravan* power for more information.

All those who are part of the caravan who are capable of performing purely mental actions, such as manifesting a power, may do so while maintaining hand-to-hand contact with their fellow travelers. When astral travelers begin their journey, each one is connected to the Material Plane by an insubstantial silvery cord. Very few weapons exist that can damage a silvery cord.

The last creature in the line of those making up the caravan is sometimes referred to as the rear guard, because he or she has one hand free and can use it to wield a weapon without relinquishing his or her grip on the next traveler in line. The weightless, subjective environment of the Astral Plane allows the caravan to flex and bend as necessary to bring the rear guard's weapon to bear.

Attraction

Discipline: Telepathy (Charm) [Mind-Affecting]

Level: Psion/wilder 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/level

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 1

You plant a compelling attraction in the mind of the subject. The attraction can be toward a particular person or an object. The subject will take reasonable steps to meet, get close to, attend, or find the object of its implanted attraction. For the purpose of this power, "reasonable" means that, while attracted, the subject doesn't suffer from blind obsession. He will act on this attraction only when not engaged in combat. The subject won't perform obviously suicidal actions. He can still recognize danger but will not flee unless the threat is immediate. If you make the subject feel an attraction to yourself, you can't command him indiscriminately, although he will be willing to listen to you (even if he disagrees). This power grants you a +4 bonus on any

interaction checks you make involving the subject (such as Bluff, Diplomacy, Intimidate, and Sense Motive).

Augment: For every 2 additional power points you spend, this power's save DC increases by 1 and the bonus on interaction checks increases by 1.

Augured Answer

Discipline: Clairsentience

Level: Psion/wilder 4

Display: Mental and visual

Manifesting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 7

You can predict a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice augured can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct answer is 70% + 1% per manifester level, to a maximum of 90%. If the die roll fails, you know the attempt failed, unless specific effects yielding false information are at work.

Multiple attempts about the same topic by the same manifester use the same dice result as the first attempt and yield the same answer each time.

Aura Alteration

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 6

Display: Material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One willing creature

Duration: 10 min./level or instantaneous; see text

Power Points: 11

You can use this power in one of two ways: to disguise the subject's aura (alignment) and level, or to remove a compulsion or charm effect from the subject.

Disguise: If you use this power to disguise the subject's alignment and level, the power has a duration of 10 minutes per level. You can change the subject's alignment by only one step. You can adjust the subject's apparent level up or down by a number equal to one-half your own level (rounded down) or less.

Remove Compulsion: If you use this power to attempt to cleanse the subject's aura of a baleful or controlling effect, the duration is instantaneous. This power can remove the compulsion of a curse or a *geas/quest* effect. It can also negate any charm and compulsion powers or spells of 6th level or lower, such as *crisis of breath* or *death urge*. When *aura alteration* is manifested for this purpose, the subject gains another saving throw to remove the compulsion afflicting it against the original save DC, but with a +2 bonus.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, the duration of the disguise aura increases by 10 minutes.

2. If you spend 2 additional power points, the subject's alignment shifts an additional step; if you spend 4 additional power points, the subject's alignment changes to its opposite.

3. For every 3 additional power points you spend, the bonus to the save DC is increased by 1.

Aura Sight

Discipline: Clairsentience

Level: Psion/wilder 4

Display: Visual

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation centered on you

Duration: Concentration, up to 10 min./level

Saving Throw: None; **Power Resistance:** No

Power Points: 7

You discern auras. Auras are invisible to the naked eye, but to a psionic viewer manifesting this power they appear as glowing halos or envelopes of colored light that surround all objects. The color of each aura reveals information to the psionic character. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence of good and evil auras in the area. You can't pin an aura to a particular object or individual at this stage; instead, you see a colored haze suffusing the area. (This power can detect lawful and chaotic auras as well, but doing so requires a separate manifestation that focuses only on that alignment axis.)

2nd Round: Number of auras (creatures, objects, powers, or spells) in the area. You know how many auras are in the area, even though each aura doesn't resolve to its actual location quite yet.

3rd Round: The owner of each aura is revealed, unless the individual is outside your line of sight. If a creature whose aura you detect has 5 or more Hit Dice than you do, you are overwhelmed by its presence and dazed for 1 round, and the power ends.

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet.

Aversion

Discipline: Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 2

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/level

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 3

You plant a powerful aversion in the mind of the subject. If the object of the implanted aversion is an individual or a physical object, she will prefer not to approach within 30 feet of it. If it is a word, she will try not to utter it; if it is an action, she will not willingly attempt to perform it; and if it is an event, she will not

willingly attend it. The subject will take reasonable steps to avoid the object of its aversion, but will not put herself in jeopardy by doing so.

If the subject is forced into taking an action she has an aversion to, she takes a –2 penalty on any attack rolls, ability checks, or skill checks involved.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1 and the duration increases by 1 hour.

Baleful Teleport

Discipline: Psychoportation (Teleportation)

Level: Nomad 5

Display: Material and visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corporeal creature

Duration: Instantaneous

Saving Throw: Fortitude half; **Power Resistance:** Yes

Power Points: 9

You psychoportively disperse minuscule portions of the subject, dealing 9d6 points of damage. Targets can be protected from the effects of this power by *wrench*.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points. For each extra 2d6 points of damage, this power's save DC increases by 1 and your manifester level increases by 1 for the purpose of overcoming power resistance.

Banish

Discipline: Psychoportation

Level: Nomad 6

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more extraplanar creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 11

You force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per manifester level can be banished.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1 and your manifester level increases by 1 for the purpose of overcoming power resistance.

Barred Mind

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 8

Display: Olfactory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: One day

Saving Throw: Will negates (harmless); **Power**

Resistance: Yes (harmless)

Power Points: 15

The subject is protected from all devices, powers, and spells that gather information about the target through divination powers or magic (such as *detect evil*, *locate creature*, *scry*, and *see invisible*). *Barred mind* also grants a +8 resistance bonus on saving throws against all mind-affecting powers, spells, and effects. *Barred mind* even foils *bend reality*, *limited wish*, *miracle*, *reality revision*, and *wish* spells when they are used in such a way as to gain information about the target. In the case of *remote viewing* or *scrying* that scans an area the creature is in, such as *arcane eye*, the effect works but the creature simply isn't detected. *Remote viewing* (scrying) attempts that are targeted specifically at the subject do not work at all.

Augment: For every two power points spent, the resistance bonus increases by 1.

Barred Mind, Personal

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 7, psychic warrior 6

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: One day

Power Points: Psion/wilder 13, psychic warrior 11

As *barred mind*, except as noted here.

Bend Reality

Discipline: Clairsentience

Level: Psion/wilder 7

Display: Visual

Manifesting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text; **Power Resistance:** Yes

Power Points: 13

Bend reality lets you create nearly any type of effect. For example, *bend reality* can do any of the following:

- Duplicate any psion/wilder power of 6th level or lower, provided the power is on the psion/wilder power list or your discipline power list (if any).
- Duplicate any other power (but not a spell) of 5th level or lower, provided the power is not of a discipline prohibited to you.
- Duplicate any psion/wilder power of 5th on a discipline power list.
- Duplicate any other power (but not a spell) of 4th level or lower, even if it's of a prohibited discipline.
- Undo the harmful effects of many powers, such as *mind control*, *geas/quest*, or *insanity*.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a –8 penalty on its next saving throw.

A duplicated power allows saving throws and power resistance as normal (but the save DC is for an 7th-level power).

Manifesting *bend reality* requires channeling psionic power through specially-treated crystals similar to *cognizance crystals* that cost 1,500 gp. The psionic energy in the crystal is consumed in the manifestation and the crystal becomes inert and has no value.

Bestow Power

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: Mental

Manifesting Time: 1 standard action

Range: 20 ft.

Target: One psionic creature

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** No

Power Points: 3

You link your mind with another psionic creature's mind, creating a brief conduit through which mental energy can be shared. When you manifest this power, the subject gains up to 2 power points. You can transfer only as many power points to a subject as it has manifest levels.

Because of the intimate nature of this power, it cannot be fabricated into a psionic item—only power points generated by a psionic creature in the moment can be shared using *bestow power*.

Special: The power point cost of this power cannot be reduced below the number of power points transferred. All points transferred must be deducted from the manifest level's pool of power points; sources such as wild surge cannot pay for this effect. This power is not subject to the effects of *affinity field*.

Augment: For every 3 additional power points you spend, the subject gains 2 additional power points.

Biofeedback

Discipline: Psychometabolism

Level: Psion/wilder 2, psychic warrior 1

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: Psion/wilder 3, psychic warrior 1

You can toughen your body against wounds, lessening their impact. For the duration of this power, you gain damage reduction 2/–.

Augment: For every 3 additional power points you spend, your damage reduction increases by 1.

Bite of the Wolf

Discipline: Psychometabolism

Level: Psychic warrior 1

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 1

Your posture becomes stooped forward, and you grow a muzzle complete with fangs. You gain one bite attack each round, instead of or in addition to any other attacks you have, that deals 1d8 points of damage (assuming you are a Medium creature) when it hits.

Your bite attack is a natural weapon, so you are considered armed when attacking with it, and it can be affected by powers, spells, and effects that enhance or improve natural weapons. You can choose to deal nonlethal damage with your bite, taking the standard –4 penalty on your attack roll. If you bite as your only attack, you use your highest base attack bonus on the attack roll, and you can apply your full Strength bonus to damage. If you bite in addition to making other attacks, the bite is a secondary attack.

If you are not a Medium creature, your bite attack's base damage varies as follows: Fine 1d2, Diminutive 1d3, Tiny 1d4, Small 1d6, Large 2d6, Huge 2d8, Gargantuan 4d6, Colossal 6d6.

Augment: For every 5 additional power points you spend, your bite attack deals an additional 1d8 points of damage.

Body Adjustment

Discipline: Psychometabolism (Healing)

Level: Psion/wilder 3, psychic warrior 2

Display: Auditory and material

Manifesting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Power Points: Psion/wilder 5, psychic warrior 3

You take control of your body's healing process, curing yourself of 1d12 points of damage. As usual, when regular damage is healed, an equal amount of nonlethal damage is also healed.

Augment: For every 2 additional power points you spend, this power heals an additional 1d12 points of damage.

Body Equilibrium

Discipline: Psychometabolism

Level: Psion/wilder 2, psychic warrior 2

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 3

You can adjust your body's equilibrium to correspond with any solid or liquid that you stand on. Thus, you can walk on water, quicksand, or even a spider's web without sinking or breaking through (this effect does not confer any resistance to particularly sticky webs). You can move at your normal speed, but you cannot run (x4 speed) on an unfirm surface without sinking or breaking through.

If you fall from any height while using this power, damage from the impact is halved.

Body of Iron

Discipline: Metacreativity (Creation)
Level: Psion/wilder 8, psychic warrior 6
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: Psion/wilder 15, psychic warrior 11

You transform your body into living iron, which grants you several powerful resistances and abilities. You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all powers or attacks that affect your physiology or respiration, because you have no physiology or respiration while this power is in effect. You take only half damage from acid and fire. However, you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your Strength score, but you take a –6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 35% and a –6 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of 10, causing you to sink in water like a stone. However, you could survive the lack of air at the bottom of the ocean—at least until the duration expires.

Body Purification

Discipline: Psychometabolism (Healing)
Level: Psion/wilder 3, psychic warrior 2
Display: Auditory and material
Manifesting Time: 1 round
Range: Personal
Target: You
Duration: Instantaneous
Power Points: Psion/wilder 5, psychic warrior 3

You restore up to 2 points of damage to a single ability score. You cannot use *body purification* to heal ability drain.

Augment: For every additional power point you spend, this power heals 1 additional point of damage to the same ability score.

Bolt

Discipline: Metacreativity (Creation)
Level: Psion/wilder 1
Display: Material
Manifesting Time: 1 standard action
Range: 0 ft.
Effect: A normal bolt, arrow, or sling bullet

Duration: 1 min./level

Saving Throw: None; **Power Resistance:** No

Power Points: 1

You create 2d4 ectoplasmic crossbow bolts, arrows, or sling bullets, appropriate to your size, which dissipate into their constituent ectoplasmic particles when the duration ends or after being fired. Ammunition you create has a +1 enhancement bonus on attack rolls and damage rolls.

Augment: For every 3 additional power points you spend, this power improves the ammunition's enhancement bonus on attack rolls and damage rolls by 1 and an additional 1d4 pieces of appropriate ammunition.

Brain Lock

Discipline: Telepathy (Compulsion) [Mind-Affecting]
Level: Telepath 2
Display: Material and visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One humanoid
Duration: Concentration + 1 round
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 3

The subject's higher mind is locked away. He stands dazed, unable to take any actions other than those identified below.

A *brain locked* subject is not stunned, so attackers get no special advantage against him.

A *brain locked* flyer must descend to the closest safe level area below it. An air-breathing swimmer must make for the surface.

Augment: You can augment this power in one or both of the following ways.

1. If you spend 2 additional power points, this power can also affect an animal, fey, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

In addition, for every 2 power points spent on either of the above options, the power's save DC is increased by 1.

Breach

Discipline: Psychoportation
Level: Psion/wilder 2
Display: Material
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One door, box, or chest with an area of up to 10 sq. ft./level
Duration: Instantaneous; see text
Saving Throw: None; **Power Resistance:** No
Power Points: 3

You psionically open stuck, barred, or locked doors, as well as those subject to *hold portal* or *arcane lock*.

When you complete the manifestation of this power, make a manifest level check against the DC of the lock with a +10 bonus. If successful, you open up to two means of closure. This power opens secret doors, as well as locked or trick-opening boxes or chests. This also loosens welds, shackles, or chains (provided they serve to hold something shut). If used to open an *arcane locked* door, the power does not remove the *arcane lock* but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. This does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each manifestation can undo as many as two means of preventing access.

Breath of the Black Dragon

Discipline: Psychometabolism [Acid]

Level: Psion/wilder 6, psychic warrior 6

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half; **Power Resistance:** Yes

Power Points: 11

Your mouth spews forth vitriolic acid that deals 11d6 points of acid damage to any targets in the area.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points. For every two additional damage dice, this power's save DC increases by 1.

Broker

Discipline: Psychometabolism

Level: Psion/wilder 1

Display: None

Manifestation Time: One swift action

Range: Personal

Target: You

Duration: One Diplomacy check within 1 round/level

Power Points: 1

You gain temporary, intuitive insight into dealing equitably with others. Your next Diplomacy check gains a +2 insight bonus.

Augment: For each 2 additional power points you spend, the insight bonus to Diplomacy increases by +1.

Burst

Discipline: Psychoportation

Level: Nomad 1, psychic warrior 1

Display: Auditory

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Power Points: 1

This power increases your land speed by 10 feet. This adjustment counts as an enhancement bonus to speed.

Augment: For every 4 additional power points you spend, the enhancement bonus to speed increases by 10 feet.

Call to Mind

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 1

Display: Mental

Manifesting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

By meditating on a subject, you can recall natural memories and knowledge otherwise inaccessible to you.

On a failed Knowledge check, you can manifest this power to gain a new check with a +4 competence bonus. If successful, you instantly recall what was previously buried in your subconscious.

Augment: For every 2 additional power points you spend, the competence bonus increases by +1.

Call Weaponry

Discipline: Psychoportation (Teleportation)

Level: Psychic warrior 1

Display: Material

Manifesting Time: 1 round

Range: 0 ft.

Effect: One weapon; see text

Duration: 1 min./level; see text (D)

Saving Throw: None; **Power Resistance:** No

Power Points: 1

You call a weapon "from thin air" into your waiting hand (actually, it is a real weapon hailing from another location in space and time). You don't have to see or know of a weapon to call it—in fact, you can't call a specific weapon; you just specify the kind. If you call a projectile weapon, it comes with 3d6 nonmagical bolts, arrows, or sling bullets, as appropriate. The weapon is made of ordinary materials as appropriate for its kind. If you relinquish your grip on the weapon you called for 2 or more consecutive rounds, it automatically returns to wherever it originated.

Weapons gained by *call weaponry* are distinctive due to their astral glimmer. They are considered magic weapons and thus are effective against damage reduction that requires a magic weapon to overcome.

Augment: For every 4 additional power points you spend, this power improves the weapon's enhancement bonus on attack rolls and damage rolls by 1.

Catapsi

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 5, psychic warrior 5

Display: Mental and visual

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: Will negates; see text; **Power**

Resistance: Yes

Power Points: 9

By manifesting this power, you generate psychic static, interfering with the ability of other psionic characters to manifest their powers or use psi-like abilities (you are not affected by your own *catapsi* manifestation). All psionic activity within the area requires 4 more power points to manifest than normal, unless a character makes a Will save each time he attempts to manifest a power. Using a psi-like ability becomes a full-round action, instead of a standard action, in a *catapsi* field. If two or more fields of *catapsi* overlap, the effects are not cumulative.

The limit on the number of power points a subject can spend on a power remains in effect; thus, a subject may not be able to manifest its highest-level powers. If manifesting a power would cause the manifester to exceed his available power points or his spending limits, the manifestation fails automatically, but no power points are expended.

Augment: For every 4 additional power points you spend, this power's range and the radius of its area both increase by 5 feet.

Catfall

Discipline: Psychoportation

Level Psion/wilder 1, psychic warrior 1

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Until landing or 1 round/ level

Power Points: 1

You recover instantly from a fall and can absorb some damage from falling. You land on your feet no matter how far you fall, and you take damage as if the fall were 50 feet shorter than it actually is. This power affects you and anything you carry or hold (up to your maximum load). You can manifest this power with an instant thought, quickly enough to gain the benefit of the power while you fall. You can manifest this power even when it isn't your turn.

Augment: For every additional power point you spend, this power reduces your damage as if the fall were an additional 50 feet shorter.

Chameleon

Discipline: Psychometabolism

Level Egoist 2, psychic warrior 1

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: Egoist 3, psychic warrior 1

Your skin and equipment take on the color and texture of nearby objects, including floors and walls. You receive

a +10 enhancement bonus on Stealth checks.

Augment: For every two additional power points spent, the enhancement bonus on Stealth checks increases by 1.

Clairtangent Hand

Discipline: Clairsentience (Scrying)

Level Seer 5

Display: Auditory, mental, and visual

Manifesting Time: 1 standard action

Range: See text

Area: See text

Duration: Up to 1 min./level; see text (D)

Saving Throw: None; **Power Resistance:** No

Power Points: 9

You can emulate a *far hand* effect at any distance while simultaneously emulating *clairvoyant sense* to target your *far hand*; see the appropriate power descriptions. *Clairtangent hand's* duration is up to 1 minute per level when used with a *far hand* effect.

Augment: If you spend 8 additional power points, you can emulate *clairvoyant sense* in conjunction with either *telekinetic force* or *telekinetic maneuver*, but this power's duration expires as soon as any of the noted telekinetic powers deals damage.

Clairvoyant Sense

Discipline: Clairsentience (Scrying)

Level Seer 2

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: See text

Effect: Psionic sensor

Duration: 1 min./level (D)

Saving Throw: None; **Power Resistance:** No

Power Points: 3

You can see and hear a distant location almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one, such as behind a door, around a corner, or in a grove of trees. Once you have selected the locale, the focus of your *clairvoyant sense* doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying powers, this power does not allow psionically or supernaturally enhanced senses to work through it.

If the chosen locale is magically or psionically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the power's effect or out to the extent of your natural darkvision. The power does not work across planes.

Claw of Energy

Discipline: Psychokinesis [see text]

Level Psychic warrior 4

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 7

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to energize that weapon. The claw attack deals an extra 1d6 points of cold, electricity, or fire damage (as chosen by you when you choose your active energy type) on a successful hit. On a critical hit, it deals an extra 1d10 points of energy damage. If the claw's critical multiplier is x3, add 2d10 points of energy damage instead; if the multiplier is x4, add 3d10 points of energy damage.

This power can be manifested on a claw attack that already deals energy damage, but if the claw already deals the same type of damage as the power, the effects stack. If this power is manifested on a claw attack already benefiting from the effect of the power, the newer manifestation supersedes the older manifestation, even if both manifestations are of different energy types.

This power's subtype is the same as the type of energy infused in the natural weapon.

Claws of the Beast

Discipline: Psychometabolism

Level: Psychic warrior 1

Display: Visual

Manifesting Time: 1 swift action

Range: Personal

Target: You

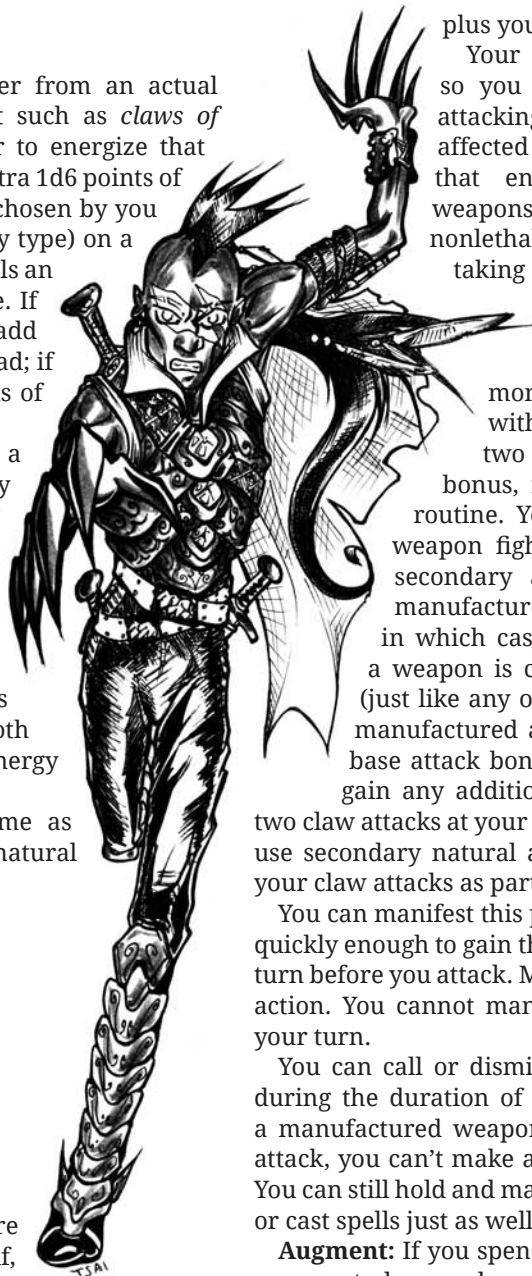
Duration: 1 hour/level

Power Points: see text

You call forth the aggressive nature of the beast inherent in yourself, psionically transforming your hands into deadly claws. You gain two natural attacks with your claws, each dealing 1d4 points of damage (1d6 if you are Large, or 1d3 if you are Small)

Claws of the Beast

Power Points	Claw Damage		
	Small	Medium	Large
1	1d3	1d4	1d6
3	1d4	1d6	1d8
5	1d6	1d8	2d6
7	1d8	2d6	3d6
11	2d6	3d6	4d6
15	3d6	4d6	5d6
19	4d6	5d6	6d6



plus your Strength bonus.

Your claws are natural weapons, so you are considered armed when attacking with them, and they can be affected by powers, spells, and effects that enhance or improve natural weapons. You can choose to deal nonlethal damage with your claws, taking the standard -4 penalty on your attack roll.

Your claws work just like the natural weapons of many monsters. You can make an attack with one claw or a full attack with two claws at your normal attack bonus, replacing your normal attack routine. You take no penalties for two-weapon fighting, and neither attack is a secondary attack unless you are using manufactured weapons in the same round, in which case any claw not used to wield a weapon is considered a secondary attack (just like any other creature which uses both manufactured and natural weapons). If your base attack bonus is +6 or higher, you do not gain any additional attacks—you simply have two claw attacks at your normal attack bonus. You may use secondary natural attacks as normal when using your claw attacks as part of a full attack.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power on your turn before you attack. Manifesting this power is a swift action. You cannot manifest this power when it isn't your turn.

You can call or dismiss the claws as a swift action during the duration of the power. If you attack with a manufactured weapon or another primary natural attack, you can't make any claw attacks in that round. You can still hold and manipulate items with your claws or cast spells just as well as you could with your hands.

Augment: If you spend additional power points, you can create larger, sharper, and more deadly claws, as shown on the claws of the beast damage table.

Claws of the Vampire

Discipline: Psychometabolism

Level: Psychic warrior 3

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 5

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to change the nature of that weapon. When this power is manifested, your claws take on an ominous glimmer. Each time you make a successful claw attack against a living creature of Small or larger size, you are healed of some amount of damage.

You heal a number of hit points equal to half the base damage dealt by your *claws of the vampire*, rounded down (additional damage dealt because of a high Strength score or other enhancements does not count toward the amount you heal). You heal as many hit points as can be gained while the creature remains at 1 hit point or higher. Any damage that would reduce the creature to 0 or fewer hit points does not benefit you.

You do not heal damage if your attack deals nonlethal damage, such as when you attack a creature that has the regeneration ability. Moreover, you gain no healing from attacking any creature that is under the effect of *biofeedback*. Using *fission* on yourself and then attacking your duplicate also fails to grant any healing.

Cleanse Body

Discipline: Psychometabolism (Healing)

Level Psion/wilder 2

Display: Mental and visual

Manifesting Time: 3 rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless); **Power**

Resistance: Yes (harmless)

You dispel any psionic effects reducing one of the subject's ability scores or cure 1d4 points of temporary ability damage to one of the subject's ability scores. You also eliminate any fatigue suffered by the character, and improves an exhausted condition to fatigued. You do not restore permanent ability drain.

Cleanse Spirit

Discipline: Psychometabolism (Healing)

Level Egoist 6

Display: Material

Manifesting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless); **Power**

Resistance: Yes (harmless)

Power Points: 11

This power cures all ability damage, and it restores all points drained from a single ability score (your choice if more than one score is drained). It also eliminates any fatigue or exhaustion suffered by the target. *Cleanse spirit* does not restore levels or Constitution points lost due to death.

Cleanse spirit can remove negative levels. It can also restore one level to a creature that has had a level drained, if the number of days since the creature lost the level is equal to or less than your manifester level. In such a case, *cleanse spirit* brings the creature up to the minimum number of experience points necessary to advance it to the next higher level, gaining it an additional Hit Die and level benefits accordingly.

Augment: By spending an additional 6 power points, the power dispels all permanent and temporary

negative levels afflicting the healed creature. The power also dispels all psionic effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects.

Cloud Mind

Discipline: Telepathy [Mind-Affecting]

Level Psion/wilder 2

Display: None

Manifesting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature

Duration: 1 min./level

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 3

You make yourself completely undetectable to the subject by erasing all awareness of your presence from its mind. This power has the following effects.

First, you are invisible and inaudible to the creature. It cannot even detect your presence by means of blindsense, blindsight, scent, or tremorsense. It cannot pinpoint your location by any means.

Second, the subject remains unaware of your actions, provided you do not make any attacks or cause any obvious or directly threatening changes in the subject's environment. If you attack the subject creature, the effect ends.

If you take an action that creates a sustained and obvious change in the subject's environment—for example, attacking a creature aside from the subject or moving a large or attended object the subject can see—the subject immediately gains a new saving throw against the power. An ally of the subject creature that is able to see or perceive you can use a move action to warn the subject and thereby grant it a new saving throw.

Augment: This power may be augmented in one or both of the following ways.

1. If you spend 6 additional power points, you may manifest this power as an immediate action.
2. For every 2 additional power points you spend, this power can affect one additional creature.
3. If you spend 8 additional power points, this power effects one creature per manifester level.

In addition, for every 2 power points spent on any of the above options, the power's save DC increases by 1.

Compelling Voice

Discipline: Telepathy (Compulsion) [Mind-Affecting,

Language-Dependent]

Level Telepath 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/level or until completed

Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 3

You tune your voice to the empathic vibrations of your target, making the next words you speak seem very convincing (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the power.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the power ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the power duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as –1 or –2).

Augment: For every 2 additional power points you spend, this power can affect an additional target and the power's save DC increases by 1. Any additional target cannot be more than 15 feet from another target of the power.

Compression

Discipline: Psychometabolism

Level Psychic warrior 1

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 1

This power causes instant diminution, halving your height, length, and width and dividing your weight by 8. This decrease changes your size category to the next smaller one. You gain a +2 size bonus to Dexterity, a –2 size penalty to Strength (to a minimum of 1), a +1 size bonus on attack rolls and AC due to your reduced size.

If your new size is Tiny, you have a space of 2 1/2 feet and a natural reach of 0 feet (meaning that you must enter an opponent's square to attack). If your new size is Diminutive, you have a space of 1 foot and a natural reach of 0 feet. If your size decreases to Medium, you have a space of 5 feet and a natural reach of 5 feet. This power doesn't change your speed.

All your equipment, worn or carried, is similarly reduced by the power. Melee and projectile weapons deal less damage. Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple effects that reduce size do not stack, which means (among other things) that you can't use a second manifestation of this power to further reduce yourself.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 6 additional power points, this power decreases your size by two size categories. You gain a +4 size bonus to Dexterity, a –4 size penalty to Strength (to a minimum effective Strength score of 1), a +2 size bonus on attack rolls, and a +2 size bonus to Armor Class due to your reduced size.

2. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action.

3. If you spend 2 additional power points, this power's duration is 10 minutes per level rather than 1 minute per level.

Conceal Thoughts

Discipline: Telepathy [Mind-Affecting]

Level Psion/wilder 1, psychic warrior 1

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One willing creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless); **Power**

Resistance: Yes (harmless)

Power Points: 1

You protect the subject's thoughts from analysis. While the duration lasts, the subject gains a +10 circumstance bonus on Bluff checks against those attempting to discern its true intentions with Sense Motive. It also gains a +4 bonus on its saving throw against any power or spell used to read its mind (such as *read thoughts* or *mind probe*).

Concealing Amorpha

Discipline: Metacreativity (Creation)

Level Psion/wilder 2, psychic warrior 2

Display: Material; see text

Manifesting Time: 1 standard action

Range: 0 ft.

Effect: Quasi-real amorphous film centered on you

Duration: 1 min./level (D)

Power Points: 3

You weave a quasi-real membrane around yourself. You remain visible within the translucent, amorphous enclosure. This distortion grants you concealment (opponents have a 20% miss chance), thanks to the rippling membrane encasing your form. You can pick up or drop objects, easily reaching through the film. Anything you hold is enveloped by the amorpha. Likewise, you can engage in melee, make ranged attacks, and manifest powers without hindrance.

Augment: If you spend 4 additional power points, the membrane can spread and affect one creature adjacent to you. If the creature moves away from you, it loses the protection.

Concealing Amorpha, Greater

Discipline: Metacreativity (Creation)

Level Shaper 3, psychic warrior 3

Duration: 1 round/level (D)

Power Points: 5

As *concealing amorphia*, except the quasi-real membrane so distorts your image and actual position that you gain total concealment (opponents have a 50% miss chance), but for a shorter period of time.

Concussion Blast

Discipline: Psychokinesis [Force]

Level Psion/wilder 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** Yes

Power Points: 3

A subject you select is pummeled with telekinetic force for 1d6 points of force damage. You can choose to instead have the power deal an equal amount of nonlethal damage. *Concussion blast* always affects a subject within range that you can see, even if the subject is in melee or has cover or concealment (you cannot use this power against creatures with total cover or total concealment).

Nonmagical, unattended objects (including doors, walls, locks, and so on) may also be damaged by this power.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's damage increases by 1d6 points.

2. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Control Air

Discipline: Psychokinesis

Level Kineticist 2

Display: Mental

Manifesting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 50-ft.-radius spread

Duration: Concentration, up to 1 min./level

Saving Throw: None; **Power Resistance:** No

Power Points: 3

You have some control over wind speed and direction. The speed of the wind within the area of this power can be increased or decreased by up to 10 miles per hour.

This power also gives you the ability to alter the direction of the wind by as much as 90 degrees.

Powerful enough winds can cause creatures to be blown away, knocked down, or checked.

Augment: For every additional power point you spend, you can modify the wind speed by an additional 10 miles per hour, to a maximum change in wind speed of 60 miles per hour.

Control Body

Discipline: Psychokinesis

Level Kineticist 4

Display: Material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One Medium or smaller creature with humanoid physiology

Duration: Concentration, up to 1 min./level

Saving Throw: Fortitude negates; **Power Resistance:** Yes

Power Points: 7

You psychokinetically control the actions of any humanoid (including undead or outsiders with a humanoid physiology) that is within range and to which you have line of sight. *Control body* doesn't require mental contact with the subject, since you are actually forcing limb movements independent of the target's mind. You can force the subject to stand up, sit down, walk, turn around, and so on, but operating the vocal cords is too difficult. You can also hold the subject immobile, rendering it helpless. You cannot force the subject to manifest powers, cast spells, or use any special ability that is not a function of just its body movements. If you lose line of sight to the subject, the effect of this power ends.

If you force the subject to engage in combat, its attack bonus is equal to your base attack bonus + your Intelligence bonus, and its bonus on damage rolls is equal to your Intelligence bonus. A subject of this power cannot make attacks of opportunity. The subject gains no benefit to Armor Class from its Dexterity, but it does gain a bonus to its AC equal to your Intelligence bonus.

Although the subject's body is under your control, the subject's mind is not. Creatures capable of taking purely mental actions (such as manifesting powers) can do so. The subject may make an additional Fortitude save each round you maintain concentration.

The subject is treated as being staggered and may only perform a single move action or standard action under your direction each round.

You cannot be the target of your own *control body* power.

Augment: This power may be augmented in one or both of the following ways.

1. For every 2 additional power points you spend, this power can affect a target one size category larger.

2. If you spend 4 additional power points, the controlled target is no longer treated as being staggered.

Control Flames

Discipline: Psychokinesis [Fire]

Level Psion/wilder 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One nonmagical fire source; see text

Duration: Concentration, up to 1 min./level

Saving Throw: See text; **Power Resistance:** No

Power Points: 1

You pyrokinetically control the intensity or movements of one fire source. A nonmagical fire source can be controlled if it is equal to or smaller than the maximum size of fire you can control according to your manifester level, as noted on the accompanying table. You can freely switch control between fire sources, or change the nature of your control, while you maintain concentration, but only one specified change (keeping a fire burning, animating it, or altering its size) can be made to one fire source in a round. When your control over a fire source lapses, that fire immediately returns to its original state (or goes out if it has no fuel or has been moved away from its original location). With this power, you can artificially keep a fire burning that would normally expire for lack of fuel; even dousing a controlled flame with water does not put it out (though completely submerging the flame would). Normally, a creature at risk of catching on fire can avoid this fate by making a DC 15 Reflex saving throw, with success indicating that the fire has gone out. If the fire is one that has been kept burning by the use of *control flames*, then the DC of the Reflex save needed to put out the flames increases to 25.

This power also enables you to make a fire move as if it were a living creature. You can animate only a naturally burning fire; if you attempt to animate one that has been increased or decreased in size by your augmentation of this power, the fire immediately returns to its original size. An animated fire moves at a speed of 30 feet. A fire that moves away from its fuel or its original location dies as soon as your control over it lapses.

An animated fire can enter any square, even if a creature already occupies it. If an animated fire enters a square occupied by a creature, that creature can make a Reflex save to get out of the way (DC 11 + the number of dice of damage the fire does + your key ability modifier). A successful Reflex save moves the creature to the nearest unoccupied square. The flames deal the indicated damage to any creature that is either on fire or surrounded by the flames (in the fire's space); see the

Control Flames

Manifester Level	Fire Size	Example	Maximum Damage per Round	Space
1st–2nd	Fine	Tindertwig	1	1 foot square
3rd–4th	Diminutive	Torch	1d3	1 foot square
5th–6th	Tiny	Small campfire	1d6	1 foot square
7th–8th	Small	Large campfire	2d6	1 foot square
9th–10th	Medium	Forge	3d6	1 foot square
11th–12th	Large	Bonfire	4d6	2-by-2-foot square
13th–14th	Huge	Burning shack	5d6	3-by-3-foot square
15th–16th	Gargantuan	Burning tavern	6d6	4-by-4-foot square
17th or higher	Colossal	Burning inn	7d6	5-by-5-foot square

accompanying table).

At the start of your turn, the animated fire deals damage to any creature in its space, and the creature catches on fire unless it makes a Reflex save (DC as noted above). A victim on fire takes 1d6 points of damage each round. Additional rounds in the same space as the animated fire occupies mean additional chances of ignition. The damage from multiple normal fires stacks, but the victim gets a saving throw each round to negate each fire. It is possible to switch control from the animated fire (causing it to disappear) to intensify flames that are already burning (thus denying the foe Reflex saves after the first).

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, you can increase the size of a fire you want to control by one step, up to the maximum size of fire you can control according to your manifester level.

2. For every 2 additional power points you spend, you can decrease the size of a fire you want to control by one step. You can reduce a Tiny or smaller fire to nothing, extinguishing it.

Control Light

Discipline: Psychokinesis [Light]

Level Psion/wilder 1

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Nine 10-ft. cubes + three 10-ft. cubes/level (S)

Duration: Concentration, up to 1 min./level, or 1 round; see text

Saving Throw: None; **Power Resistance:** No

Power Points: 1

By manipulating the ambient light level, you can decrease or increase the illumination of an area. The change in illumination can be gradual (taking as long as 1 minute) or sudden (occurring immediately when you manifest this power). You can alter the level of illumination from its original level at any time during the power's duration.

Decrease: You can decrease the light level of an area by one step (from bright light to normal light, from normal light to dim light, or from dim light to darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. You cannot create supernatural dark.

Increase: You can increase the light level of an area by one step (from darkness to dim light, from dim light to normal light, or from normal light to bright light).

Burst Increase: You can use this power to increase the light level of an area by two steps (from darkness to normal light, or from dim light to bright light), but in such a case the power's duration is only 1 round.

This power cannot stack with itself, even when manifested by another psionic creature, if manifested into the same area. If multiple manifestations of the *control light* power overlaps in an area, the light level is

decreased or increased by only one step (or two steps in case of the Burst Increase manifestation).

Control Object

Discipline: Psychokinesis

Level Kineticist 1

Display: Material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One unattended object weighing up to 100 lb.

Duration: Concentration, up to 1 round/level

Saving Throw: None; **Power Resistance:** No

Power Points: 1

You telekinetically “bring to life” an inanimate object. Though it is not actually alive, the object moves under your control. Live vegetation cannot be controlled in this fashion, nor can already animated objects or undead. The controlled object moves like a puppet, with jerky and clumsy movements, at a speed of up to 20 feet. If its form is rigid, it makes creaking, groaning, or grating sounds as you control it.

A controlled object can attack an opponent if you direct it to do so. It has one slam attack, at a base attack bonus equal to your base attack bonus plus your Intelligence modifier. If the attack hits, it deals points of damage equal to 1d6 plus your Intelligence modifier. A controlled object has its usual hardness and hit points.

You can use this power on a nonmagical lock, making it move in such a way as to attempt to unlock itself. If another character makes a Disable Device check to open a lock in the device that you are concentrating on controlling, the character gains a +4 bonus on the check.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, you can control another object at the same time.
2. For every 2 additional power points you spend, the weight of the object you can control increases by 100 lb.

Control Sound

Discipline: Psychokinesis [Sonic]

Level Psion/wilder 2

Display: Auditory; see text

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One sound or mixture of related sounds

Duration: Concentration, up to 1 min./level; see text

Saving Throw: None; **Power Resistance:** No

Power Points: 3

You shape and alter existing sounds. You can target one sound, such as a person speaking or singing, or a group of related sounds, such as the patter of many raindrops or the tramp of soldiers passing by. A sound as quiet as a snapping finger can be controlled. You can substitute any sound you have heard for the target sound. If you attempt to exactly duplicate the voice of a specific individual, or an inherently terrifying sound

(such as a dragon’s roar), you must succeed on a Bluff check with a +5 circumstance bonus opposed by the intended listener’s Sense Motive check to avoid arousing suspicion.

You can entirely muffle a noise or magnify a sound to such loudness that it drowns out all other conversation in the immediate area. In this way, you can provide yourself or any with a +4 circumstance bonus on Stealth and audio-based Perception checks.

Alternatively, you can use up the power in an instant. You do this by modulating a sound into a one-time destructive impetus that shatters nonmagical/nonpsionic, unattended objects of crystal, glass, ceramics, or porcelain (vials, bottles, flasks, jugs, mirrors, and so forth) in the area.

Co-Opt Concentration

Discipline: Telepathy (Compulsion) [Mind-Affecting]

Level Psion/wilder 6

Display: Mental

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 11

You take over control of a power that was manifested by the subject and that must be maintained through concentration. Once you wrest control of the power from the subject, you have several options.

- Allow the power to function as normal.
- Keep the power targeted on the subject (if a personal power) but decide how the power fulfills its function each round.
- Retarget the power on yourself (if a personal power).
- Choose not to concentrate on the co-opted power in the next round, ending the power at that point.

When the duration of *co-opt concentration* expires, the power you took control of ends (even if this would mean that the power ends earlier than normal).

Correspond

Discipline: Telepathy [Mind-Affecting]

Level Psion/wilder 4

Display: Mental

Manifesting Time: 10 minutes

Range: See text

Target: One creature with an Intelligence score of 3 or higher

Duration: 1 round/level

Saving Throw: None; **Power Resistance:** No

Power Points: 7

You forge a passive mental link with a creature with which you have previously had physical or mental contact. The subject need not be within sight or even on the same plane as you are. The subject recognizes you, and you can mentally communicate with it for the duration (though nothing forces the subject to respond

to you), exchanging messages of twenty-five words or less once per round. Receiving a message is not an action and does not provoke attacks of opportunity; however, sending a message is equivalent to a standard action that can provoke attacks of opportunity. You do not need line of sight or line of effect to use this power.

Augment: If you spend an additional 4 power points, the power's duration increases to 10 minutes/level.

Cosmic Awareness

Discipline: Clairsentience

Level Psion/wilder 7

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level or until discharged

Power Points: 13

You gain a sixth sense. Once during the power's duration, you may choose to use its effect. This grants you an insight bonus equal to your manifester level (maximum +25) on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flat-footed). Activating the effect doesn't take an action; you can even activate it on another character's turn. You must choose to use the *cosmic awareness* before you make the roll it is to modify, or before the attack roll if applying the bonus to your AC. Once used, the power ends. You can't have more than one *cosmic awareness* active on you at the same time.

Augment: By spending 2 additional power points, this power's duration increases to "1 hour/level or until discharged".

Create Sound

Discipline: Metacreativity (Creation) [Sonic]

Level Psion/wilder 1

Display: Auditory; see text

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Sounds; see text

Duration: 1 round/level (D)

Saving Throw: None; **Power Resistance:** No

Power Points: 1

You create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound the power creates when manifesting it and cannot thereafter change its basic character.

The volume of sound created, however, depends on your level. You can produce as much noise as four normal humans per manifester level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise produced can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from

sixteen humans, while a roaring dire lion is equal to the noise from twenty humans.

If you wish to create a specific message, up to twenty-five words can be created, and those words repeat over and over until the duration expires or the power is dismissed. If you attempt to exactly duplicate the voice of a specific individual or an inherently terrifying sound (such as a dragon's roar), you must succeed on a Bluff check with a +2 circumstance bonus opposed by the listener's Sense Motive check to avoid arousing suspicion.

Create sound can be used to bring sounds into existence that you later manipulate by manifesting *control sound*.

Augment: If you expend your psionic focus while manifesting this power, the cost of the power is reduced by 1 (to a minimum of 0).

Crisis of Breath

Discipline: Telepathy (Compulsion) [Mind-Affecting]

Level Telepath 3

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One breathing humanoid

Duration: 1 round/level

Saving Throw: Will negates, Fortitude partial; see text;

Power Resistance: Yes

Power Points: 5

You compel the subject to purge its entire store of air in one explosive exhalation, and thereby disrupt the subject's autonomic breathing cycle. The subject's lungs do not automatically function again while the power's duration lasts.

If the target succeeds on a Will save when *crisis of breath* is manifested, it is unaffected by this power. If it fails its Will save, it can still continue to breathe by taking a standard action in each round to gasp for breath.

An affected creature can attempt to take actions normally (instead of consciously controlling its breathing), but each round it does so, beginning in the round when it failed its Will save, the subject risks blacking out from lack of oxygen. It must succeed on a Fortitude save at the end of any of its turns in which it did not consciously take a breath. The DC of this save increases by 1 in every consecutive round after the first one that goes by without a breath; the DC drops back to its original value if the subject spends an action to take a breath.

If a subject fails a Fortitude save, it is disabled (0 hp). In the following round, it drops to -1 hit points and is dying. Curing powers or spells can revive a dying subject normally, so long as this power's duration has expired; if the power is still in effect, a revived creature is still subject to Fortitude saves in each round when it does not consciously breathe.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, this power can also affect an animal, fey, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

3. If you spend 6 additional power points, this power can affect up to four creatures all within a 20-ft.-radius burst.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

Crisis of Life

Discipline: Telepathy [Mind-Affecting, Death]

Level Telepath 7

Display: Mental

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text; **Power**

Resistance: Yes

Power Points: 13

You interrupt the subject's autonomic heart rhythm, killing it instantly on a failed saving throw if it has 11 Hit Dice or less. If the target makes its saving throw or has more than 11 Hit Dice, it takes 7d6 points of damage.

Augment: For every additional power point you spend, this power can kill a subject that has Hit Dice equal to 11 + the number of additional points. For every two additional points spent, the power's save DC increases by 1.

Crystal Shard

Discipline: Metacreativity (Creation)

Level Psion/wilder 1

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** No

Power Points: 1

Upon manifesting this power, you propel a razor-sharp crystal shard at your target. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of piercing damage.

Augment: You can augment this power in one of the following ways.

1. For every additional power point you spend, this power's damage increases by 1d6 points.

2. If you expend your psionic focus when manifesting this power, the cost of the power is reduced by 1 (to a minimum of 0), but the damage is reduced to 1d3 points of piercing damage and cannot be further augmented.

Crystallize

Discipline: Metacreativity

Level Shaper 6

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Permanent

Saving Throw: Fortitude negates; **Power Resistance:** Yes

Power Points: 11

You seed the subject's flesh with supersaturated crystal. In the blink of an eye, the subject's form seems to freeze over, as its flesh and fluids are instantly crystallized. Following the application of this power, the subject appears lifeless. In fact, it is not dead (though no life can be detected with powers or spells that detect such).

This power has a chance of being dispelled only by a manifester of a higher level than you when you manifested this power. When the power is dispelled, crystal melts back into flesh, and the subject is in exactly the state he was prior to being affected by *crystallize*.

Danger Sense

Discipline: Clairsentience

Level Psion/wilder 3, psychic warrior 3

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 5

You can sense the presence of danger before your senses would normally allow it. Your intuitive sense alerts you to danger from traps, giving you a +4 insight bonus on Reflex saves to avoid traps and a +4 insight bonus to Armor Class against attacks by traps.

Augment: If you spend 3 additional power points, this power also gives you the uncanny dodge ability; if you spend 6 additional power points, this power gives you the improved uncanny dodge ability as well.

Death Urge

Discipline: Telepathy (Compulsion) [Mind-Affecting]

Level Psion/wilder 4

Display: Mental

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 round

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 7

You plant a hidden death-urge impulse in the subject's unconscious. On the subject's next turn, it looks for the quickest method to end its life and attempts to do so. The subject takes no other action on its turn except attempting to harm itself.

If armed, the subject attacks itself as a full-round

action. The attack automatically succeeds and deals damage as a critical hit. If unarmed, the subject moves adjacent to the nearest enemy and provokes an attack of opportunity, offering its opponent an opening, which the opponent may or may not choose to take advantage of.

If the subject is unarmed and no enemy is nearby, the subject simply does nothing at all. A subject close to an immediate and lethal hazard such as a cliff or a fire might hurl itself off the cliff or into the fire instead of striking itself with a weapon.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1. For every 2 point increase in the power's save DC, the duration increases by 1 round.

Deceleration

Discipline: Psychoportation

Level Psion/wilder 1

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One Medium or smaller creature

Duration: 1 min./level

Saving Throw: Reflex negates; **Power Resistance:** Yes

Power Points: 1

You warp space around an individual, hindering the subject's ability to move. The subject's speed (in any movement mode it possesses) is halved. A subsequent manifestation of *deceleration* on the subject does not further decrease its speed.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger and this power's save DC increases by 1.

Decerebrate

Discipline: Psychoportation [Teleportation]

Level Psion/wilder 7

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates; **Power Resistance:** Yes

Power Points: 13

With *decerebrate*, you selectively remove a portion of the subject's brain stem. The creature loses all cerebral function, vision, hearing, and other sensory abilities, and all voluntary motor activity. The subject becomes limp and unresponsive. Without extreme measures, such as *greater restoration* or some other suitable effect of 7th level or higher, the creature perishes in 1d4 days.

Defy Gravity

Discipline: Psychoportation

Level Psion/wilder 2, psychic warrior 2

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target: You or one willing creature or one object (total weight up to 100 lb./level); see text

Duration: 10 min./level (D)

Saving Throw: None; **Power Resistance:** Yes (harmless, object)

Power Points: 3

You gain the ability move yourself, another creature, or an object up and down as you wish. A creature must be willing to be affected, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

An affected creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Special: When a manifester other than a nomad manifests this power, the target is the manifester (not a willing creature or an object).

Déjà Vu

Discipline: Telepathy [Mind-Affecting]

Level Psion/wilder 1

Display: Mental

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 1

Your mental impulse forces the subject to repeat the actions it took on its previous turn. If the situation has changed in such a way that the subject can't take the same actions again (if its foe is dead, or the subject has run out of power points, and so on), the subject stands still and takes no actions for 1 round. In any event, the subject can still defend itself, and it retains its Dexterity bonus to AC even if it stands still.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Demoralize

Discipline: Telepathy [Mind-Affecting]

Level Psion/wilder 1

Display: Mental and olfactory

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius spread centered on you

Duration: 1 min./level

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 1

You fill your enemies with self-doubt. Any enemy in the area that fails its save becomes shaken for the duration of the power. Allies and creatures without an Intelligence score are unaffected.

Augment: For every 2 additional power points you spend, this power's range and the radius of its area both increase by 5 feet, and the power's save DC increases by 1.

Destiny Dissonance

Discipline: Clairsentience

Level Seer 1

Display: Material and mental

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: None; **Power Resistance:** Yes

Power Points: 1

Your mere touch grants your foe an imperfect, unfocused glimpse of the many possible futures in store. Unaccustomed to and unable to process the information, the subject becomes sickened for 1 round per level of the manifester if you succeed on a melee touch attack.

Detect Hostile Intent

Discipline: Telepathy [Mind-Affecting]

Level Psion/wilder 2, psychic warrior 2

Display: Olfactory

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius emanation centered on you

Duration: 10 min./level (D)

Saving Throw: None; **Power Resistance:** No

Power Points: 3

While the duration of this power lasts, you become aware of the presence of any creatures with hostile intent within 30 feet of you, and their direction from you (but not their specific location). The power detects active aggression, as opposed to vigilance. In addition, while this power is active you cannot be surprised or caught flatfooted by creatures that are susceptible to mind-affecting powers.

While under the effect of this power, you can make Sense Motive checks as a free action against anyone within 30 feet of you.

The power can penetrate barriers, but 3 feet of stone, 3 inches of common metal, 1 inch of lead, or 6 feet of wood or dirt blocks it.



Detect Psionics

Discipline: Clairsentience

Level Psion/wilder 1, psychic warrior 1

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone -shaped emanation centered on you

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None; **Power Resistance:** No

Power Points: 1

You detect psionic auras. A psionic aura is given off by any active or permanent power, or during the use of any psionic feat. Characters who have levels in a psionic class, creatures with the psionic subtype, and creatures with the Wild Talent feat possess psionic auras. The amount of information revealed by the manifestation of this power depends on how long you study a particular area or subject.

1st Round: Presence or absence of psionic auras.

2nd Round: Number of different psionic auras and the strength of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line

Detect Psionics

Power or Item	Aura Strength			
	Faint	Moderate	Strong	Overwhelming
Functioning power (power level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Psionic item (manifester level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

of sight, you can make Knowledge (psionics) checks to determine the discipline involved in each aura. (Make one check per aura; DC 15 + power level, or 15 + one-half manifester level for an effect that is not created by a power, such as that of a psionic item.) If the aura emanates from a psionic item, you can attempt to identify its properties (see Spellcraft).

Psionically charged locations, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras.

Aura Strength: A psionic aura's strength depends on a functioning power's level or an item's manifester level. If an aura falls into more than one category, *detect psionics* indicates the stronger of the two. Detection of an overwhelming aura (see the accompanying table) dazes you for 1 round and the power ends.

Lingering Aura: A psionic aura lingers after its original source dissipates (in the case of a power) or is destroyed (in the case of a psionic item). If *detect psionics* is manifested and directed at such a location, the power indicates an aura of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original strength:

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, you can turn to detect psionics in a new area. You can tell the difference between magical and psionic auras. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Augment: This power may be augmented in either of the following ways.

1. If you expend your psionic focus when manifesting this power, the cost of the power is reduced by 1 (to a minimum of 0).

2. By spending an additional 2 power points, you gain a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of psionic items in your possession. This power does not allow you to identify artifacts.

Detect Remote Viewing

Discipline: Clairsentience

Level Psion/wilder 4

Display: Mental and visual

Manifesting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: 24 hours

Saving Throw: None; **Power Resistance:** No

Power Points: 7

You immediately become aware of any attempt to observe you by means of a scrying power or spell. The power's effect radiates from you and moves as you

move. You know the location of every psionic or magical sensor within the power's area.

If the viewing attempt originates within the area, you also know the viewer's location. Otherwise, you and the remote viewer immediately make opposed manifester level checks (1d20 + manifester level, or viewer's caster level as appropriate). If you at least match the remote viewer's result, you get a visual image of the remote viewer and an accurate sense of the remote viewer's direction and distance from you.

Detect Teleportation

Discipline: Clairsentience

Level Nomad 1

Display: Visual

Manifesting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: Concentration, up to 1 minute (D)

Saving Throw: No; **Power Resistance:** No

Power Points: 1

You sense the use of any effects of the teleportation subdiscipline within the area. You sense the use of these powers whether or not you have line of sight or line of effect (although a force effect prevents this detection). When you sense the use of an appropriate power, you know the direction in which the power was used, though not the distance or the exact effect.

Augment: If you spend 2 additional power points, this power's range increases to Medium (100 ft. + 10 ft./level).

Dimension Slide

Discipline: Psychoportation (Teleportation)

Level: Psychic warrior 3

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: You; see text

Duration: Instantaneous

Power Points: 5

You instantly transfer yourself from your current location to any other spot within range to which you have line of sight. You can bring along possessions that amount to as much as a medium load, including living creatures that weigh as much as 20 pounds. Movement caused by the use of *dimension slide* does not provoke attacks of opportunity.

If you somehow attempt to transfer yourself to a location occupied by a solid body or a location you can't see the power simply fails to function.

Augment: If you spend 4 additional power points, you can manifest this power as a move action.

Dimension Swap

Discipline: Psychoportation (Teleportation)

Level: Nomad 2, psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: You and one ally in range, or any two allies in range; see text

Duration: Instantaneous

Saving Throw: Will negates (harmless, object); **Power**

Resistance: Yes (harmless, object)

Power Points: 3

You instantly swap positions between your current position and that of a designated ally in range. Alternatively, you can swap the positions of any two allies in range. This power affects creatures of Large or smaller size. You can bring along objects, but not other creatures.

Special: A psychic warrior can manifest this power to swap positions with an ally, but not to swap the positions of two allies.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger.

Disable

Discipline: Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 1

Display: Visual

Manifesting Time: 1 standard action

Range: 20 ft.

Area: Cone-shaped emanation centered on you

Duration: 1 min./level (D)

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 1

You broadcast a mental compulsion that convinces one or more creatures of a combined total of 4 Hit Dice or less that they are disabled. Creatures with the fewest HD are affected first. Among creatures with equal Hit Dice, those who are closest to the power's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Creatures that are rendered helpless or are destroyed when they reach 0 hit points cannot be affected.

Creatures affected by this power believe that they have somehow been brought to the brink of unconsciousness and must act accordingly. While it's possible for an important nonplayer character to attempt some sort of "heroic" action, common NPCs and creatures under the effect of this power typically cower or retreat.

Any creature that attempts to take a standard action immediately breaks the compulsion and can act normally. A creature that attempts to heal itself or that receives healing is likewise freed of the compulsion, and if it is not actually wounded, the healing is wasted. A creature that takes damage is also instantly freed of the compulsion (although the damage still counts against its actual current hit points).

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet and its save DC increases by 1.

In addition, for every additional power point you spend to increase the range and the save DC, this power

can affect targets that have Hit Dice equal to 4 + the number of additional points.

Disintegration

Discipline: Psychoportation

Level: Psion/wilder 6

Display: Auditory, material, and visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial (object); **Power**

Resistance: Yes

Power Points: 11

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 22d6 points of damage. Any creature reduced to 0 or fewer hit points by this power is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter. Thus, the power disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, but not psionic effects such as a *null psionics field*.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per manifestation.

Augment: For every additional power point you spend, the damage this power deals to a subject that fails its saving throw increases by 2d6 points. Augmenting this power does not change the amount of damage the target takes if it succeeds on its saving throw. For every 4d6 additional damage, the power's save DC increases by 1.

Dismiss Ectoplasm

Discipline: Metacreativity

Level: Psion/wilder 3

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates; see text; **Power**

Resistance: No

Power Points: 5

You dismiss creatures, objects, or effects composed of ectoplasm, such as astral constructs or the *ectoplasmic cocoon* power, or that were formerly composed of ectoplasm, such as items created by metacreativity (creation) powers.

An ectoplasmic creature that fails its Will saving

throw dissipates into so much constituent ectoplasm, which evaporates immediately.

A creature under the effect of the *ectoplasmic form* power that fails its saving throw is either destroyed outright or physically shifted to a random location on the Astral Plane (50% chance for either result).

Other ongoing powers that create ectoplasmic objects or effects, such as *ectoplasmic cocoon*, are dismissed if you succeed on a manifester level check (1d20 + your manifester level, maximum +10) against a DC of 11 + the power's manifester level.

Dispel Psionics

Discipline: Psychokinesis

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One manifester, creature, or object; or 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** No

Power Points: 5

You can use *dispel psionics* to end one ongoing power that has been manifest on a creature or object or to temporarily suppress the psionic abilities of a psionic item. A dispelled power ends as if its duration had expired. Some powers, as detailed in their descriptions, can't be defeated by *dispel psionics*. *Dispel psionics* can dispel (but not counter) psi-like effects just as it does powers. The effect of a power with an instantaneous duration can't be dispelled, because the psionic effect is already over before the *dispel psionics* can take effect.

Targeted Dispel: One object, creature, or power is the target of the *dispel psionics* power. You make one dispel check (1d20 + your manifester level) and compare that to the power with highest manifester level (DC = 11 + the power's manifester level). If successful, that power ends. If not, compare the same result to the power with the next highest manifester level. Repeat this process until you have dispelled one power affecting the target, or you have failed to dispel every power.

For example, a 7th-level manifester manifests *dispel psionics*, targeting a creature affected by *biofeedback* (manifester level 12th) and *flight* (manifester level 7th). The manifester level check results in a 19. This check is not high enough to end the *biofeedback* (which would have required a 23 or higher), but it is high enough to end the *flight* (which only required a 18). Had the dispel check resulted in a 23 or higher, the *biofeedback* would have been dispelled, leaving the *flight* intact. Had the dispel check been a 17 or less, no powers would have been affected.

You can also use a targeted dispel to specifically end one power affecting the target or one power affecting an area (such as a *wall of fire*). You must name the specific power effect to be targeted in this way. If your manifester level check is equal to or higher than the DC of that power, it ends. No other powers or effects on the

target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing power (such as a monster summoned by *summon monster*), you make a dispel check to end the power that conjured the object or creature.

If the object that you target is a psionic item, you make a dispel check against the item's manifester level (DC = 11 + the item's manifester level). If you succeed, all the item's psionic properties are suppressed for 1d4 rounds, after which the item recovers its psionic properties. A suppressed item becomes nonpsionic for the duration of the effect. An interdimensional opening (such as a *bag of holding*) is temporarily closed. A psionic item's physical properties are unchanged: A suppressed psionic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal psionics such as this.

You automatically succeed on your dispel check against any power that you manifest yourself.

Augment: This power may be augmented in one of the following ways.

1. If you spend an additional 6 power points, your targeted dispel can dispel one power for every four manifester levels you possess, starting with the highest level powers and proceeding to lower level powers. It also has a chance to dispel any effect that *remove curse* can remove, even if an unaugmented *dispel psionics* can't dispel that effect. The DC of this check is equal to the curse's DC.

2. If you spend an additional 6 power points, you may choose to make an area dispel instead of a targeted dispel.

Area Dispel: When *dispel psionics* is used in this way, the power affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel psionics*. For each object within the area that is the target of one or more powers, apply the dispel check as with creatures. Psionic items are not affected by an area dispel.

For each ongoing area or effect power whose point of origin is within the area of the *dispel psionics* power, apply the dispel check to dispel the power. For each ongoing power whose area overlaps that of the *dispel psionics* power, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing power (such as a weapon summoned by *call weaponry*) is in the area, apply the dispel check to end the power that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one power targeting the creature or object.

You may choose to automatically succeed on dispel checks against any power that you have manifested.

Dispelling Buffer

Discipline: Psychokinesis

Level: Kineticist 6, psychic warrior 6

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels); see text

Target: You or one willing creature or one object (object weighing up to 100 lb./level); see text

Duration: 1 hour/level (D)

Saving Throw: None ; **Power Resistance:** Yes (harmless, object)

Power Points: 11

You create a psychokinetic shield around the subject that improves the chance that any powers affecting the subject will resist a *dispel psionics* power (or a *dispel magic* spell) or a negation effect that targets a specific power (such as *shatter mind blank*). When *dispelling buffer* is manifested on a creature or object, on each dispel check, add +5 to the DC for the ongoing effect that is subject to being dispelled.

Dispel psionics can negate *dispelling buffer*, but against a targeted dispel, *dispelling buffer* is always checked last (with the same +5 bonus). Against an area dispel, *dispelling buffer* is checked in the order according to its level (with the same +5 bonus).

Special: When a psychic warrior manifests this power, the range is personal and the target is the manifester.

Dissipating Touch

Discipline: Psychoportation (Teleportation)

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** Yes (object)

Power Points: 1

Your mere touch can disperse the surface material of a foe or object, sending a tiny portion of it far away. This effect is disruptive; thus, your successful melee touch attack deals 1d6 points of damage.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Dissolving Touch

Discipline: Psychometabolism [Acid]

Level: Psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** No

Power Points: 3

Your touch, claw, or bite is corrosive, and sizzling moisture visibly oozes from your natural weapon or hand. You deal 4d6 points of acid damage to any creature or object you touch with your successful melee touch attack. Acid you secrete denatures 1 round after use, losing all efficacy and ability to deal damage. You are immune to your own acid.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points.

Dissolving Weapon

Discipline: Psychometabolism [Acid]

Level: Psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: One held weapon; see text

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** No

Power Points: 3

As *dissolving touch*, except your weapon is charged with acid until you make a successful attack.

Distract

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 1, psychic warrior 1

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Concentration, up to 1 min./level (D)

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 1

You cause your subject's mind to wander, distracting her. Subjects under the effect of *distract* make all Perception and Sense Motive checks at a -4 penalty.

Augment: If you expend your psionic focus when manifesting this power, the cost of the power is reduced by 1 (to a minimum of 0).

Divert Teleport

Discipline: Psychoportation (Teleportation)

Level: Psion/wilder 7

Display: Visual

Manifesting Time: 1 immediate action; see text

Range: Medium (100 ft. + 10 ft./level)

Area: A circle, centered on you, with a radius of 100 ft. + 10 ft./level

Effect: Diverts the teleportation of any object or creature whose weight does not exceed your maximum load

Duration: 10 min./level (D)

Saving Throw: Will negates (foils diversion); **Power Resistance:** Yes (foils diversion)

Power Points: 13

Similar to *detect teleportation*, except that you know the intended destination, and you can divert the final destination of any teleportation attempt made by others within the area.

You can divert the destination of both incoming and outgoing teleportations, psionic and magical. You must overcome the power resistance of creatures that possess it to make a successful diversion, and the teleporting creature can make a Will save to foil the diversion as well.

For the purpose of this power, "divert" means you choose the actual destination of any teleportation attempt you can affect, as if you yourself were teleporting to that location, regardless of the teleportation range of the effect you are diverting. The destination you choose

must be a location with which you are very familiar or that you have studied carefully.

Dream Travel

Discipline: Psychoportation

Level: Nomad 7

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Targets: You and touched creature or creatures (up to one/level)

Duration: 1 hour/level (D)

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 13

You and any creature you touch are drawn along a crystal arc of reverie to the edge of conscious thought and into the region of dreams. You can take more than one creature along with you (subject to your level limit), but each one must be touching another one. You physically enter the land of dreams, leaving nothing behind.

In the region of dreams, you move through a menagerie of thoughts, desires, and phantoms created by the minds of dreamers everywhere. For every minute you move through dream, you can “wake” to find yourself five miles displaced in the waking world. Thus, a character can use this power to travel rapidly by physically entering where only dreams normally prowl, moving the desired distance, and then stepping back into the waking world. You know where you will come out in the waking world.

Dream travel can also be used to travel to the Dreamscape and other planes that contain creatures that dream, but doing this requires crossing into the dreams of outsiders, where you are subject to the vagaries of many dream realities—a potentially perilous proposition. Transferring to another plane of existence in this fashion requires 1d4 hours of uninterrupted travel.

Any creatures that come along when *dream travel* is manifested also make the transition to the borders of unconscious thought. A creature separated from you wanders off into the dreamscape. When the duration ends, all affected creatures return to the waking world as much as 1,000 miles (d% \times 10) from their starting point. If a creature remains in the dreamscape, it is powerless to leave unless it can manifest the *dream travel* power itself or someone who manifests the power seeks out the lost creature.

Augment: For every 2 additional power points you spend, this power’s save DC increases by 1.

Duodimensional Claw

Discipline: Psychometabolism

Level: Psychic warrior 3

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 5

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to improve that weapon. One of your claws becomes two-dimensional, making it razor-sharp. The weapon is now psionically keen, increasing its threat range from 20 to 19–20. This benefit does not stack with other effects that improve a weapon’s threat range.

Ecto Protection

Discipline: Metacreativity

Level: Psion/wilder 1

Display: Visual; see text

Manifesting Time: 1 standard action; see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: An astral construct you manifest

Duration: 1 min./level

Saving Throw: None; **Power Resistance:** No

Power Points: 1

This power reinforces an astral construct you created by the *astral construct* power, increasing the DC by 1 on any *dispel psionics* attempts or a similar effect, and a +1 bonus on its saving throw to resist *dismiss ectoplasm*. This power can be manifested as a swift action in the same round that you manifest an astral construct, as long as the power points you spend to perform both actions do not exceed your manifest level.

Augment: For every 2 additional power points you spend, the DC for *dispel psionics* or similar effects increases by 1, and your astral construct’s bonus on its saving throw to resist *dismiss ectoplasm* increases by 1.

Ectoplasmic Cocoon

Discipline: Metacreativity

Level: Shaper 3

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One Medium or smaller creature

Duration: 1 round/level (D)

Saving Throw: Reflex negates; **Power Resistance:** No

Power Points: 5

You draw writhing strands of ectoplasm from the Astral Plane that wrap up the subject like a mummy. The subject can still breathe but is otherwise helpless, unable to see outside the cocoon, speak, or take any physical actions. The subject’s nostrils are clear (air passes through the cocoon normally). The subject can execute purely mental actions (such as manifesting powers or casting spells with no verbal, somatic, or material components).

Cutting or damaging the cocoon can free a victim. The cocoon has hardness 8 and 20 hit points. Teleportation and other forms of travel provide a means of escape, but the cocoon extends into the Ethereal Plane, blocking ethereal travel. An *ectoplasmic cocoon* can’t be affected by *dispel psionics*, but it can be dismissed with *dismiss*

ectoplasm, or otherwise destroyed by extreme measures or items.

The creature within the cocoon is visible only as a vague shape (substantial enough to interrupt line of sight) and cannot be directly harmed or interacted with unless the cocoon is destroyed. The cocooned creature can be moved normally (the weight of the cocoon is negligible).

A creature that is cocooned while aloft begins to fall immediately, and a creature that is cocooned while swimming or underwater may drown.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's save DC increases by 1.

2. For every 2 additional power points you spend, this power can affect a target one size category larger.

Ectoplasmic Cocoon, Mass

Discipline: Metacreativity

Level: Shaper 7

Area: 20-ft.-radius burst

Duration: 1 hour/level (D)

Saving Throw: Reflex negates; **Power Resistance:** No

Power Points: 13

As *ectoplasmic cocoon*, except you can cocoon several creatures (or a single big creature that fits in a 20-foot radius sphere or hemisphere) in a mass of writhing ectoplasm. Targets entirely within the area who fail their save are caught and cocooned. If a creature's body is only partially within the area, this power does not affect that creature.

Augment: For every 2 additional power points you spend, the radius of this power's area increases by 5 feet.

Ectoplasmic Creation

Discipline: Metacreativity (Creation)

Level: Shaper 1

Display: Material

Manifesting Time: 1 minute

Range: 0 ft.

Effect: Unattended, nonpsionic, nonmagical object of nonliving matter, up to 1 cu. ft./level

Duration: 1 hour/level (D)

Saving Throw: None; **Power Resistance:** No

Power Points: 1

You shape raw ectoplasm into a nonmagical, unattended object of nonliving, organic matter. The volume of the item created cannot exceed 1 cubic foot per manifester level. You must succeed on an appropriate Craft skill check to make a complex item.

Attempting to use any created object as a material component for spells causes the spell to fail.

Ectoplasmic Creation, Major

Discipline: Metacreativity (Creation)

Level: Psion/wilder 5

Manifesting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Duration: See text

Power Points: 9

This power functions like *ectoplasmic creation*, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Hardness and Rarity Examples	Duration
Vegetable matter	2 hr./level
Stone, crystal, base metals	1 hr./level
Precious metals	20 min./level
Gems	10 min./level
Rare metal*	1 round/level

* Includes adamantite, alchemical silver, and mithral. You can't use major modify matter to create a cold iron item. Additional rare items are possible at the GM's discretion, but should typically be limited to 1 round/level.

Ectoplasmic Form

Discipline: Psychometabolism

Level: Egoist 3, psychic warrior 3

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 5

You and all your gear become a partially translucent mass of rippling ectoplasm that generally conforms to your normal shape. You gain damage reduction 10/psionics, and you gain immunity to poison and critical hits. Your material armor becomes meaningless, although your size, Dexterity, deflection bonuses, and armor bonuses from force effects (such as those gained by *inertial armor*) still apply to your Armor Class.

You can manifest powers while in *ectoplasmic form*, but you must make a concentration check (DC 20 + power level) for each power you attempt to manifest.

You cannot physically attack, you lose supernatural abilities (if any), and you can't speak while in *ectoplasmic form*. You can't run, but you can fly at a speed of 20 feet (perfect). You can pass through small holes or narrow openings, even mere cracks, with all you were wearing or holding in your hands. You are subject to the effects of wind, and you can't enter water or other liquid. You also can't manipulate objects or activate items, even those carried along with you. Continuously active items remain active, though in some cases their effects may be moot (such as items that provide armor or natural armor bonuses).

Ectoplasmic Shambler

Discipline: Metacreativity (Creation)

Level: Psion/wilder 5

Display: Auditory, material, and olfactory; see text

Manifesting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: One ectoplasmic manifestation of a size equal to ten 10-ft. cubes (S)

Duration: 1 min./level

Saving Throw: None; **Power Resistance:** No

Power Points: 9

You fashion an ephemeral, many-legged mass of pseudo-living ectoplasm called an ectoplasmic shambler. You can direct the shambler as a free action. It has a speed of 10 feet. It can completely surround objects (and opponents) over which it is manifested or onto which it moves, because it has the consistency of thick mist. The vision of those within the shambler is limited to 5 feet, and manifesting powers (or casting spells) within the shambler is difficult due to the constant turbulence felt by those caught in the shambler's form. Vision through the shambler is similarly impaired for those outside the shamble.

Creatures enveloped by the shambler, regardless of Armor Class, take 1 point of damage for every two manifester levels you have in each round they become enveloped in or remain within the roiling turbulence of the shambler. Anyone trying to manifest a power must make a concentration check (DC 15 + power's or spell's level) to successfully manifest a power or cast a spell inside the shambler.

A wind stronger than 20 miles per hour that blows against the shambler reduces its speed to 0 feet during the first round, and in subsequent rounds moves it in the direction of the wind at a speed of 5 feet. A wind stronger than 20 miles per hour that blows in the direction the shambler travels increases its speed to 15 feet.

Ectoplasmic Sheen

Discipline: Metacreativity (Creation)

Level: Psion/wilder 1

Display: Visual and olfactory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One object or a 10-ft. square

Duration: 1 round/level (D)

Saving Throw: See power text; **Power Resistance:** No

Power Points: 1

You draw forth ectoplasm in an area, causing the surface to become slick. Any creature in the area when the power is manifested must make a successful Reflex save or fall. A creature can walk within or through the area of ectoplasm at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed.

The power can also be used to create a greasy coating on an item. Material objects not in use are always affected by this power, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the

item. A saving throw must be made in each round that the creature attempts to pick up or use the affected item. A creature wearing affected armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

Augment: If you spend 6 additional power points, each target that fails a Reflex save to remain standing and falls must first make a Strength check (with the same DC as the Reflex save) to stand.

In addition, for every two additional power points you spend augmenting this power, the power's save DC increases by 1.

Ego Whip

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. +10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half; see text; **Power Resistance:** Yes

Power Points: 3

Your rapid mental lashings assault the ego of your enemy, debilitating its confidence. The target takes 1d4 points of Charisma damage, or half that amount (minimum 1 point) on a successful save. A target that fails its save is also dazed for 1 round.

Augment: For every 4 additional power points you spend, this power's Charisma damage increases by 1d4 points and its save DC increases by 2.

Elfsight

Discipline: Psychometabolism

Level: Psion/wilder 2, psychic warrior 1

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: Psion/wilder 3, psychic warrior 1

You gain low-light vision (as an elf) for the duration of the power, as well as a +2 bonus on vision-based Perception checks.

If *elfsight* is used in conjunction with *my light*, the cone of light extends out to 80 feet instead of 40 feet.

Empathic Connection

Discipline: Telepathy (Charm) [Mind-Affecting]

Level: Telepath 1

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid

Duration: 1 hour/level

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 1

You reach out with your mind, finding the emotional strings that most apply to your target. With delicate influences, you twist those emotional strings, making your target view you as a friend (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

This does not enable you to control the affected person as if it was an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the effect. You must speak the person's language to communicate your commands, be good at pantomiming, or have some other method to communicate, such as *mindlink*.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, this power can also affect an animal, fey, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

3. If you spend 4 additional power points, this power's duration increases to one day per level.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

Empathic Feedback

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 4, psychic warrior 3

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Saving Throw: Will negates; see text; **Power**

Resistance: Yes

Power Points: Psion/wilder 7, psychic warrior 5

You empathically share your pain and suffering with your attacker. Each time a creature strikes you in melee, it takes damage equal to one quarter the amount it dealt to you (rounded down, minimum 1) unless it succeeds on a Will save. This damage is empathic in nature, so powers and abilities the attacker may have such as damage reduction and regeneration do not lessen or change this damage. The damage from *empathic feedback* has no type, so even if you took fire damage from a creature that has immunity to fire, *empathic feedback* will damage your attacker. The damage from empathic feedback is a mind-affecting effect, a successful Will

save negates this damage, and the damage is subject to power resistance.

Augment: This power may be augmented in one of the following ways.

1. By spending 3 additional power points, the damage suffered by your attacker increases to one half the damage dealt to you.

2. By spending 6 additional power points, the damage suffered by your attacker is equal to the damage dealt to you.

Empathic Transfer

Discipline: Psychometabolism

Level: Egoist 2, psychic warrior 2

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Touch

Target: Willing creature touched

Duration: Instantaneous

Power Points: 3

You heal another creature's wounds, transferring some of its damage to yourself. When you manifest this power, you can heal as much as 2d10 points of damage. The target regains a number of hit points equal to the dice result, and you lose hit points equal to half of that amount. (This loss can bring you to 0 or fewer hit points.) Powers and abilities you may have such as damage reduction and regeneration do not lessen or change this damage, since you are taking the target's pain into yourself in an empathic manner. The damage transferred by this power has no type, so even if you have immunity to the type of damage the target originally took, the transfer occurs normally and deals hit point damage to you.

Alternatively, you can use this power to absorb one poison or one disease afflicting the target creature into yourself. When you absorb a poison or disease, you do not take any of the damage previously dealt to the target by the affliction, but you do assume the burden of making the secondary and/or continuing Fortitude saves to combat the affliction.

Finally, you can use this power to transfer up to 1 point of ability damage per manifester level from the target to yourself.

Augment: For every additional power point you spend, you can heal an additional 2d10 points of damage (to a maximum of 10d10 points per manifestation).

Empathic Transfer, Hostile

Discipline: Telepathy [Mind-Affecting]

Level: Telepath 3, psychic warrior 3

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half; **Power Resistance:** Yes

Power Points: 5

You transfer your hurt to another. When you manifest

this power and then make a successful touch attack, you can transfer 50 points of damage (or less, if you choose) from yourself to the touched creature. The damage you transfer may not exceed the damage you currently have. You immediately regain hit points equal to the amount of damage you transfer.

You cannot use this power to gain hit points in excess of your full normal total. The transferred damage is empathic in nature, so powers and abilities the subject may have such as damage reduction and regeneration do not lessen or change this damage.

The damage transferred by this power has no type, so even if the subject has immunity to the type of damage you originally took, the transfer occurs normally and deals hit point damage to the subject.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, you can transfer an additional 5 points of damage (maximum 70 points per manifestation), although you must still have that amount of actual damage to transfer.

2. If you spend 6 additional power points, this power affects all creatures in a 20-foot-radius spread centered on you, transferring the full amount of damage to each creature, although you may not gain more hit points back than the amount of damage you transfer.

Empathy

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 1

Display: Mental

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius spread centered on you

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None; **Power Resistance:** No

Power Points: 1

You detect the surface emotions of any creature you can see that is in the power's area. You can sense basic needs, drives, and emotions. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and many other kinds of sensations and moods can all be perceived.

You gain a +2 insight bonus on any Bluff, Diplomacy, Intimidate, or Sense Motive checks that you make in the round when you cease concentrating on this power.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, this power's range and the radius of its area increases by 5 feet.

2. If you spend 2 additional power points, this power's maximum duration increases to 1 hour/level and you need only concentrate to gain the benefit of the power.

Empty Mind

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Power Points: 1

You empty your mind of all transitory and distracting thoughts, improving your self-control. You gain a +2 bonus on all Will saves until your next action.

Augment: For every 2 additional power points you spend, the bonus on your Will saves increases by 1.

Energy Adaptation

Discipline: Psychometabolism

Level: Psion/wilder 4, psychic warrior 4

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 7

Your body assimilates some of the effect of an energy attack and converts it to harmless light. You gain resistance 10 against any attack that deals acid, cold, electricity, fire, or sonic damage.

When you absorb damage, you can choose to radiate visible light that illuminates a 60-foot radius for a number of rounds equal to the points of damage you successfully resisted, or merely dissipate the energy without giving off a visual display.

The energy resistance provided by this power increases to 20 points at 7th manifester level and to a maximum of 30 points at 11th level.

The power protects your equipment as well.

The resistance provided by this power does not stack with other forms of energy resistance.

Augment: If you spend 4 additional power points, you can manifest this power as an immediate action.

Energy Adaptation, Specified

Discipline: Psychometabolism [see text]

Level: Psion/wilder 2, psychic warrior 2

Power Points: 3

As *energy adaptation*, except the type of energy to which you gain resistance when this power is manifested is your active energy type.

This power's subtype is the same as the type of damage it protects against.

Augment: If you spend 4 additional power points, you can manifest this power as an immediate action.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Ball

Discipline: Psychokinesis [see text]

Level: Kineticist 4

Display: Auditory

Manifesting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text;

Power Resistance: Yes

Power Points: 7

You create an explosion of energy of your active energy type (cold, electricity, fire, or sonic) that deals 7d6 points of damage to every creature or object within the area. The explosion creates almost no pressure.

Cold: A ball of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold ball* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a ball of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A ball of this energy type deals +1 point of damage per die.

Sonic: A ball of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Bolt

Discipline: Psychokinesis [see text]

Level: Psion/wilder 3

Display: Auditory

Manifesting Time: 1 standard action

Range: 120 ft.

Area: 120-ft. line

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text;

Power Resistance: Yes

Power Points: 5

You release a powerful stroke of energy of your active energy type (cold, electricity, fire, or sonic) that deals 5d6 points of damage to every creature or object within the area. The beam begins at your fingertips.

Cold: A bolt of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold bolt* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a bolt of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A bolt of this energy type deals +1 point of damage per die.

Sonic: A bolt of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Burst

Discipline: Psychokinesis [see text]

Level: Psion/wilder 3

Display: Auditory

Manifesting Time: 1 standard action

Range: 40 ft.

Area: 40-ft-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text;

Power Resistance: Yes

Power Points: 5

You create an explosion of unstable ectoplasmic energy of your active energy type (cold, electricity, fire, or sonic) that deals 5d6 points of damage to every creature or object within the area. The explosion creates almost no pressure. Since this power extends outward from you, you are not affected by the damage.

Cold: A burst of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold burst* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a burst of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A burst of this energy type deals +1 point of damage per die.

Sonic: A burst of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Cone

Discipline: Psychokinesis [see text]

Level: Kineticist 3

Display: Auditory

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text;

Power Resistance: Yes

Power Points: 5

You create a cone of energy of your active energy type (cold, electricity, fire, or sonic), extending outward from your hand, that deals 5d6 points of damage to every creature or object within the area.

Cold: A cone of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold cone* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a cone of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A cone of this energy type deals +1 point of damage per die.

Sonic: A cone of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Conversion

Discipline: Psychometabolism [see text]

Level: Psion/wilder 7

Display: Mental

Manifesting Time: 1 standard action

Range: Personal and close (25 ft. + 5 ft./2 levels); see text

Effect: Ray; see text

Duration: 10 min./level

Saving Throw: None; **Power Resistance:** Yes

Power Points: 13

As *energy adaptation*, except that instead of radiating away energy as light, you store up the energy and can later discharge it as a ray. To discharge a ray requires a standard action. You can choose to fire any number of rays during the power's duration. The ray you fire must be of one of the energy types you have stored (if you have stored more than one type, you can choose what kind of energy to use for each ray). If a ray successfully strikes its target (requiring a ranged touch attack), the target takes damage equal to the amount of energy damage of that type you have stored, up to a maximum of three times your manifester level. As long as this power remains in effect, you can continue to absorb energy damage and fire additional rays using the stored damage. Damage you fire in rays is subtracted from the damage you have absorbed, so you may not fire off rays if you have depleted the energy you have absorbed.

This power's subtype is the same as the type of energy you discharge in a ray; thus, its subtype can change during the course of the power's duration.

Energy Current

Discipline: Psychokinesis [see text]

Level: Kineticist 5

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Any two creatures no more than 15 ft. apart

Duration: Concentration, up to 1 round/level

Saving Throw: Reflex half or Fortitude half; see text;

Power Resistance: Yes

Power Points: 9

Your body's psionically fueled bioenergetic currents produce an arc of energy of your active energy type (cold, electricity, fire, or sonic) that targets a creature you designate as the primary foe for 9d6 points of damage in every round when the power remains in effect. Energy also arcs off the primary foe to strike one additional foe that is initially within 15 feet of the primary foe, or that subsequently moves within 15 feet of the primary foe while the duration lasts. Secondary foes take the same damage that the primary foe takes in every round while the duration lasts.

Should either the primary or secondary foe fall to less than 0 hit points (or should a target completely evade the effect with a special ability or power), or should the primary foe move out of range of the effect, the *energy current's* arc randomly retargets another primary and/or secondary foe while the duration lasts, depending on which foe or foes can no longer be targeted. Targeted foes can move normally, possibly moving out of range of the effect, but each round they are targeted and remain in range they must make a saving throw to avoid taking full damage in that round.

Concentrating to maintain *energy current* is a full-round action. If you take damage while maintaining *energy current*, you must make a successful concentration check (DC 10 + damage dealt) to avoid losing your concentration on the power.

The save DC to halve the damage for the secondary target is 2 lower than the DC for the primary target.

Cold: A current of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold current* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a current of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A current of this energy type deals +1 point of damage per die.

Sonic: A current of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

2. For every 4 additional power points you spend, this power can affect an additional secondary foe. Any additional secondary foe cannot be more than 15 feet from another target of the power.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Missile

Discipline: Psychokinesis [see text]

Level: Kineticist 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to five creatures or unattended objects; no two targets can be more than 15 ft. apart.

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text;

Power Resistance: Yes

Power Points: 3

You release a powerful missile of your active energy type (cold, electricity, fire, or sonic) at your foe. The missile deals 3d6 points of damage to each creature or unattended object you target, to the maximum of five targets. You cannot hit the same target multiple times with the same manifestation of this power.

Cold: A missile of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold missile* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a missile of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A missile of this energy type deals +1 point of damage per die.

Sonic: A missile of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For every two additional dice of damage, the power's save DC increases by 1.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Push

Discipline: Psychokinetic [see text]

Level: Psion/wilder 2

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text;

Power Resistance: Yes

Power Points: 3

You project a solid blast of energy of your active energy type (cold, electricity, fire, or sonic) at a target, dealing it 2d6 points of damage. In addition, if a subject of up to one size category larger than you fails a Strength check (DC equal to the save DC of this power), the driving force of the energy blast pushes it back 5 feet plus another 5 feet for every 5 points of damage it takes. If a wall or other solid object prevents the subject from being pushed back, the subject instead slams into the object and takes an extra 2d6 points of damage from the impact (no save). The movement caused by *energy push* does not provoke attacks of opportunity.

Cold: A blast of this energy type deals +1 point of damage per die (damage from impact remains at 2d6 points). The saving throw to reduce damage from a *cold push* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a blast of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A blast of this energy type deals +1 point of damage per die (damage from impact remains at 2d6 points).

Sonic: A blast of this energy type deals –1 point of damage per die (damage from impact remains at 2d6 points) and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every 2 additional power points you spend, this power's damage increases by one die (d6) and its save DC increases by 1. The damage increase applies to both the initial blast and any damage from impact with an object.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Ray

Discipline: Psychokinesis [see text]

Level: Psion/wilder 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** Yes

Power Points: 1

You create a ray of energy of your active energy type (cold, electricity, fire, or sonic) that shoots forth from your fingertip and strikes a target within range, dealing 1d6 points of damage, if you succeed on a ranged touch attack with the ray.

Cold: A ray of this energy type deals +1 point of damage per die.

Electricity: Manifesting a ray of this energy type provides a +3 bonus on your attack roll if the target is

wearing metal armor and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A ray of this energy type deals +1 point of damage per die.

Sonic: A ray of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: You can augment this power in one of the following ways.

1. For every additional power point you spend, this power's damage increases by one die (d6).

2. If you expend your psionic focus when manifesting this power, the cost of the power is reduced by 1 (to a minimum of 0), but the damage is reduced to 1d3 and it cannot be further augmented.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Retort

Discipline: Psychokinesis [see text]

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

Range: Personal and close (25 ft. + 5 ft./2 levels); see text

Targets: You and creature or object attacking you; see text

Duration: 1 min./level

Saving Throw: Reflex half or Fortitude half; see text; **Power Resistance:** Yes

Power Points: 5

You weave a field of potential energy of your active energy type (cold, electricity, fire, or sonic) around your body. The first successful attack made against you in each round during the power's duration prompts a response from the field without any effort on your part. The attack may be physical, the effect of a power, or the effect of a spell (including spell-like, supernatural, and extraordinary abilities). An "ectoburst" discharges from the field, targeting the source of the attack and dealing 4d6 points of damage of the active energy type. To be affected, a target must be within close range, you must have line of sight and line of effect to it, and you must be able to identify the source of the attack. The ectoburst automatically strikes the enemy who successfully attacked you, so long as it

meets the above criteria.

Cold: A field of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold retort* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a field of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A field of this energy type deals +1 point of damage per die.

Sonic: A field of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's duration increases by 1 minute.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Stun

Discipline: Psychokinesis [see text]

Level: Psion/wilder 6

Display: Auditory



Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 5-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text;

Power Resistance: Yes

Power Points: 3

You release a powerful stroke of your active energy type (cold, electricity, fire, or sonic) that encircles all creatures in the area, dealing 1d6 points of damage to each of them. In addition, any creature that fails its save for half damage must succeed on a Will save or be stunned for 1 round.

Cold: A stroke of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold stun* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a stroke of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A stroke of this energy type deals +1 point of damage per die.

Sonic: A stroke of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For every two additional dice of damage, the power's save DC increases by 1.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Wall

Discipline: Metacreativity (Creation) [see text]

Level: Psion/wilder 3

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: An opaque sheet of energy up to 20 ft. long/level or a ring of energy with a radius of up to 5 ft./2 levels

Duration: Concentration + 1 round/level

Saving Throw: Reflex half or Fortitude half; see text;

Power Resistance: No

Power Points: 5

You create an immobile sheet of energy of your active energy type (cold, electricity, fire, or sonic) formed out of unstable ectoplasm. One side of the wall, selected by you, sends forth waves of energy, dealing 2d6 points of damage to creatures and objects within 10 feet and 1d6 points of damage to those beyond 10 feet but within 20 feet. In addition, anyone passing through the *energy wall* takes 2d6 points of damage +1 point per manifester level (maximum +20).

If you manifest the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

If you manifest this power in the form of a ring of energy, you choose whether the waves of energy radiate inward or outward from the ring.

Cold: A sheet of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold wall* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a sheet of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A sheet of this energy type deals +1 point of damage per die.

Sonic: A sheet of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Wave

Discipline: Psychokinesis [see text]

Level: Psion/wilder 7

Display: Auditory

Manifesting Time: 1 standard action

Range: 120 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text;

Power Resistance: Yes

Power Points: 13

You create a flood of energy of your active energy type (cold, electricity, fire, or sonic) out of unstable ectoplasm that deals 13d6 points of damage to each creature and object in the area. This power originates at your hand and extends outward in a cone.

Cold: A wave of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold wave* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a wave of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A wave of this energy type deals +1 point of damage per die.

Sonic: A wave of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Ensconce

Discipline: Clairsentience

Level: Psion/wilder 7

Display: None

Manifesting Time: 1 standard action

Range: Touch

Target: One willing creature or one object (up to a 2-ft. cube/level) touched

Duration: One day/level (D)

Saving Throw: None or Will negates (object); **Power**

Resistance: No or Yes (object)

Power Points: 13

When manifested, this power prevents clairsentience or divination effects from detecting or locating the target and also renders the affected target invisible (as the *invisibility* spell). The power does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by *ensconce* become comatose and are effectively in a state of suspended animation until the effect ends.

Note: The Will save prevents an attended or magical object from being *ensconced*. There is no save to see the *ensconced* creature or object or to detect it with a clairsentience power or divination spell, such an attempt automatically fails.

Entangling Ectoplasm

Discipline: Metacreativity (Creation)

Level: Psion/wilder 1

Display: Material and visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Medium or smaller creature

Duration: 5 rounds

Saving Throw: None; **Power Resistance:** No

Power Points: 1

You draw forth a glob of ectoplasmic goo from the Astral Plane and immediately throw it as a ranged touch attack at any creature in range. On a successful hit, the subject is covered in goo and becomes entangled. The goo evaporates at the end of the power's duration. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to 11 + the manifester's key ability modifier.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger and the DC to break free increases by 1.

Eradicate Invisibility

Discipline: Psychokinesis

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

Range: 50 ft.

Targets: You and all invisible creatures and objects in a 50-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex negates; **Power Resistance:** No

Power Points: 5

You radiate a psychokinetic burst that disrupts and negates all types of invisibility (though this power can't negate the effect of *cloud mind*). Any creature that fails its save to avoid the effect loses its invisibility.

Creatures that are naturally invisible, such as an invisible stalker, are revealed as a dim outline for 1 round (until the beginning of your next turn) and do not have total concealment during this period.

Augment: For every additional power point you spend, this power's range and the radius of the burst in which it functions both increase by 5 feet. For each 10-foot increase, this power's save DC increases by 1.

Escape Detection

Discipline: Clairsentience

Level: Psychic warrior 3, seer 3

Display: None

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 5

You (plus all your gear and any objects you carry) become difficult to detect by clairsentience powers such as *clairvoyant sense*, *remote viewing*, and *psionic true seeing*, and similar magical effects. If a clairsentience power or similar effect is attempted against you, the manifester of the power must succeed on a manifester level check (1d20 + manifester level, or caster level if the opponent is not a manifester) against a DC of 13 + your manifester level (maximum +10).

Ethereal Form

Discipline: Psychoportation

Level: Nomad 7

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 13

You become ethereal, along with your equipment. For the duration of the power, you are in the Ethereal Plane, which overlaps the Material Plane. When the power expires, you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and powers you manifest while ethereal affect only other

ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane.

Treat other ethereal creatures and ethereal objects as if they were material.

If you end the power and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Ethereal Form, Greater

Discipline: Psychoportation

Level: Psion/wilder 9

Manifesting Time: 1 standard action

Range: Touch

Targets: You and one other touched willing creature/ three levels; all targets must be joined by linked hands

Duration: 1 min./level (D)

Saving Throw: None; **Power Resistance:** Yes (harmless)

Power Points: 17

This power functions like *ethereal form*, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three manifester levels to the Ethereal Plane. Once ethereal, the subjects need not stay together.

When the power expires, all affected creatures on the Ethereal Plane return to material existence.

If you end the power or the power ends normally and any of the affected creatures including you become material while inside a material object (such as a solid wall), that creature or creatures are shunted off to the nearest open space and take 1d6 points of damage per 5 feet shunted.

Ethereal Passage

Discipline: Psychoportation

Level: Psion/wilder 7

Display: Visual

Manifesting Time: 1 standard action

Range: 0 ft.

Effect: Ethereal 5-ft. by 8-ft. opening, 10 ft. deep + 5 ft. deep per three levels

Duration: One usage per two levels

Saving Throw: None; **Power Resistance:** No

Power Points: 13

You create an ethereal passage through wooden, plaster, or stone walls, but not other materials. The *ethereal passage* is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the *ethereal passage* and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the passage. This counts as two uses of the passage. The passage does not allow light, sound, or power effects through it, nor can you see through it without using it. Thus, the power can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A *gem of*

true seeing or similar ability reveals the presence of an *ethereal passage* but does not allow its use.

An *ethereal passage* is subject to *dispel psionics*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.

You can allow other creatures to use the *ethereal passage* by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

Evade Burst

Discipline: Psychometabolism

Level: Psion/wilder 7, psychic warrior 3

Display: Material

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: Psion/wilder 13, psychic warrior 5

You throw off a faux ectoplasmic shell, allowing you to slide out of range of a damaging effect. When you manifest this power in conjunction with making a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage.

Augment: If you spend 4 additional power points, you take only half damage on a failed Reflex save.

Exhalation of the Black Dragon

Discipline: Psychometabolism [Acid]

Level: Psychic warrior 3

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** Yes

Power Points: 5

You spit forth vitriolic acid, originating from your mouth, at your target. If you succeed on a ranged touch attack, the target takes 3d6 points of acid damage.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points.

Expansion

Discipline: Psychometabolism

Level: Psychic warrior 1

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 1

This power causes instant growth, doubling your height, length, and width and multiplying your weight

by 8. This increase changes your size category to the next larger one. You gain a +2 size bonus to Strength, a –2 size penalty to Dexterity (to a minimum of 1), a –1 size penalty on attack rolls and AC due to your increased size.

If your new size is Large or larger, you have a space of at least 10 feet and a natural reach of at least 10 feet. This power does not change your speed.

If insufficient room is available for the desired growth, you attain the maximum possible size and can make a Strength check (using your increased Strength score) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you—you cannot crush yourself to death by increasing your size.

All your equipment, worn or carried, is similarly expanded by this power. Melee and projectile weapons deal more damage.

Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple effects that increase size do not stack, which means (among other things) that you can't use a second manifestation of this power to further expand yourself.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 6 additional power points, this power increases your size by two size categories instead of one. You gain a +4 size bonus to Strength, a –4 size penalty to Dexterity (to a minimum effective Dexterity score of 1), a –2 size penalty on attack rolls, and a –2 size penalty to Armor Class due to your increased size.

2. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action.

3. If you spend 2 additional power points, this power's duration is 10 minutes per level rather than 1 minute per level.

Expulsion

Discipline: Psychoportation

Level: Nomad 4

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 7

You force an extraplanar creature back to its proper plane if it fails a Will save. If the manifestation is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

False Sensory Input

Discipline: Telepathy [Mind-Affecting]

Level: Telepath 3

Display: Mental

Manifesting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: Concentration, up to 1 min./level (D)

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 5

You have a limited ability to falsify one of the subject's senses. The subject thinks she sees, hears, smells, tastes, or feels something other than what her senses actually report. You can't create a sensation where none exists, nor make the subject completely oblivious to a sensation, but you can replace the specifics of one sensation with different specifics. For instance, you could make a human look like a dwarf (or one human look like another specific human), a closed door look like it is open, a vat of acid smell like rose water, a parrot look like a bookend, stale rations taste like fresh fruit, a light pat feel like a dagger thrust, a scream sound like the howling wind, and so on.

You can switch between senses you falsify round by round. You can't alter the size of an object by more than 50% by using this power. Thus, you couldn't make a castle look like a hovel, but you could make it look like a different castle, or a rough hillock of approximately the same size. If this power is used to distract an enemy manifester who is attempting to use his powers, the



enemy must make a concentration check as if being grappling or pinned.

Because you override a victim's senses, you can fool a victim who is using *true seeing* or some other method of gathering information, assuming you know that the victim is actively using such an effect and you can maintain concentration.

Augment: For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Far Hand

Discipline: Psychokinesis

Level: Psion/wilder 1

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: A nonmagical, unattended object weighing up to 5 lb.

Duration: Concentration, up to 1 min.

Saving Throw: None; **Power Resistance:** No

Power Points: 1

You can mentally lift and move an object at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the power ends if the distance between you and the object exceeds the power's range.

Augment: You can augment this power in one or both of the following ways. Alternatively, if you expend your psionic focus when manifesting this power, the cost of the power is reduced by 1 (to a minimum of 0), but the power cannot be augmented by either of the following options.

1. For every 2 additional power points you spend, this power's range increases by 5 feet.
2. For every additional power point you spend, the weight limit of the target increases by 2 pounds.
3. If you expend your psionic focus when manifesting this power, the cost of the power is reduced by 1 (to a minimum of 0)

Fate Link

Discipline: Clairsentience

Level: Seer 3

Display: Olfactory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Any two living creatures that are initially no more than 30 ft. apart.

Duration: 10 min./level

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 5

You temporarily link the fates of any two creatures, if both fail their saving throws. If either linked creature experiences pain, both feel it. When one loses hit points, the other loses the same amount. If one takes nonlethal damage, so does the other. If one creature is subjected to an effect to which it is immune (such as a type of energy damage), the linked creature is not subjected to it either.

If one dies, the other must immediately succeed on a Fortitude save against this power's save DC or gain two negative levels.

No other effects are transferred by the *fate link*.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Fate of One

Discipline: Clairsentience

Level: Seer 7

Display: Mental and visual

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 13

Your limited omniscience allows you to reroll a saving throw, attack roll, or skill check. Whatever the result of the reroll, you must use it even if it is worse than the original roll.

If you use the power to reroll a saving throw, you can manifest this power even when it is not your turn.

Feat Leech

Discipline: Clairsentience

Level: Psion/wilder 2, psychic warrior 2

Display: Mental and visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates; see text; **Power**

Resistance: Yes

Power Points: 3

You can use another's psionic or metapsionic feats for yourself. You make a melee touch attack against a target. If successful, you immediately are familiar with the target's psionic and metapsionic feats, if any, and you can choose two of these feats to "leech".

While the power lasts, you are treated as if you possessed the stolen feats, despite the fact that you have more feats than normally allowed. During this same period, the target can make no use of the stolen feats. When the power's duration expires, you lose access to the feats, and the target gains immediate use of them. This transfer occurs regardless of the distance between you and the target.

If the duration of *feat leech* is extended by the use of a metapsionic feat, the target gains a Will saving throw every 10 minutes beyond the normal duration. If this save succeeds, the power's duration ends. If the target is killed before the duration expires, you immediately lose the benefit of the stolen feats.

You cannot steal a feat for which you do not meet the prerequisites, if any. However, you can use a stolen feat as the prerequisite for another stolen feat.

Augment: For every 2 additional power points you spend, you can leech another feat and this power's save DC increases by 1.

Fiery Discorporation

Discipline: Psychokinesis [Fire]

Level: Kineticist 5

Display: Visual

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous and one day; see text

Power Points: 9

You use your mastery of energy to cheat death. If you are within 30 feet of an open flame, you can use this power. Any damage that would reduce you to 0 hit points or lower instead has a chance to disincorporate you. You attempt a Will save (DC 5 + damage dealt); if it succeeds, you take no damage and simply break apart into dozens of flitting tongues of flame and vanish, along with all your gear and anything you are holding or carrying.

One day later, you reappear adjacent to an open flame nearest to the place where you disincorporated, seeming to materialize from the fire (you choose where you appear along the perimeter of that open flame). While disincorporated, you do not exist—you can do nothing, nor can any of your enemies do anything to you.

Augment: For every 3 additional power points you spend, you gain a +1 bonus on your Will save to determine whether you disincorporate.

Fission

Discipline: Psychometabolism

Level: Egoist 7

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Effect: Duplicate of yourself

Duration: 1 round/level (D)

Power Points: 13

You can divide yourself, creating a duplicate that comes into existence 5 feet away. Your duplicate thinks and acts exactly as you do and follows your orders, although it will not do anything you wouldn't do yourself. Your duplicate has all your abilities but none of your psionic or magical equipment (it does possess a duplicate of all your mundane equipment, clothing, armor, and implements, as well as mundane versions of any psionic or magical equipment you have). You and your duplicate evenly split your power points, your remaining usages of pertinent special abilities for the day, and so on. You retain your psionic focus, if you maintain such when this power is manifested. Treat your duplicate as yourself with a manifester level two lower for the purpose of determining the powers to which the duplicate has access (while the duration of this power lasts, this manifester level penalty cannot be removed by any means). Your duplicate has all other physical traits you had at the time you manifest this power. Powers, spells, or other effects affecting you when you manifest this power do not transfer to your duplicate. Your duplicate has the same number of hit points you did at the time this power was manifested.

When the duration expires or when you dismiss the power, you and your duplicate rejoin, no matter how far from each other you are. You gain back any power points the duplicate has not spent. At the time of rejoining, your hit points become the average between the current hit points of you and your duplicate. This could potentially leave you with negative hit points, but it can't reduce your hit points so low as to kill you when the duration ends.

If your duplicate dies before the duration expires, no rejoining occurs, and you gain one negative level and are sickened for ten minutes. If you die, your duplicate remains in existence and is sickened for ten minutes, and is for all intents you, but with two negative levels, and without the manifester level penalty. (Once the duration expires, the negative levels can be removed by standard means.)

You can have only one *fissioned* duplicate in existence at one time; your duplicate cannot use this power. You cannot use *fusion* or *metaconcert* with a duplicate, or share any other power or effect that pools abilities (the sum of you and you is still just you). Similarly, attempting to use powers such as *claws of the vampire* or *vampiric blade* to hurt your duplicate only damages your duplicate; these powers do not heal you. *Empathic transfer* and similar powers are likewise ineffective (transferring wounds to yourself isn't a good healing strategy).

All beneficial powers affecting a *fissioned* creature, either the original or the duplicate, end when the *fission* ends. Any detrimental powers affecting your duplicate end when the duration ends, unless you die and your duplicate survives, in which case any detrimental effects on your duplicate continue. All ability damage, ability drain, and ability burn damage is added together, although as stated above, your hit points become the average hit points between you and your duplicate.

Flight

Discipline: Psychoportation

Level: Nomad 4

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 7

You can fly at a speed of 60 feet (or 40 feet if you wear medium or heavy armor, or if you carry a medium or heavy load). You can ascend at half speed and descend at double speed, and your maneuverability is good. Using this power requires only as much concentration as walking, so you can attack or manifest normally. You can charge but not run, and you cannot carry aloft more weight than your maximum load, plus any armor you wear. You gain a bonus on Fly skill checks equal to 1/2 your manifester level.

Should the duration expire while you are still aloft, the power fails slowly. You float downward 60 feet per

round for 1d6 rounds. If you reach the ground in that amount of time, you land safely. If not, you fall the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a power effectively ends it, you also descend safely in this way if the power is dispelled, but not if it is negated by a *null psionics field*.

Float

Discipline: Psychoportation
Level: Psion/wilder 1, psychic warrior 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: 1

You mentally support yourself in water or similar liquid. You can swim at a speed of 10 feet using the power alone, or use it to boost your swim speed by 10 feet.

Augment: For every 2 additional power points you spend, your swim speed or bonus to swim speed increases by +10 feet.

Fold Space

Discipline: Psychoportation (Teleportation)
Level: Psion/wilder 4, psychic warrior 4
Display: Visual
Manifesting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target or Targets: You and touched objects or other touched willing creatures
Duration: Instantaneous
Saving Throw: None and Will negates (object); **Power Resistance:** No and Yes (object)
Power Points: 7

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this power, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three manifester levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within

1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the power simply fails.

Augment: If you spend 6 additional power points, you can manifest this power as a move action, although you still cannot take any other actions until your next turn.

Force Screen

Discipline: Psychokinesis [Force]
Level: Psion/wilder 1, psychic warrior 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 1

You create an invisible mobile disk of force that hovers in front of you. The *force screen* provides a +4 shield bonus to Armor Class (which applies against incorporeal touch attacks, since the *force screen* is a force effect). Since it hovers in front of you, the effect has no armor check penalty associated with it.

Augment: For every 4 additional power points you spend, the shield bonus to Armor Class improves by 1.

Form of Doom

Discipline: Psychometabolism
Level: Psychic warrior 6
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Personal; see text
Target: You
Duration: 1 round/level (D)
Power Points: 11

You wrench from your subconscious a terrifying visage of deadly hunger and become one with it. You are transformed into a nightmarish version of yourself, complete with an ooze-sleek skin coating, lashing tentacles, and a fright-inducing countenance. You effectively gain a +10 bonus on Disguise checks to hide your identity and instead appear as a horrific monster, though you retain your basic shape and can continue to use your equipment. While using this power, you cannot impersonate a specific individual.

You gain the frightful presence extraordinary ability, which takes effect automatically when you charge a foe. Opponents within 30 feet of you that have fewer Hit Dice or levels than you and that witness your charge become shaken for 5d6 rounds if they fail a Will save (DC 16 + your Cha modifier). An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Your horrific form grants you a natural armor bonus of +5, damage reduction 5/–, and a +4 bonus to your Strength score. In addition, you gain +10 feet to your land speed as well as a +10 bonus on Climb checks and Acrobatic checks made to jump.

A nest of violently flailing black tentacles sprout from your hair and back. You can make up to four additional attacks with these tentacles in addition to your regular melee attacks in each round that you take a full attack action. You can make tentacle attacks within the space you normally threaten. If you make your tentacle attacks in addition to your regular melee attacks, each tentacle attacks at your highest base attack bonus with a –5 penalty. If you forgo all your other attacks, making only tentacle attacks, you make your tentacle attacks at your highest base attack bonus with no penalty. These tentacles deal 2d8 points of damage plus one-half your Strength bonus on each successful strike.

This power functions only while you inhabit your base form (for instance, you can't be metamorphed or polymorphed into another form, though you can use *claws of the beast*, and *bite of the wolf* in conjunction with this power for your regular attacks), and while your mind resides within your own body.

Augment: For every additional power point you spend, this power's duration increases by 2 rounds.



Fortify

Discipline: Psychometabolism

Level: Psion/wilder 1, psychic warrior 1

Display: Mental

Manifesting Time: One standard action

Range: Personal

Target: You

Duration: One minute/level

Power Points: 1

You imbue yourself with psionic energy that protects you from harm, granting yourself a +2 resistance bonus on saves.

Augment: For every 2 additional power points you spend, you gain an additional +1 resistance bonus on saves.

Fuse Flesh

Discipline: Psychometabolism

Level: Psion/wilder 6

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates and Fortitude partial; see text; **Power Resistance:** Yes

Power Points: 11

You cause the touched subject's flesh to ripple, grow together, and fuse into a nearly seamless whole. The subject is forced into a fetal position (if humanoid), with only the vaguest outline of its folded arms and legs visible below the all-encompassing wave of flesh. The subject retains the ability to breathe, eat, and excrete, but may lose the use of its senses (see below).

If the sudden transformation would prove fatal to the creature (such as fusing a swimming air-breathing subject, or a flying subject), the subject gets a +4 bonus on the save. Unless it loses the use of its senses (see below), the creature can still perform purely mental actions, such as manifesting powers.

If the target fails its Fortitude save to avoid the power's effect, the subject must immediately attempt a second Fortitude save. If this second save is failed, the creature's eyes and ears fuse over, effectively blinding and deafening it. Moreover, it loses its extraordinary, supernatural, and spell-like abilities, as well as its ability to manifest powers (if any), and is generally in sorry shape.

Incorporeal or gaseous creatures and creatures not composed of flesh are immune to *fuse flesh*, and a shapechanger can revert to its unfused form as a standard action.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Fusion

Discipline: Psychometabolism

Level: Egoist 8

Display: Auditory, material, and visual

Manifesting Time: 1 round

Range: Touch

Targets: You and one touched willing creature of your type and your size or smaller

Duration: 1 min./level (D)

Power Points: 15

You and another willing, corporeal, living creature of the same or smaller size fuse into one being. As the manifester, you control the actions of the fused being. However, you can give up this control to the other creature. Once you give up control, you cannot regain it unless the other creature relinquishes it.

The fused being has your current hit points plus the other creature's current hit points. The fused being knows all the powers you and the other creature know, has the sum of your and the other creature's power points, and knows or has prepared any spells you or the other creature possesses (if any). Likewise, all feats, racial abilities, and class features are pooled (if both creatures have the same ability, the fused being gains it only once). For each of the six ability scores, the fused being's score is the higher of yours and the other creature's, and the fused being also has the higher Hit Dice or manifester level—this effectively means the fused being uses the better saving throws, attack bonus, and skill modifiers of either member, and it manifests powers at the higher of the manifester levels that you or the other creature possessed before becoming fused.

You decide what equipment is absorbed into the fused being and what equipment remains available for use. These fused items are restored once the power ends.

When the power ends, the fused being separates. The other creature appears in an area adjacent to you that you determine. If separation occurs in a cramped space, the other creature is expelled through the Astral Plane, finally coming to rest materially in the nearest empty space and taking 1d6 points of damage for each 10 feet of solid material passed through.

Damage taken by the fused being is split evenly between you and the other creature when the power ends. You do not leave the *fusion* with more hit points than you entered it with, unless you were damaged prior to the *fusion* and the fused being was subsequently healed. In a like manner, the fused being's remaining power points are split between you and the other creature (you can leave with more points than you entered with, as long as you don't exceed the maximum power points for your level and ability score). Ability damage and negative levels are also split between you and the other creature. (If an odd number of negative levels or ability score reductions must be split, you decide whether you or the other creature receives the additional loss.)

If a fused being is killed, it separates into its constituent creatures, both of which are also dead. You cannot use *fission* on a fused being.

Genesis

Discipline: Metacreativity (Creation)

Level: Shaper 9

Display: Material

Manifesting Time: One week (8 hours/day)

Range: 180 ft.; see text

Effect: A demiplane coterminous with the Astral Plane, centered on your location

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** No

Power Points: 17

You create a finite plane with limited access: a demiplane. Demiplanes created by this power are very small, very minor planes. This power works best when manifested while you are on the Astral Plane. Manifestation of this power creates a local density fluctuation that precipitates the creation of a demiplane. At first, the fledgling plane grows in radius at a rate of 1 foot per day to an initial maximum radius of 180 feet as it rapidly draws substance from the surrounding astral ectoplasm. Once the new demiplane reaches its maximum size, it doesn't really stop growing, but its growth rate decreases to only 1 foot per week (approximately a 50-foot increase in radius per year). Once your demiplane is created, you can travel to it using *astral caravan*, *plane shift*, or some other power or permanent link that you arrange for separately.

You determine the environment within the demiplane when you manifest *genesis*, reflecting most any desire you can visualize. You determine factors such as atmosphere, water, temperature, and the general shape of the terrain. This power cannot create life (including vegetation), nor can it create construction (such as buildings, roads, wells, dungeons, and so forth). You must add these details in some other fashion if you desire. You can't create lingering psionic effects with this power; you have to add those separately, if desired. Similarly, you can't create a demiplane out of esoteric material, such as silver or uranium; you're limited to stone and dirt. You can't manipulate the time trait on your demiplane; its time trait is as the Material Plane, as do all other traits of the plane reflect those of the Material Plane. Once your demiplane reaches 180 feet in radius, you can manifest this power again to gradually add another 180 feet of radius to it, and so on.

Antigenesis: If *genesis* is manifested on the Material Plane, the power takes effect and the demiplane begins to grow at the rate noted above, but it gets no larger than a radius of 1 foot per level. The energies of the new plane are exactly canceled by the energies of the original plane, creating a dead spot like a limited cancer on the original plane. The expanding boundary of the dead spot wipes away all construction, crumbles natural land forms, and evaporates water, leaving behind a uniformly level area of inert dust. Living creatures that pass the boundary of the growing dead spot are not directly affected, but plants can find no sustenance in the dust of the dead spot, water-breathing creatures die quickly when water turns to dust, and mobile animals know enough to leave the area alone. Once the wave of

change passes, no special essence remains in the dead spot, and it may be colonized naturally over the course of several years by bacteria, plants, and animals.

Manifesting genesis is incredibly taxing and you suffer a negative level for the duration of the manifesting time. This negative level does not hinder your ability to continue the manifestation of *genesis* and fades when you complete manifesting the power.

Graft Weapon

Discipline: Psychometabolism

Level: Psychic warrior 3

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours (D)

Power Points: 5

You attach any melee weapon you can use in one hand—mundane, psionic, or magical—onto the end of one of your arms. The weapon becomes a natural extension of your arm, and that hand blends seamlessly into the shaft, hilt, or head of the weapon. Now that the weapon and you are one, you gain a +1 competence bonus on all attack and damage rolls while using the weapon.

The grafted weapon is considered both a standard weapon and a natural weapon for the purpose of effects that distinguish between either weapon type. For instance, the grafted weapon is treated as a natural weapon for the purpose of delivering a touch attack with a power in conjunction with the weapon attack. As with any power (or spell) melee touch attack made in conjunction with a natural weapon attack, the touch attack effect is not delivered unless the natural weapon strikes normally; on a failed attack, the touch power (or spell) is wasted.

For a creature under the effect of the *claws of the beast* power, grafting a weapon means that attacks with this hand deal the base damage of the weapon, instead of the claw upon which the creature normally relies.

While your hand is grafted to a weapon, you lose the use of that hand and take a –2 penalty on all skill checks requiring the use of hands. Powers that temporarily polymorph or metamorph you can ignore the grafted weapon or alter it normally, at your discretion. If the weapon takes damage, you take damage as well. If you are healed, so is your grafted weapon. If your weapon is destroyed, you permanently lose 2 points of Constitution; the ability drain persists until you can restore your natural anatomy (by means of *regenerate* or a similar effect).

When this power's duration expires, the grafted weapon falls to the ground and your hand returns.

Grip of Iron

Discipline: Psychometabolism

Level: Psychic warrior 1

Display: Visual

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 1

You can improve your chances in a grapple as an immediate action, gaining a +4 enhancement bonus to your combat maneuver rolls to grapple.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power in the current round. Manifesting this power is an immediate action. You can manifest this power when it isn't your turn (if you are grappled).

Augment: For every 2 additional power points you spend, the enhancement bonus increases by 1.

Hail of Crystals

Discipline: Metacreativity (Creation)

Level: Shaper 5

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half; **Power Resistance:** No

Power Points: 9

A tiny ectoplasmic crystal emanates from your outstretched hand and rapidly expands to a 2-foot-diameter ball of crystal as it speeds toward the location you designate. You can choose to aim this crystal at a single target or at a specific point in space (a grid intersection).

If you aim the crystal at a single target, you must make a ranged touch attack to strike the target. Any creature or object struck by the ball of crystal takes 5d4 points of bludgeoning damage.

Whether the crystal hits its target, misses, or was aimed at a point in space, it explodes upon arrival at the location you designated. Anyone within 20 feet of the explosion takes 9d4 points of slashing damage from the thousands of crystal shards that spray forth, although the damage is halved on a successful Reflex save.

Augment: For every additional power point you spend, this power's damage from the explosion of the crystal increases by 1d4 points.

Hammer

Discipline: Psychometabolism

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Touch

Targets: Creature or creatures touched (see text)

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** Yes

Power Points: 1

This power charges your touch with the force of a sledgehammer. Your melee touch attack deals 1d8 points of damage. This damage is not increased or decreased by your Strength modifier.

Augment: You can augment this power in the following ways:

1. For every additional power point you spend, you can use this melee touch attack one additional time.
2. For every additional 2 power points you spend, the damage increases by 1d8 damage.

Heightened Vision

Discipline: Clairsentience

Level: Psion/wilder 3, psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: Psion/wilder 5, psychic warrior 3

You increase your visual acuity, gaining the ability to see 60 feet even in total darkness. Your increased vision is black and white only but otherwise like normal sight.

Hustle

Discipline: Psychometabolism

Level: Egoist 3, psychic warrior 2

Display: Auditory

Manifesting Time: 1 swift action

Range: Personal

Target: You

Effect: 1 extra move action

Duration: Instantaneous

Power Points: Egoist 5, psychic warrior 3

You gain an additional move action in the current round. Taking a full round's worth of attacks and then using this power to move away from your foe does provoke attacks of opportunity.

Hypercognition

Discipline: Clairsentience

Level: Seer 8

Display: Mental

Manifesting Time: 1 standard action or 1 immediate action; see text

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 15

You make lightning-fast deductions based on only the slightest clue, pattern, or scrap of memory resident in your mind. You can make reasonable statements about a person, place, or object, seemingly from very little knowledge. However, your knowledge is in fact the result of a rigorously logical process that you force your mind to undertake, digging up and correlating every possible piece of knowledge bearing on the topic (possibly even extracting echoes of knowledge from the Astral Plane).

The nature of the knowledge you gain concerning the subject of your analysis might include the answer to a riddle, the way out of a maze, stray bits of information

about a person, legends about a place or an object, or even a conclusion concerning a dilemma that your conscious mind is unable to arrive at.

An Intelligence check may be required to obtain the desired information. If so, you can manifest *hypercognition* as an immediate action prior to making the check and receive a +20 bonus for doing so.

Id Insinuation

Discipline: Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature

Duration: Concentration + 1 round

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 3

Swift tendrils of thought disrupt the unconscious mind of any one creature, sapping its might. As long as the manifester remains concentrating fully on this power, the subject is *confused*, making it unable to independently determine it will do. Roll on the following table at the beginning of each of the subject's turns to see what the subject does in that round.

d%	Behavior
01–10	Attack manifester with melee or ranged weapons (or move toward manifester if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee from manifester at top possible speed.
71–100	Attack nearest creature (for this purpose, a psicrystal counts as part of the subject's self).

Augment: For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Immovability

Discipline: Psychometabolism

Level: Psychic warrior 4

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Concentration

Power Points: 7

You are almost impossible to move. Your weight does not vary; instead, you mentally attach yourself to the underlying fabric of the plane. Thus, you could conceivably anchor yourself in midair. Any creature attempting to physically move you must succeed on an opposed Strength check, and you gain a +20 bonus on

the check. You can't voluntarily move to a new location unless you stop concentrating, which ends the power.

You cannot apply your Dexterity bonus to Armor Class; however, your anchored body gains damage reduction 15/-.

You cannot make physical attacks or perform any other large-scale movements (you can make small-scale movements, such as breathing, turning your head, moving your eyes, talking, and so on). Powers with the teleportation descriptor, or any telekinetic effect, manifested on you automatically fail.

Augment: If you spend 8 additional power points, you can manifest this power as an immediate action.

Incarnate

Discipline: Metacreativity

Level: Psion/wilder 5

Display: Material

Manifesting Time: 2 rounds

Range: See text

Target, Effect, or Area: See text

Duration: Permanent; see text

Saving Throw: None; **Power Resistance:** No

Power Points: 9

This power makes certain other powers permanent by mimicking the qualities of psionic tattoos. Depending on the power to be affected, you must be of a minimum manifester level and must expend a specific gp value of diamond dust and tattoo ink.

You can make the powers on the incarnate power list permanent only in regard to yourself, and must have a manifester level at least 8 higher than the level of the power to be made permanent. Powers made permanent in this way can be dispelled only by a manifester of higher level than you were when you manifested the power. Powers made permanent by *incarnate* are not shared through the *fission* power, and the effect does not end when *fission* ends.

You manifest the desired power and then follow it with the *incarnate* manifestation.

Additionally, at the GM's discretion, additional powers

Incarnate Power List

Power	Minimum Manifester Level	GP Cost
<i>Aura sight</i>	15th	17,500 GP
<i>Conceal thoughts</i>	9th	2,500 GP
<i>Converse</i>	10th	5,000 GP
<i>Danger sense</i>	13th	12,500 GP
<i>Detect psionics</i>	9th	2,500 GP
<i>Detect remote viewing</i>	12th	10,000 GP
<i>Detect teleportation</i>	9th	2,500 GP
<i>Elfsight</i>	10th	5,000 GP
<i>Heightened vision</i>	13th	12,500 GP
<i>Know direction and location</i>	9th	2,500 GP
<i>My light</i>	9th	2,500 GP
<i>Ubiquitous vision</i>	11th	7,500 GP

may be made permanent using the following formula:
GP cost = (Minimum Manifester Level – 8) x 2,500 GP.

Inertial Armor

Discipline: Psychokinesis [Force]

Level: Psion/wilder 1, psychic warrior 1

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 1

Your mind generates a tangible field of force that provides a +4 armor bonus to Armor Class. Unlike mundane armor, *inertial armor* entails no armor check penalty or speed reduction. Because *inertial armor* is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor.

Your *inertial armor* can be invisible or can appear as a colored glow, at your option.

The armor bonus provided by *inertial armor* does not stack with the armor bonus provided by regular armor.

Augment: For every 2 additional power points you spend, the armor bonus to Armor Class increases by 1.

Inertial Barrier

Discipline: Psychokinesis

Level: Kineticist 4, psychic warrior 4

Display: Auditory and mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 7

You create a skin-tight psychokinetic barrier around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. You gain damage reduction 5/-. *Inertial barrier* also absorbs half the damage you take from any fall.

Inflict Pain

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will partial; see text; **Power Resistance:** Yes

Power Points: 3

You telepathically stab the mind of your foe, causing horrible agony. The subject suffers wracking pain that imposes a –4 penalty on attack rolls, skill checks, and ability checks. If the target makes its save, it takes only a –2 penalty.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1, and the

power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Intellect Fortress

Discipline: Psychokinesis

Level: Psion/wilder 4

Display: Auditory, Visual

Manifesting Time: 1 immediate action

Range: 20 ft.

Area: 20-ft.-radius spread centered on you

Duration: 1 round

Saving Throw: None; **Power Resistance:** Yes

Power Points: 7

You encase yourself and your allies in a shimmering fortress of telekinetic force. All damage from powers and psi-like abilities taken by subjects inside the area of the *intellect fortress*, including ability damage, is halved. This lowering takes place prior to the effects of other powers or abilities that lessen damage, such as damage reduction and evasion.

Powers that are not subject to power resistance are not affected by an *intellect fortress*.

Augment: This power may be augmented in one or both of the following ways.

1. For every additional power point you spend, this power's duration increases by 1 round.

2. By spending 4 additional power points, this power may also affect breath weapons that deal damage.

Know Direction and Location

Discipline: Clairsentience

Level: Psion/wilder 1

Display: Mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

You generally know where you are. This power is useful to characters that end up at unfamiliar destinations after teleporting, using a *gate*, or traveling to or from other planes of existence. The power reveals general information about your location as a feeling or presentiment. The information is usually no more detailed than a summary that locates you according to a prominent local or regional site. Using this power also tells you what direction you are facing.

Using this power prior to making a Knowledge (planes) check with *astral caravan* grants a +2 bonus on the check.

Augment: If you expend your psionic focus when manifesting this power, the cost of the power is reduced by 1 (to a minimum of 0).

Leech Field

Discipline: Psychometabolism

Level: Psion/wilder 5

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 min.

Power Points: 9

You raise a field of potentiality that drains the vitality from powers that you successfully save against. When you succeed on a saving throw against a foe's power on you, your body erupts in a brief flash of crackling dark energy. You gain 1 power point for every 2 power points your foe spent to manifest the power you just saved against (to a maximum number of points equal to your manifester level). You cannot gain power points that would cause you to exceed your normal daily maximum.

This power is effective against any power that targets a single creature or has an area of effect and allows the target a saving throw. This power also works against spells that would affect you. The power points gained from saving against spells is 1 power point per spell level cast.

If multiple creatures are under the effect of *leech field* and succeed on a saving throw against the same manifestation of a power or casting of a spell, the power points that would be gained are divided evenly among all affected creatures. For example, if two creatures under the effect of *leech field* successfully saved against a 12 power point manifestation of *energy ball*, each would only gain 3 power points.

Augment: For every 2 additional power points you spend, this power's duration increases by 1 minute.

Matter Agitation

Discipline: Psychokinesis

Level: Psion/wilder 1

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

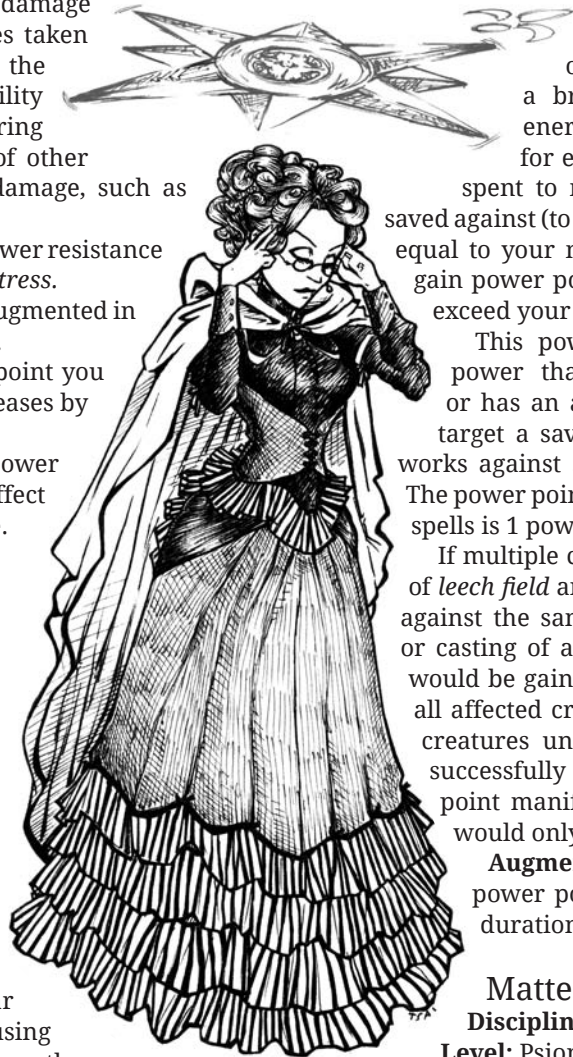
Area: 2 sq. ft. of surface area of an object or creature

Duration: Concentration, up to 1 min./level

Saving Throw: None; **Power Resistance:** Yes

Power Points: 1

You can excite the structure of a nonpsionic, nonmagical object, heating it to the point of combustion



over time. The agitation grows more intense in the second and third rounds after you manifest the power, as described below.

1st Round: Readily flammable material (paper, dry grass, tinder, torches) ignites. Skin reddens (1 point of damage).

2nd Round: Wood smolders and smokes, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels, water boils.

3rd and Subsequent Rounds: Wood ignites, metal scorches (1d4 points of damage for those holding metallic objects). Skin burns and hair ignites (1d6 points of damage), lead melts.

Matter Manipulation

Discipline: Metacreativity

Level: Psion/wilder 8

Display: Auditory and mental

Manifesting Time: 1 standard action; see text

Range: Close (25 ft. + 5 ft./2 levels)

Area: 1 cu. ft./level of inanimate material

Duration: 1 minute / level; see text

Saving Throw: None; **Power Resistance:** Yes

Power Points: 15

You can weaken or strengthen the substance of an object or structure. You can affect both mundane and magical inanimate material. Weakening an object's substance decreases its hardness and hit points, and strengthening it increases its hardness and hit points. You can increase or decrease an object's hardness by up to 5 from its original hardness. When hardness increases, the object (or portion of an object) gains 3 hit points per inch of thickness for every point of increased hardness. When hardness decreases, the object (or portion of an object) loses 2 hit points per inch of thickness for every point of decreased hardness (to a minimum of 1 hit point per inch of thickness).

You can't decrease the hardness of an object that already has hardness 0. You cannot increase an object's hardness by more than 5 from the hardness of the original base object, nor decrease it by more than 5 from the hardness of the original base object. For example, you could not manifest this power twice to increase an object's hardness by 10, but could decrease the hardness by 5, then manifest again to increase the hardness by 5, and then manifest again to increase the hardness again by 5, because the change from the original base object's hardness is only 5.

Working Manipulated Metals: An object or portion thereof whose hardness is decreased or increased is permanently changed. Even hardening adamantite to 25 is possible. You can also harden or weaken a preforged weapon, a suit of armor, or some other finished item.

You may choose to spend one hour manifesting this power, rather than a standard action. This results in the duration of the power changing to "Instantaneous" instead of 1 minute / level, making the change permanent.

Memory Modification

Discipline: Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 4

Display: Mental

Manifesting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 7

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

Eliminate all memory of an event the subject actually experienced. This cannot negate *charm*, *geas/quest*, *suggestion*, or similar spells.

Allow the subject to recall with perfect clarity an event it actually experienced.

Change the details remembered of an event the subject actually experienced.

Implant a memory of an event the subject never experienced.

Manifesting this power takes 1 round. If the subject fails to save, you proceed by spending as much as 5 minutes (a period of time equal to the amount of memory you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the power's range during this time, the power fails.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream, too much wine, or another similar excuse.

Mental Barrier

Discipline: Clairsentience

Level: Psion/wilder 3, psychic warrior 3

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Power Points: 5

You project a field of improbability around yourself, creating a fleeting protective shell. You gain a +4 deflection bonus to Armor Class.

You can use this power even when it's not your turn; however, you must manifest it prior to an opponent's attack roll in order to gain this power's benefit against that attack.

Augment: You can augment this power in one or both of the following ways.

1. If you spend 4 additional power points, the deflection bonus to Armor Class increases by 1.

2. For every additional power point you spend, this power's duration increases by 1 round.

Mental Disruption

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: Mental

Manifesting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 3

You generate a mental wave of confusion that instantly sweeps out from your location. All creatures you designate in the affected area (you can choose certain creatures to be unaffected) must make a Will save or become dazed for 1 round.

Augment: You can augment this power in one or more of the following ways.

1. For every 2 additional power points you spend, this power's save DC increases by 1.

2. For every 2 additional power points you spend, this power's range and the radius of its area both increase by 5 feet.

3. For every 4 additional power points you spend, any creature who fails their save is dazed for an additional round.

Metaconcert

Discipline: Telepathy [Mind-Affecting]

Level: Psychic warrior 5, telepath 5

Display: Mental, Visual; see text

Manifesting Time: 1 minute

Range: 20 ft.

Target: You and up to five other willing psionic creatures in range; see text

Duration: 1 min./level (D)

Power Points: 9

You link your psychic might with other psionic creatures, creating a composite network more powerful than the sum of its parts. If there are no willing, psionic creatures in the area other than you when you use this power, it fails.

When you manifest this power, up to five willing, psionic creatures in the area connect with you into a metaconcert network (a "metanetwork"), a distributed, metaphysical analogue of a psionic manifester. Misty strands of glowing power link the brows of each member in a complex and shifting pattern, and a mental image of each other member appears in the minds of everyone so linked. A number of power points you designate flow from each member (including yourself) into a collective pool. If a member does not have enough power points to contribute, he drops out of the metaconcert (see below).

One individual is chosen as the

metaconcert conductor by mutual consent of the other members (this is usually the manifester, but doesn't have to be). Until the power ends, this conductor directs the efforts of the network. Members of a metaconcert can continue to take actions of their own as normal without disrupting the metanetwork, provided they stay within the area (see below).

All the powers known of each member (except metaconcert) are available to the conductor through the metanetwork. While the conductor may still manifest his own powers as normal, he may instead choose to manifest a power from the metanetwork instead of from his own powers known. If he does so, he must use the power point pool of the metanetwork and may not use any of his feats or class features to modify the manifestation (although items are permitted), but he also gains numerous benefits. When manifesting a power from the metanetwork, his manifester level increases by one for each other metanetwork member (for instance, the normal maximum membership of five members besides the conductor increases the conductor's manifester level by five). It is obvious to an outsider when the conductor manifests from the metanetwork, as arcs of light pulse between the various members in a scintillating pattern, streaming to the conductor as his power manifests -- this display cannot be hidden.

The metanetwork also supports its members. Each member of the metanetwork gains a bonus on



saving throws made against spells or powers equal to the number of other members, as the metanetwork distributes incoming magical energy about its nodes. If a spell or power would deal damage or ability damage to the conductor, he may choose to instead distribute it evenly between himself and all willing members. An individual member may decline receiving damage this way on a case-by-case basis (for example, if a metaconcert consists of the conductor and four other members, one of whom is not willing to receive damage at this time, the conductor may split the incoming damage between himself and the three willing members). Damage split to willing members this way is typeless and empathic in nature. This splitting takes place prior to the effects of other powers or abilities that lessen damage, such as energy resistance or the *intellect fortress* power. Spells and powers that are not subject to power resistance cannot have their damage or ability damage split this way, though the saving throw bonus still applies.

Once the metanetwork forms, the members must remain within the power's area, and as a group can move at half the slowest member's speed on the conductor's turn. This counts as a move action for each member (that is, if the group moves, each member is treated as having used a move action on their next turn). If a member moves outside the area (whether willingly or involuntarily), that individual drops out of the group, and the power point pool of the metanetwork is instantly recalculated.

All members who leave before a metaconcert ends or is dismissed reclaim a number of power points equal to the metanetwork's current power point pool divided by the number of members. That same number of points is removed from the metanetwork's power point pool. If the conductor drops out, the power ends. When a metaconcert ends normally or is dismissed, remaining power points in the pool are divided among all the members (the conductor receives the remainder if the points can't be divided evenly). No creature can leave a metaconcert with more power points than they had when they entered it -- surplus points dissipate as harmless light radiating from the creature's eyes.

Augment: For every additional power point you spend, this power's duration increases by 1 minute. For every 2 additional power points spent this way, the maximum number of members of the metanetwork increases by one, and the range and radius of the area of effect increase by 5 ft.

Metafaculty

Discipline: Clairsentience

Level: Seer 9

Display: Mental, olfactory, and visual

Manifesting Time: 1 hour

Range: Personal

Target: You

Duration: Instantaneous and 1 min./level (D); see text

Power Points: 17

You elevate your mind to a near-universal consciousness, cogitating countless impressions and

predictions involving any creature you have seen before, whether personally or by means of another power such as *remote viewing*.

This process gives you an uncannily accurate vision of the creature's nature, activities, and whereabouts. When you manifest the power, you learn the following facts about the creature.

- Its name, race, alignment, and character class.
- A general estimate of its level or Hit Dice: low (5 HD or lower), medium (6 to 11 HD), high (12 to 20 HD), very high (21 HD to 40 HD), or deific (41 HD or higher).
- Its location (including place of residence, town, country, world, and plane of existence).
- Significant items currently in its possession.
- Any significant activities or actions the creature has undertaken in the previous 8 hours, including details such as locales traveled through, the names or races of those the creature fought, spells or powers it has used, items it acquired, and items it left behind (including the location of those items).
- A current mental view of the creature, as described in the *remote viewing* power, which you can maintain for up to 1 minute per level.

Metafaculty can defeat spells, powers, and special abilities such as *screen* or *mind blank* (or even a *wish* spell) that normally obscure clairsentience powers. You can attempt a manifester level check (DC 6 + manifester or caster level of the creator of the obscuring effect, as appropriate) to defeat these sorts of otherwise impervious defenses.

Metafaculty is defeated by epic powers, epic spells, and epic special abilities that obscure divinations and clairsentience powers.

The amount of information gained from *metafaculty* is taxing on the mind. You suffer 2 points of ability burn to your key ability score when you manifest this power.

Metamorphosis, Minor

Discipline: Psychometabolism

Level: Psion/wilder 2, egoist 1

Display: Physical

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level

Power Points: Egoist 1, psion/wilder 3

You channel your psionic power, snapping bones and twisting flesh, transforming yourself into a new shape or form. You can take the form of any creature of the same size as yourself, but this is a purely cosmetic change, your abilities, powers or stats do not change beyond the options selected below.

If you choose to imitate an existing person, you gain a +4 circumstance bonus to Bluff checks to convince people that you are that person. If you choose to take on an intimidating, horrifying, or otherwise imposing form, you gain a +2 circumstance bonus to Intimidate checks.

In addition, you get one choice from either the Enhancement Menu A or Abilities Menu A.

Enhancement Menu A

- +2 enhancement bonus to Strength
- +2 enhancement bonus to Dexterity
- +2 enhancement bonus to Constitution
- Increase your size by one size category (+2 size bonus to Strength, -2 size penalty to Dexterity, appropriate size modifiers to AC, CMB, attack rolls, etc). This effect does not stack with other effects that increase your size.
- Decrease your size by one size category (+2 size bonus to Dexterity, -2 size penalty to Strength, appropriate size modifiers to AC, CMB, attack rolls, etc). This effect does not stack with other effects that decrease your size.
- Increase your base land speed by 10 feet.

Abilities Menu A

- You gain 5 temporary hit points
- You gain the Cleave feat.
- You gain the Improved Trip feat.
- You gain a +1 natural armor bonus.
- You gain a natural slam/claw/bite (pick one) attack that deals 1d8/1d10 damage.
- You gain Resistance 5 against one of these energy types: Cold, Acid, Fire, Electricity.
- You gain a swim speed of 20 feet.
- You gain a climb speed of 20 feet.
- You gain a burrow speed of 15 feet.

Augment: For every 2 power points you spend, you gain one choice from Enhancement Menu A and one choice from Abilities Menu A. You may not choose the same option twice.

Metamorphosis

Discipline: Psychometabolism

Level: Egoist 3

Display: Physical

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level

Power Points: 5

As *minor metamorphosis*, except you instead gain one option from enhancement menu B or one option from abilities menu B. Choices that give similar benefits to those from enhancement menu B or abilities menu B do not stack. For example, you cannot pick to gain two natural attacks from abilities menu B and also to gain a natural attack from abilities menu A to get three attacks.

Enhancement Menu B

- +4 enhancement bonus to Strength
- +4 enhancement bonus to Dexterity
- +4 enhancement bonus to Constitution
- Increase your size by two size categories (+4 size bonus to Strength, -4 size penalty to Dexterity,

appropriate size modifiers to AC, CMB, attack rolls, etc). This effect does not stack with other effects that increase your size.

- Decrease your size by two size categories (+4 size bonus to Dexterity, -4 size penalty to Strength, appropriate size modifiers to AC, CMB, attack rolls, etc). This effect does not stack with other effects that decrease your size.
- Pick 3 choices from Enhancement Menu A. You may not choose the same option twice.
- Increase your base land speed by 20 feet.

Abilities Menu B

- You gain two natural slam/bite/claw attacks that deal 1d8/1d10 damage.
- You gain Fast Healing 2.
- You gain a +3 natural armor bonus.
- You gain 20 temporary hit points.
- You gain the Improved Critical feat with any natural attacks you have.
- You gain damage reduction 5/magic.
- You gain a fly speed of 20 feet (poor).
- You gain a poison attack. When you hit with a natural melee attack, the target must make a Fortitude save (DC10 + ½ your manifester level + your key ability modifier) or take 1 point of Constitution damage.
- You can spit poison as a ranged touch attack (30 feet) as a standard action. If it hits, it deals 3d6 acid damage and the target must make a Fortitude save (DC10 + ½ your manifester level + your key ability score modifier) or take 1 point of Constitution damage.
- You gain a swim speed of 40 feet.
- You gain a climb speed of 40 feet.
- You gain a burrow speed of 30 feet.
- You gain 3 choices from Abilities Menu A from *minor metamorphosis*. You may not choose the same option twice.

Augment: You can augment this power in the following ways.

1. For every 4 power points you spend, you gain one choice from Enhancement Menu B and one choice from Abilities Menu B. You may not choose the same option twice.

2. For every 2 power points you spend, you gain one choice from Enhancement Menu A and one choice from Abilities Menu A from *minor metamorphosis*. You may not choose the same option twice.

Metamorphosis, Major

Discipline: Psychometabolism

Level: Egoist 6

Display: Physical

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level

Power Points: 11

As *minor metamorphosis*, except you instead gain

one option from enhancement menu C or one option from abilities menu C. Choices that give similar benefits to those from enhancement menu C or abilities menu C do not stack. For example, you cannot pick to gain three natural attacks from abilities menu C and also to gain a natural attack from abilities menu A to get four attacks.

Enhancement Menu C

- +6 enhancement bonus to Strength
- +6 enhancement bonus to Dexterity
- +6 enhancement bonus to Constitution
- Pick 2 choices from Enhancement Menu B from *metamorphosis*. You may not choose the same option twice.
- Increase your base land speed by 30 feet.

Abilities Menu C

- You gain the Rend ability. If you hit the same opponent with two natural attacks in one round, you deal additional damage equal to 2d6 + your Strength modifier.
- You gain three natural slam/bite/claw attacks that deal 2d6/2d8 damage.
- Your natural attacks extrude poison and acid. When you hit with a natural melee attack, it deals +2d6 acid damage and the target must make a Fortitude save (DC10+ ½ your manifester level + your key ability modifier) or take 1 point of Constitution damage.
- You gain Fast Healing 5.
- You gain +6 natural armor bonus.
- You gain 40 temporary hit points.
- You gain a fly speed of 40 feet (good).
- You gain a swim speed of 60 feet.
- You gain a climb speed of 60 feet.
- You gain a burrow speed of 60 feet.
- You gain 2 choices from Abilities Menu B from *metamorphosis*. You may not choose the same option twice.

Augment: You can augment this power in the following ways.

1. For every 6 power points you spend, you gain one choice from Enhancement Menu C and one choice from Abilities Menu C. You may not choose the same option twice.
2. For every 2 power points you spend, you gain one choice from Enhancement Menu A and one choice from Abilities Menu A from *minor metamorphosis*. You may not choose the same option twice.
3. For every 4 power points you spend, you gain one choice from Enhancement Menu B and one choice from Abilities Menu B from *metamorphosis*. You may not choose the same option twice.

Metamorphosis, True

Discipline: Psychometabolism

Level: Egoist 9

Display: Physical

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 17

As *minor metamorphosis*, except you gain two menu choices from the Enhancement Menu C and two menu choices from Abilities Menu C from *major metamorphosis*. As a swift action, you can change your menu choices while the duration of this power is in effect.

While under the effects of this power, you can choose to become one of the following types, with the associated benefits: aberration, dragon, fey, humanoid, magical beast or monstrous humanoid. As a swift action, you can change what type you are while the duration of this power is in effect.

Metaphysical Claw

Discipline: Psychometabolism

Level: Psychic warrior 1

Display: Auditory

Manifesting Time: 1 standard action

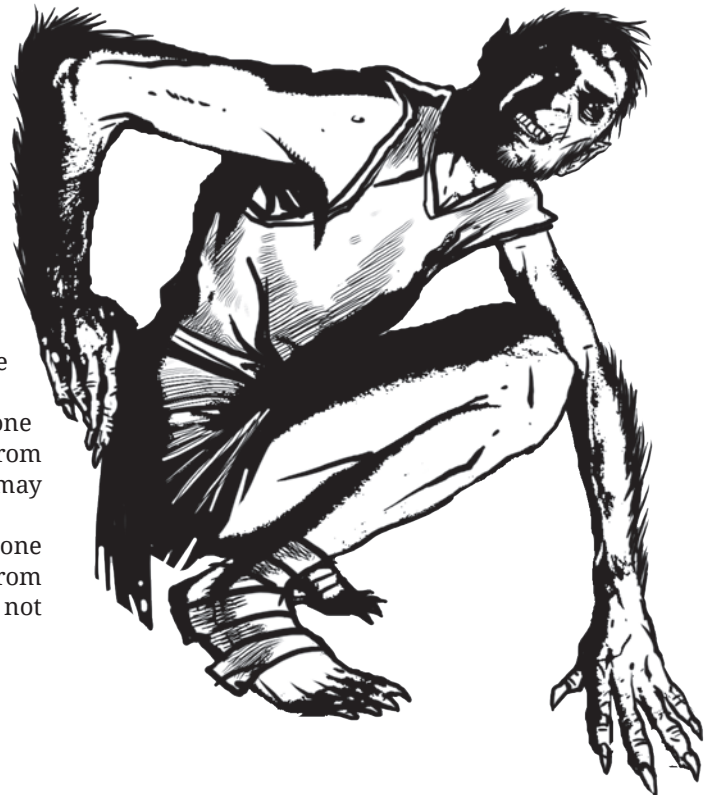
Range: Personal

Target: You

Duration: 1 min./level

Power Points: 1

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*) or a bite attack (which could be a natural bite attack or one you gain by means of the power *bite of the wolf*), you can use this power to provide one of your natural



weapons a +1 enhancement bonus on attack rolls and damage rolls.

Augment: If you spend 4 additional power points, this power's duration increases to 1 hour per level. Additionally, for every 4 additional power points you spend augmenting this power, this power improves the natural weapon's enhancement bonus on attack rolls and damage rolls by 1. This bonus does not allow a natural weapon to bypass damage reduction aside from magic.

Metaphysical Weapon

Discipline: Metacreativity

Level: Psychic warrior 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./level

Saving Throw: Will negates (harmless, object); **Power**

Resistance: Yes (harmless, object)

Power Points: 1

Metaphysical weapon gives a weapon a +1 enhancement bonus on attack rolls and damage rolls. (An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.)

Alternatively, you can affect up to fifty arrows, bolts, or bullets. The projectiles must be of the same type, and they have to be together (such as in the same quiver). Projectiles, but not thrown weapons, lose their enhancement when used. (Treat shuriken as projectiles, rather than thrown weapons, for the purpose of this power.)

You can't manifest this power on most natural weapons, including a psychic warrior's *claw* powers. This power does work on a weapon brought into being by the *graft weapon* power.

Augment: If you spend 4 additional power points, this power's duration increases to 1 hour per level. Additionally, for every 4 additional power points you spend augmenting this power, this power improves the weapon's enhancement bonus on attack rolls and damage rolls by 1. This bonus does not allow a weapon to bypass damage reduction aside from magic.

Microcosm

Discipline: Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 9

Display: Material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One creature; or one or more creatures within a 15-ft.-radius sphere

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** Yes

Power Points: 17

This power enables you to warp the consciousness and senses of one or more creatures, sending the victim into a catatonic state. When *microcosm* is manifested,

you can target either a single creature within range or a group of creatures all located within the power's area.

Single Target: If *microcosm* targets a single creature, that creature's senses are pinched off from the real world if it currently has 100 or fewer hit points. The subject's senses are all completely fabricated from within its own mind, though it may not realize this. In reality, the subject sprawls limply, drooling and mewling, and eventually dies of thirst and starvation without care. The subject lives within its own made-up world until the time of its actual death.

Area Effect: If *microcosm* is manifested on an area, it sends all affected creatures into a shared catatonia (the world is a construct, but within the world, the victims can interact with each other). It affects only creatures that currently have 30 or fewer hit points, and only up to a total of 300 hit points of such creatures. The power affects creatures with the lowest hit point totals first. (Creatures with negative hit points count as having 0 hit points.)

Manifesting *microcosm* a second time on an affected creature turns its sensory pathways outward once more. Otherwise, only very potent powers (such as *psychic surgery* or *reality revision*) or similar effects (such as *miracle* or *wish*) can undo the mental crosswiring that this power brings about.

Augment: For every additional power point you spend, the number of hit points for a single target the power can affect increases by 10, and the number of hit points for an area effect increases by 30, and the maximum individual hit point of the creatures in the area affected increases by 3.

Mind Control

Discipline: Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 4

Display: Mental

Manifesting Time: 1 round

Range: Medium (100 ft. + 10 ft./level); see text

Target: One humanoid

Duration: 1 day/level; see text

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 7

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a controlled creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a

Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your orders or giving a dominated creature a new command is a move action.

By concentrating fully on the power (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't telepathically communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the power each day, the subject receives a new saving throw to throw off the mind control.

Protection from evil or a similar effect can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, this power can also affect an animal, fey, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

3. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

Mind Probe

Discipline: Telepathy (Charm) [Mind-Affecting]

Level: Telepath 5

Display: Auditory, material, and visual

Manifesting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will partial; see text; **Power**

Resistance: Yes

Power Points: 9

All the subject's memories and knowledge are accessible to you, from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the

subject's knowledge. If the subject succeeds on a Will save, it is not required to answer the question; however, making a save does not end the power. You can ask the subject a new question (or the same question) in subsequent rounds for as long as the power's duration persists.

You can probe a sleeping subject and automatically get an answer to your question. If the subject then succeeds on a Will save, it wakes after providing the answer and thereafter can resist answering by making Will saves as described above.

Subjects that do not wish to be probed can attempt to move beyond the power's range, unless they are somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

Augment: This power may be augmented in one or both of the following ways.

1. If you spend 2 additional power points, the power's range increases to Medium (100 ft. + 10 ft./level).

2. For every 2 additional power points you spend, the power's save DC increases by 1.

Mind Seed

Discipline: Telepathy (Compulsion) [Evil, Mind-Affecting]

Level: Telepath 8

Display: Mental

Manifesting Time: 1 standard action

Range: Touch

Target: One touched humanoid your size or smaller

Duration: Instantaneous; see text

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 15

You impress the totality of your psyche into a subject's subconscious. If successfully implanted, the seed of your mind "germinates" over the period of one week. During this time, the subject begins to unconsciously take on your mannerisms.

When integration is complete (after one week), the subject becomes you in mind as you were when you manifested the power, but the subject's level is eight lower than your own. The subject does not have any of your physical ability scores or equipment, but does have the Intelligence, Wisdom, and Charisma scores you had when you were eight levels lower. The subject also knows the powers you knew when you were eight levels lower.

While the subject is initially your mental duplicate, the two personalities diverge over time. Although the subject starts off with memories of your experiences, it possesses its original "soul" and physical body and is free to develop its own personality based on its own new experiences. Thus, the subject is not your slave or servant, but instead a nonplayer character in its own right that shares your earlier memories.

Protection from evil or a similar spell or power can prevent you from implanting *mind seed*, or prevent a seed from germinating while the protective power lasts. Otherwise, a germinating seed can be removed (prior to germination) only by *psychic surgery*, *reality revision*, or similarly high-level effects. Manifesting *mind seed* again during the germination period also cleanses the subject's mind and does not carry with it the restriction of a target of your size or smaller.

The process of impressing your psyche into another is demanding and draining. You suffer one negative level that does not go away until cleansed by an effect such as *restoration*. Cleansing a *mind seed* does not bestow this penalty.

The target of this power must be your size or smaller. Effects active that modify your size do not modify this restriction; if you are normally Medium size, but under the effect of *expansion*, you may still only target a Medium or smaller humanoid.

This power does not have the evil descriptor when used to cleanse a *mind seed*.

Mind Switch

Discipline: Telepathy [Mind-Affecting]

Level: Telepath 6

Display: Visual

Manifesting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Targets: You and one other creature

Duration: 10 min./level

Saving Throw: Will negates; see text; **Power**

Resistance: Yes

Power Points: 11

You can attempt to take control of a nearby living creature, forcing your mind (and soul) into its body, and its mind into your body. You can target any creature whose Hit Dice are equal to or less than your manifester level.

You possess the target's body and force the creature's mind into your body unless it succeeds on a Will save. You can move your mind back into your own body whenever you desire, which returns the subject's mind to its own body and ends the power. If the manifestation succeeds, your life force occupies the host body, and the host's life force takes over yours.

You can call on rudimentary or instinctive knowledge of the subject creature, but not upon its acquired or learned knowledge (such as skills and feats it possesses). The same is true for the subject in your body. The *mind switch* brings about the following changes.

- You gain the type of your assumed body.
- You gain the Strength, Dexterity, and Constitution scores of your assumed body.
- You gain the natural armor, natural attacks, movement, and other simple physical characteristics of your assumed body.
- You gain the extraordinary special attacks and qualities of your assumed body, but you do not gain supernatural or spell-like abilities.

- You gain the possessions and equipment of your assumed body.

- You retain your own hit points, saving throws (possibly modified by new ability scores), class abilities, supernatural and spell-like abilities, spells and powers, and skills and feats (although skill checks use your new ability scores, and you may be temporarily unable to use feats whose requirements you do not meet in your new body).

- You suffer one negative level while in your assumed body.

Supernatural abilities that require a certain body part may be unavailable in your new form.

If either body is killed while the power is in effect, the other participant also dies when the power ends. If one participant's body becomes petrified, imprisoned by *temporal stasis* or *imprisonment*, or incapacitated in some other way, the other participant will be incapacitated in that way when the power ends.

A targeted *dispel psionics* (or similar spells or effects) successfully manifested on either participant causes both minds to return to their original bodies.

If you successfully use *mind switch* while already under the effect of *mind switch*, the original target is returned to its original body, the new target occupies your original body, and you occupy the body of the new target.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Mind Switch, True

Discipline: Telepathy [Mind-Affecting]

Level: Telepath 9

Manifesting Time: 1 minute

Duration: Instantaneous

Saving Throw: Will negates; see text; **Power**

Resistance: Yes

Power Points: 17

As *mind switch*, except as noted here.

You permanently exchange bodies with the subject. Since this power's duration is instantaneous, you cannot be forced to return to your natural body by means of *dispel psionics*, an *antimagic field*, or a similar effect. If the subject's body dies while you are in it, you are dead. The subject immediately suffers one permanent negative level, but otherwise survives the experience in your natural body. If your natural body dies while the subject is in it, you immediately suffer two permanent negative levels, but you likewise survive the experience in your new body. Negative levels gained in this way may only be cured by powerful healing, such as *greater restoration* or *restoration*; they do not fade over time.

Your "natural" body is always considered to be the last one you switched out of. If you exchange bodies with a chain of multiple subjects, you need worry only about the welfare of the last body you switched with. In other words, if your mind is expelled from your current body, your mind returns to the last body you switched with, not to your original body. Similarly, if

your original body dies but you have since switched minds with a second subject, you take no penalty. You suffer permanent negative levels only if the body you inhabited immediately prior to your current body is killed.

You suffer two temporary negative levels upon manifesting this power, as your mind adjusts to controlling a new body. These negative levels cannot be cured, but fade at a rate of one every 24 hours.

If you successfully use *true mind switch* while under the effect of *mind switch*, the original target of *mind switch* is returned to its original body, the new target of *true mind switch* occupies your original body, and you occupy the body of the target of *true mind switch*.

Mind Thrust

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 1

You instantly deliver a massive assault on the thought pathways of any one creature, dealing 1d10 points of damage to it.

Augment: For every additional power point you spend, this power's damage increases by 1d10 points. For each extra 2d10 points of damage, this power's save DC increases by 1.

Mind Trap

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 3

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Saving Throw: None; see text; **Power Resistance:** Yes (harmless)

Power Points: 5

You set up a trap in your mind against mental intruders. Anyone who attacks you with a telepathy power or mind-affecting effect immediately loses 1d6 power points. This power's effect does not negate the power that is currently being used against you. You can manifest this power instantly, quickly enough to gain its benefit in an emergency. Creatures that do not have power points must make a Fortitude save or be nauseated for 1 round. Manifesting the power is an immediate action. You can use this power even when it is not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round.

Mindlink

Discipline: Telepathy [Mind-Affecting]

Level: Telepath 1

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels); see text

Targets: You and one other willing creature within range that has an Intelligence score of 3 or higher

Duration: 10 min./level

Saving Throw: None; see text; **Power Resistance:** Yes (harmless)

Power Points: 1

You forge a telepathic bond with your target. You can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

Augment: You can augment this power in one or both of the following ways.

1. If you spend 4 additional power points, you can attempt to create a telepathic bond with a creature that is not willing (Will save negates).

2. For every additional power point you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Mindlink, Thieving

Discipline: Telepathy [Mind-Affecting]

Level: Telepath 4

Duration: 10 min./level (D)

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 7

As *mindlink*, except that if the target is a psionic character or creature that knows powers, you can temporarily borrow a power of your choice (you are aware of what powers the subject knows, up to the highest level of power you can manifest).

Borrowing the subject's power is a separate standard action that provokes an attack of opportunity. If the attack to borrow a power succeeds, the mental communication provided by this power ends immediately. The borrowed power fades from the subject's awareness and appears within your own. You can now spend power points to manifest the borrowed power just as if it were one of your powers known. You maintain knowledge of the borrowed power until the duration of your *thieving mindlink* expires, at which time you lose knowledge of the power and the power reappears in the mind of the subject, no matter how far from you the subject is. Even if the subject is slain, you lose knowledge of the borrowed power when this power's duration expires.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Mindwipe

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 4

Display: Auditory, mental, and visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates; **Power Resistance:** Yes

Power Points: 7

You partially wipe your victim's mind of past experiences, bestowing two negative levels upon it. If the subject has at least as many negative levels as Hit Dice, it dies. The effects of multiple negative levels stack.

If the subject survives, it loses all negative levels after 1 hour. (No Fortitude save is necessary to avoid gaining the negative level permanently.)

Augment: You can manifest this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's save DC increases by 1.

2. For every 3 additional power points you spend, this power bestows an additional negative level on the subject.

Missive

Discipline: Telepathy [Mind-Affecting, Language-Dependent]

Level: Psion/wilder 1

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Effect: Mental message delivered to subject

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** Yes

Power Points: 1

You send a telepathic message of up to ten words to any living creature within range. *Missive* is strictly a one-way exchange from you to the subject. If you do not share a common language, the subject "hears" meaningless mental syllables.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, this power's range increases by 5 feet.

2. If you expend your psionic focus when manifesting this power, the cost of the power is reduced by 1 (to a minimum of 0), but it cannot be further augmented.

Missive, Mass

Discipline: Telepathy [Mind-Affecting, Language-Dependent]

Level: Psion/wilder 2

Display: Mental

Manifesting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: All creatures in a 400 ft. + 40 ft./level radius centered on you; see text

Effect: Mental message delivered to subjects

Duration: Instantaneous

Saving Throw: Will negates (harmless); **Power**

Resistance: Yes (harmless)

Power Points: 3

You send a telepathic message of up to twenty-five words to all creatures within range. You can include or exclude from this broadcast any creature you can see, as well as any creature that you know or know of. *Mass missive* is strictly a one-way exchange from you to the subjects. If you do not share a common language, the subjects "hear" meaningless mental syllables.

Augment: For every 2 additional power points you spend, this power's range increases by 40 feet and its save DC increases by 1.

Modify Matter

Discipline: Metacreativity (Creation)

Level: Shaper 4

Display: Material

Manifesting Time: See text

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to 10 cu. ft./level; see power text

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** No

Power Points: 7

You convert material of one sort into a product that is of the same material. Creatures or psionic items cannot be created or transmuted by this effect. The quality of items made by this power is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship.

Manifesting requires 1 round per 10 cubic feet of material to be affected by the power. This power may not be used on attended items.

Modify Matter, Greater

Discipline: Metacreativity (Creation)

Level: Shaper 6

Target: Up to 100 cu. ft./level

Power Points: 11

As *modify matter*, except ten times as much material is affected by the power.

My Light

Discipline: Psychokinesis [Light]

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Personal

Effect: 40-ft. cone of light emanating from you

Duration: 10 min./level (D)

Power Points: 1

Your eyes beam forth a 40-foot cone of light; for the first 20 feet, you shed normal light in such area, and you increase the light level for the other 20 feet by one step,

up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this power can be manifested but it has no effect, until you enter into an area with a lower light level.

If *my light* is used in conjunction with *elfsight*, the cone of light extends out to 80 feet instead of 40 feet.

Augment: You can augment this power in one of the following ways.

1. If you spend 2 additional power points, you can manifest this power as a swift action.
2. If you expend your psionic focus when manifesting this power, the cost of the power is reduced by 1 (to a minimum of 0).

Natural Healing

Discipline: Psychometabolism (Healing)

Level: Egoist 1

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

You rapidly accelerate your natural healing ability. You heal 3 hit points of damage.

Augment: For every 2 additional power points you spend, this power heals an additional 3 hit points.

Natural Linguist

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: None

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 3

You telepathically charge your speech and hearing, allowing you to understand an additional language when it is spoken, even if it is a racial tongue or a regional dialect, and allowing your speech to be understood in that language. When you manifest this power, choose a language or a creature you want to understand and that you want to understand you. Any other creature that also understands the same language can understand you and you can understand them. This does not enable you to speak with creatures who don't speak. You can make yourself understood as far as your voice carries. This power does not predispose any creature addressed toward you in any way. This power does not enable you to speak with creatures immune to mind-affecting powers.

Augment: For every additional power point you spend, you may understand and be understood in an additional language at the same time while this effect is active.

Null Psionics Field

Discipline: Psychokinesis

Level: Kineticist 6

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 10 min./level (D)

Saving Throw: None; **Power Resistance:** See text

Power Points: 11

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most psionic effects, including powers, psi-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any psionic items or powers within its confines. A *null psionics field* suppresses any power or psionic effect used within, brought into, or manifested into its area, but does not negate it. Time spent within a *null psionics field* counts against a suppressed effect's duration.

Astral constructs, summoned creatures, and incorporeal undead wink out if they enter a *null psionics field* if they fail any applicable power resistance check. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the power that is maintaining the construct or summoned creature.

Creation powers with instantaneous durations and calling powers are not affected by a *null psionics field* because the power itself is no longer in effect, only its result.

A normal creature (a normally encountered construct rather than a created one, for instance) can enter the area, as can normal missiles. Furthermore, while a psionic sword does not function psionically within the area, it is still a sword (and a masterwork sword at that). The power has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned or have a limited duration, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field.

Dispel psionics does not remove the field. Two or more *null psionics fields* sharing any of the same space have no effect on each other. Certain powers may be unaffected by *null psionics field* (see the individual power descriptions). Artifacts and deities are unaffected by mortal power such as this. Should a creature's space extend across the boundary of the area enclosed by the field, any part of the creature that lies outside the effect is unaffected by the field.

Oak Body

Discipline: Psychometabolism

Level: Psion/wilder 7, psychic warrior 5

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: Psion/wilder 13, psychic warrior 9

This power transforms your body into living oak, which grants you several advantages.

You gain damage reduction 10/slashing and a +5 bonus to natural armor that overlaps (does not stack with) any natural armor bonus you may already have. You are immune to ability damage, blindness, deafness, disease, drowning, poison, stunning, and all powers, spells, or attacks that affect your physiology or respiration, because you have no physiology or respiration while this power is in effect.

You take half damage from cold effects of all kinds. However, you become susceptible to all special attacks that affect wood, and you gain vulnerability to fire.

You gain a +4 enhancement bonus to Strength, but you take a -2 penalty to Dexterity (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You can speak but cannot drink (and thus can't use potions) or play wind instruments. You have an armor check penalty of -4 and an arcane spell failure chance of 25%.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters, 1d6 for Medium characters), and you are considered armed when making unarmed attacks. When you make a full attack against an object or structure using your unarmed strike, you deal double damage.

Augment: For every additional power point you spend, this power's duration increases by 1 minute.

Object Reading

Discipline: Clairsentience

Level: Seer 2

Display: Auditory and material

Manifesting Time: 1 minute

Range: Touch

Target: Object touched

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None; **Power Resistance:** Yes

Power Points: 3

You can learn details of an inanimate object's previous owner. Objects accumulate psychic impressions left by their previous owners, which can be read by use of this power. The amount of information revealed depends on how long you study a particular object.

1st Minute: Last owner's race.

2nd Minute: Last owner's gender.

3rd Minute: Last owner's age.

4th Minute: Last owner's alignment.

5th Minute: How last owner gained and lost the object.

6th+ Minute: Next-to-last owner's race, and so on.

The power always correctly identifies the last owner of the item, and the original owner (if you keep the power active long enough).

There is a 90% chance that this power will successfully identify all other former owners in sequence, but there is a 10% chance that one former owner will be skipped and thus not identified.

This power will not identify casual users as owners. (Anyone who uses an object to attack someone or something is not thereafter considered a casual user.)

An object without any previous owners reveals no information. You can continue to run through a list of previous owners and learn details about them as long as the power's duration lasts. If you use this power additional times on the same object, the information yielded is the same as if you were using the power on the object for the first time.

Augment: For every additional power point you spend, this power's maximum duration increases by 10 minutes.

Painful Strike

Discipline: Psychometabolism

Level: Psychic warrior 2

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 3

Your natural weapons cause additional pain. Each successful attack you make with a natural weapon deals an extra 1d6 points of nonlethal damage to the target.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

Personality Parasite

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 4

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One Medium or smaller humanoid

Duration: 1 round/level (D)

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 7

You attempt to briefly partition the mind of your foe, calving off a minor personality that is antagonistic to the main personality. The parasitic personality functions with complete autonomy from the main personality. It does not control the body physically, but it can take one standard action each round that is purely mental, such as manifesting a power, in the same turn that the subject takes its normal actions.

The parasitic personality manifests powers using the subject's power point reserve and known powers, or any spells prepared or known and available spell slots, but can only manifest powers or cast spells three or more levels lower than the highest level of power or spell the subject can normally manifest or cast.

The parasitic personality actively attempts to manifest powers or cast spells that negatively impact the subject,

using the highest-level powers or spells possible (so as to deplete the subject's power point reserve and available spell slots), and the most deadly to the subject. You do not have control over what the parasitic personality does, though it always works against the interest of the subject.

Both minds communicate with each other telepathically. If a creature is targeted by a compulsion or charm effect while under the effect of this power, it can make a second saving throw if the first one fails. If both saving throws fail, then this power ends and the creature is affected by the charm or compulsion effect.

The parasitic personality does not gain any advantages if the main personality is subjected to a *haste* or *schism* effect.

Pierce the Veils

Discipline: Clairsentience

Level: Psion/wilder 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 9

You gain the ability to see all things as they actually are. You see through normal and psionic darkness, notice secret doors hidden by psionics, see the exact locations of creatures or objects under *blur* or *displacement* effects, see invisible creatures or objects normally, see through illusions, and see the true form of *polymorphed*, changed, or transmuted things. Further, you can focus your vision as a standard action to instead see into the Ethereal Plane (but not into extradimensional spaces). The visual range of the effect conferred is 120 feet.

This does not, however, penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. This effect does not help you see through mundane disguises, spot creatures that are simply hiding, or notice secret doors hidden by mundane means. In addition, the effects cannot be further enhanced with known magic, so one cannot use this power through a *crystal ball* or in conjunction with effects such as *clairaudience*/ *clairvoyance*.

Planar Travel

Discipline: Psychoportation

Level: Psion/wilder 5

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Targets: Willing creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Power Points: 9

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the power at the same time. Precise

accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. *Planar travel* transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including manifesting *planar travel* again).

Augment: For every two additional power points spent, the number of d% rolled is reduced by 1, to a maximum of -5, when the power places you at your intended destination.

Power Leech

Discipline: Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 4

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Any living psionic creature

Duration: Concentration, up to 1 round/level; see text

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 7

Your brow erupts with an arc of crackling dark energy that connects with your foe, draining it of 1d6 power points and adding 1 of those points to your reserve (unless that gain would cause you to exceed your maximum).

The drain continues in each round you maintain concentration while the subject of the drain remains in range. If the subject is drained to 0 power points, this power ends.

Concentrating to maintain *power leech* is a full-round action (you can take no other actions aside from a 5-foot step) instead of a standard action.

Power Resistance

Discipline: Clairsentience

Level: Psion/wilder 5

Display: Material and visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless); **Power Resistance:** Yes (harmless)

Power Points: 9

The creature gains power resistance equal to 12 + your manifester level.

Precognition

Discipline: Clairsentience

Level: Seer 1

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Up to 10 min./level, until discharged; see text

Power Points: 1

Precognition allows your mind to glimpse fragments of potential future events—what you see will probably happen if no one takes action to change it. However, your vision is incomplete, and it makes no real sense until the actual events you glimpsed begin to unfold. That's when everything begins to come together, and you can act, if you act swiftly, on the information you previously received when you manifested this power.

In practice, manifesting this power grants you a “precognitive edge.” Normally, you can have only a single precognitive edge at one time. You must use your edge within a period of no more than 10 minutes per level, at which time your preknowledge fades and you lose your edge.

You can use your precognitive edge in a variety of ways. Essentially, the edge translates into a +2 insight bonus that you can apply at any time to either an attack roll, a damage roll, a saving throw, or a skill check. You can elect to apply the bonus to the roll after you determine that your unmodified roll is lower than desired.

Precognition, Defensive

Discipline: Clairsentience

Level: Psion/wilder 1, psychic warrior 1

Display: Material and visual

Manifesting Time: 1 standard action; see text

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows.

You gain a +1 insight bonus to AC and on all saving throws. If caught in a situation where your Dexterity bonus isn't applied to your Armor Class, this bonus to AC and saving throws does not apply.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the insight bonus gained increases by 1.

2. If you spend 6 additional power points, you can manifest this power as a swift action.

Precognition, Greater

Discipline: Clairsentience

Level: Seer 6

Display: Auditory and visual

Manifesting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 hour/level; see text

Power Points: 11

As *precognition*, except as noted here.

You gain a +4 insight bonus instead of a +2 bonus, and the effect is not discharged when used. You may only gain a number of precognitive edges per manifestation equal to your manifester level.

Precognition, Offensive

Discipline: Clairsentience

Level: Psion/wilder 1, psychic warrior 1

Display: Material and visual

Manifesting Time: 1 standard action; see text

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better land blows against your opponent. You gain a +1 insight bonus on your attack rolls.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the insight bonus gained on your attack rolls increases by 1.

2. If you spend 6 additional power points, you can manifest this power as a swift action.

Prescience, Offensive

Discipline: Clairsentience

Level: Psion/wilder 1, psychic warrior 1

Display: Material and visual

Manifesting Time: 1 standard action; see text

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better aim blows against your opponent. You gain a +2 insight bonus on your damage rolls.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the insight bonus on your damage rolls increases by 1.

2. If you spend 6 additional power points, you can manifest this power as a swift action.

Prevenom

Discipline: Psychometabolism (Creation)

Level: Psychic warrior 1

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level or until discharged

Saving Throw: None and fortitude negates; see text;

Power Resistance: No

Power Points: 1

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to produce a mild venom that coats one of your claws. On your next successful melee attack, the venom deals 1 point of Constitution damage per round for 2 rounds. A target struck by the poison can make a Fortitude save each round to negate

the damage and end the affliction.

Augment: For every 3 additional power points you spend, the poison's duration increases by 1 round.

Prevenom Weapon

Discipline: Psychometabolism (Creation)

Level: Psychic warrior 1

Range: Touch

Target: Weapon touched

Power Points: 1

As *prevenom*, except your weapon gains the poison coating as long as it remains in your grip.

Prowess

Discipline: Clairsentience

Level: Psychic warrior 2

Display: Mental

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

If an enemy provokes an attack of opportunity from you, you can make the attack even if you've already taken your allotted number of attacks of opportunity this round (usually one).

You can manifest this power instantly, quickly enough to gain an extra attack of opportunity in the same round. Manifesting this power is an immediate action. You can manifest this power even if it is not your turn.

Psionic Blast

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 3

Display: Auditory

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft. cone-shaped burst

Duration: Instantaneous

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 5

The air ripples with the force of your mental attack, which blasts the minds of all creatures in range. *Psionic blast* stuns all affected creatures for 1 round.

Augment: For every 2 additional power points you spend, the duration of the stun effect increases by 1 round and the power's save DC increases by 1.

Psionic Lion's Charge

Discipline: Psychometabolism

Level: Psychic warrior 2

Display: Mental

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Power Points: 3

You gain the powerful charging ability of a lion. When you charge, you can make a full attack in the same round.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power as you charge.

Augment: For every additional power point you spend, each of your attacks after a charge in the current round gains a circumstance bonus on damage equal to the number of additional points spent.

Psionic Lock

Discipline: Psychoportation

Level: Psion/wilder 2

Display: Material

Manifesting Time: 1 standard action

Range: Touch

Target: Door, chest, or portal touched, up to 30 sq. ft./level in size

Duration: Permanent

Saving Throw: None; **Power Resistance:** No

Power Points: 3

A *psionic lock* manifested upon a door, chest, or portal psionically locks it. You can freely pass your own lock without affecting it; otherwise, a door or object secured with *psionic lock* can be opened only by breaking in or by a successful *dispel psionics* effect. Add +10 to the normal DC to break open a door or portal affected by this power.

Psionic Revivify

Discipline: Psychometabolism (Healing) [Good]

Level: Egoist 5

Manifesting Time: 1 standard action

Range: Touch

Target: Dead creature touched

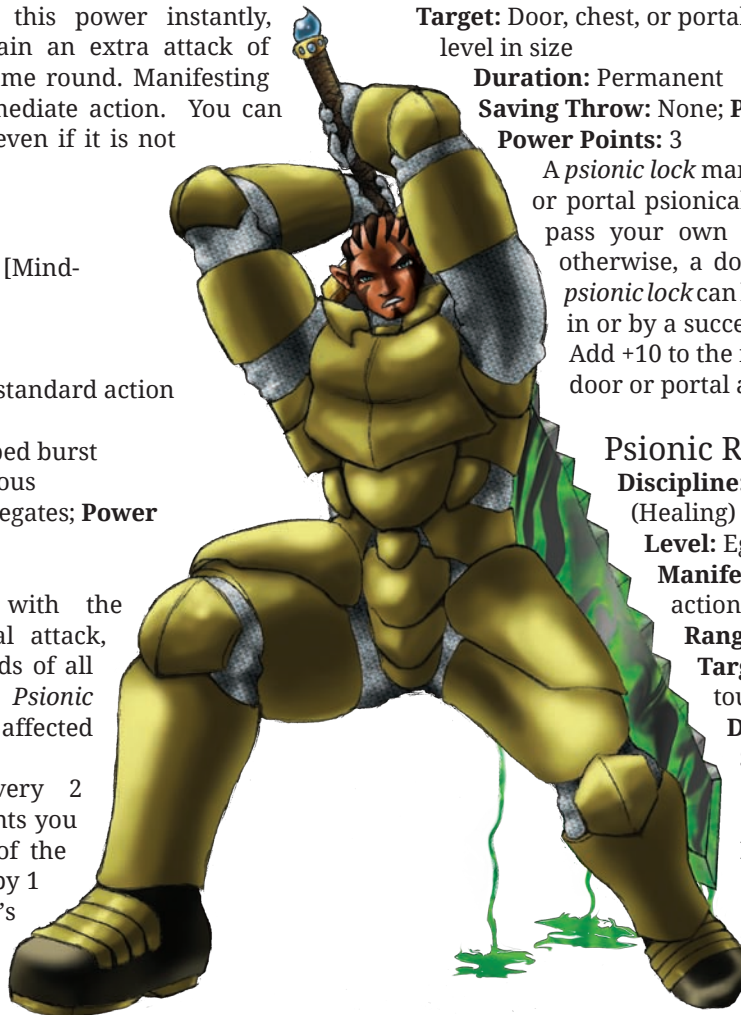
Duration: Instantaneous

Saving Throw: None;

Power Resistance: Yes (harmless)

Power Points: 9

Psionic revivify lets a manifester reconnect a corpse's psyche with its body, restoring life to a recently deceased



creature. The power must be manifested within 1 round of the victim's death. Before the psyche of the deceased has completely left the body, this power halts its journey while repairing somewhat the damage to the body.

This power functions like the *raise dead* spell, except that the affected creature receives no permanent negative levels, no Constitution loss, and no loss of powers, but the creature does suffer one negative level that fades after twenty-four hours.

The creature has -1 hit points (but is stable) after being restored to life.

For every additional negative level that the subject suffers, the manifestation of this power can be delayed by 2 additional rounds. All of the negative levels gained in this manner fade after twenty-four hours.

Augment: By spending 2 additional power points, this power may also affect outsiders.

Psionic Scent

Discipline: Psychometabolism

Level: Psychic warrior 2

Display: Mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 3

You gain an enhanced sense of smell, equivalent to the scent ability of some monsters. This ability allows you to detect approaching enemies, sniff out hidden foes, and track by sense of smell. With the scent ability, you can identify familiar odors just as humanoids do familiar sights.

You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range. You can take a move action to note the direction of the scent. Whenever you come within 5 feet of the source, you pinpoint the source's location.

You can follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. If you are tracking with *psionic scent*, you ignore the effects of surface conditions and poor visibility.

Psychic Surgery

Discipline: Telepathy [Mind-Affecting]

Level: Telepath 9

Display: Auditory, mental, and visual

Manifesting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 17

You can repair psychic damage or grant another creature knowledge of powers you know, depending on the version of this power you manifest.

Repair Psychic Damage: You can remove any compulsions and charms affecting the subject. In fact, you can remove any instantaneous or permanent effect caused by a mind-affecting power or spell with *psychic surgery*. Unlike with *aura alteration*, these effects end or are negated as soon as this power is manifested, with no need for another saving throw.

You can remove all negative levels affecting the subject, regardless of how it lost those levels, restoring it to the highest level it had previously attained. Also, you can cure permanent negative levels caused by energy drain or a similar effect if the effect occurred within a number of hours equal to your manifester level.

You can also remove all psionic effects penalizing the subject's ability scores, heal all ability damage, and remove any ability drain affecting the subject. *Psychic surgery* negates all forms of insanity, confusion, the effect of such powers as *microcosm*, and so on, but it does not restore permanent negative levels due to death.

Transfer Knowledge: If desired, you can use this power to directly transfer knowledge of a power you know to another psionic character. You can give a character knowledge of a power of any level that she can manifest, even if the power is not normally on the character's power list, but a character is limited to gaining a number of powers equal to her key ability modifier. Knowledge of powers gained through *psychic surgery* does not count toward the maximum number of powers a character can know per level.

Each time you use *psychic surgery* to implant knowledge of a power in another creature, you suffer ability burn to your key ability score equal to the level of the power implanted. If you and the subject are both willing to do so, you can split this damage evenly. You cannot manifest *psychic surgery* to bestow knowledge of a power if you are currently suffering ability burn to your key ability score, nor can *psychic surgery* be used to bestow knowledge of a power to a creature currently suffering from ability burn to their key ability score.

Psychic Crush

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 5

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will partial; see text; **Power**

Resistance: Yes

Power Points: 9

Your will abruptly and brutally crushes the mental essence of any one creature, debilitating its acumen. The target must make a Will save with a +4 bonus or collapse unconscious and dying at –1 hit points. If the target succeeds on the save, it takes 3d6 points of damage.

Augment: For every 2 additional power points you spend, this power's damage on a successful save increases by 1d6 points and its save DC increases by 1.

Psychic Drain

Discipline: Psychometabolism

Level: Egoist 4, psychic warrior 4

Display: Mental

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates; **Power Resistance:**

Yes

Power Points: 7

This power shrouds your hand or a natural weapon you possess with darkness that you can use to drain an opponent's power.

If you manifest this power to affect your hand, the next successful melee touch attack you make (if the victim fails its Fortitude save) drains 2 power points from your foe for every manifester level you have. The drained points simply dissipate. Your touch attack, charged with psionic power, is treated as an armed attack.

If you manifest this power to affect a natural weapon you possess, you must make a successful melee attack with the weapon to gain the power's benefit.

Against a psionic being that has no power points or a nonpsionic foe, your attack instead deals 2 points of Intelligence, Wisdom, or Charisma damage (your choice).

Psychic Reformation

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 4

Display: Auditory, mental, and visual

Manifesting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** No

Power Points: 7

When this power is manifested, the subject can choose to spend its most recently gained skill ranks differently (picking new skills and abandoning old ones if it chooses) and to choose a different feat from the one it selected when advancing from its previous level to its current level.

The subject can also choose to forget powers or spells it acquired when advancing to its current level, replacing them with new ones.

The subject can undo decisions of these sorts that were made at lower levels, although he suffers increased penalties the farther back he goes to undo decisions. The subject must abide by the standard rules for selecting skills and feats, and so it cannot take feats for which it doesn't qualify. Any change made must have been available at the level selected. For example, a 7th level psion who uses this power to change a 2nd level power gained at 3rd level psion cannot select a 4th level power to replace it – he must choose a 1st or 2nd level power.

The subject is not limited to changing only a single level's choices should he decide to undo decisions from prior levels. Every level between his current level and the earliest level may be altered, so long as the choices made were valid at the appropriate level.

If the subject goes farther back than the changes from the previous level to its current level, the subject suffers a cumulative –1 penalty on all ability checks, attack rolls, combat maneuver checks, Combat Maneuver Defense, saving throws, and skill checks for each level back the power changes. In addition, the creature reduces its current and total hit points by 5 for each level back the power changes. The creature is also treated as one level lower for the purpose of level-dependent variables (such as spellcasting or manifesting) for each level back the power changes. These penalties last for 24 hours.

Augment: This power may be augmented in either of the following ways.

1. If you spend 2 additional power points, the penalties end after the subject rests for 8 hours.

2. If you spend 6 additional power points, the subject does not suffer any penalties.

Psychofeedback

Discipline: Psychometabolism

Level: Egoist 5, psychic warrior 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 9

You can readjust your body to boost one physical ability score at the expense of one or more other scores. Select one physical ability score you would like to boost, and increase it by the same amount that you decrease one or more other scores. All score decreases are treated as ability damage.

You can boost your Strength, Dexterity or Constitution score by an amount equal to your manifester level (or any lesser amount), assuming you can afford to burn your other ability scores to such an extent.

When the duration of this power expires, your ability boost also ends, but your ability damage remains until it is healed.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, the ability damage you suffer to increase another score is delayed until the power fades.

2. If you spend 4 additional power points, the power's duration increases to 1 minute/level (D).

3. If you spend 6 additional power points, the ability damage you suffer to increase another score fades when the power's duration expires.

Psychokinetic Sphere

Discipline: Psychokinesis [Force]

Level: Kineticist 8

Display: Material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter/level sphere, centered around creatures or objects

Duration: 1 min./level (D)

Saving Throw: Reflex negates (object); **Power**

Resistance: Yes (object)

Power Points: 15

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere, and contains it for the duration of the effect. Anything contained within the sphere weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per manifester level) after the sphere has succeeded in encapsulating its contents.

You can move the sphere, along with the objects and creatures it contains that weigh a total of 5,000 pounds or less, by concentrating on the sphere. You can begin moving a sphere in the round after manifesting the power. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface. You can resume concentrating on your next turn or any later turn during the duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

You can move the sphere telekinetically even if you are in it.

The sphere functions as a *wall of force*, except that it can be negated by *dispel psionics*. A subject inside the sphere can breathe normally. The sphere cannot be physically moved either by people outside it or by the struggles of those within.

Psychoport

Discipline: Psychoportation (Teleportation)

Level: Nomad 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal and touch

Target or Targets: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None or Will negates (object); **Power**

Resistance: No or Yes (object)

Power Points: 9

This power instantly transports you to a designated destination, which may be as distant as 100 miles per manifester level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three manifester levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all powers where the range is personal and the target is you, you need not make a saving throw, nor is power resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and power resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or psionic energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the table at the end of this power. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using powers such as *remote viewing*.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the power's range, the power simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time

“Mishap” comes up, the characters take more damage and must reroll.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination	—	—	81–92	93–100

Augment: For every 2 additional power points spend, consider the familiarity of a location 1 step better, with the exception of a false destination, which is always considered a false destination.

Psychoport, Greater

Discipline: Psychoportation (Teleportation)

Level: Psion/wilder 8

Power Points: 15

As *psychoport*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Psychoport Trigger

Discipline: Psychoportation (Teleportation)

Level: Nomad 5

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9

You specify a situation that triggers your automatic manifestation of a *psychoport*, taking you to a predetermined location. You must know the *psychoport* power and have sufficient power points to manifest it when the specified situation occurs.

The *psychoport trigger* goes off on the initiative count immediately after the specified situation occurs, even if you are flat-footed or you have already taken your turn in the current round. The specified situation can be described in general terms or specific terms.

Psychoportation Circle

Discipline: Psychoportation (Teleportation)

Level: Nomad 9

Display: Mental

Manifesting Time: 10 minutes

Range: 0 ft.

Effect: 5-ft.-radius circle that teleports those who activate it

Duration: 10 min./level (D)

Saving Throw: None; **Power Resistance:** Yes

Power Points: 17

You create a circle on the floor or other horizontal surface that teleports, as *greater psychoport*, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The power fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

Magic traps such as *psychoportation circle* are hard to detect and disable. A character with the trapfinding class feature can use the Disable Device to disarm magic traps. The DC in each case is 25 + spell level, or 34 in the case of *psychoportation circle*.

Psychosis

Discipline: Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 7

Display: Mental

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 13

Creatures affected by this power are permanently *confused* and constantly behave randomly, making them unable to independently determine what they will do. Roll on the following table at the beginning the subject's turn each round to see what the subject does in that round.

d%	Behavior
01–25	Act normally
26–50	Do nothing but babble incoherently.
51–75	Deal 1d8 points of damage + Str modifier to self with item in hand
76–100	Attack nearest creature (for this purpose, a psicrystal counts as part of the subject's self).

A confused character that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character that is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent

actions or because it has just been attacked).

Only *psychic surgery*, *reality revision*, and other similarly extreme measures can restore the subject's sanity.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Quintessence

Discipline: Metacreativity (Creation)

Level: Shaper 4

Display: Material; see text

Manifesting Time: 1 round

Range: 0 ft.

Effect: 1-inch-diameter dollop of quintessence; see text

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** No

Power Points: 7

You collapse a bit of time from the continuum, forming a 1-ounce dollop of thick, gooey material called quintessence. This substance shimmers like a silver mirror when viewed from some angles but is transparent from other viewpoints. You can smooth a dollop of quintessence around any extremely small object.

Objects sealed within quintessence are protected from the effects of time; in practical terms, they enter a state of stasis. Living flesh with only partial contact with quintessence is also partially pulled out of the time stream (the manifester is immune to this effect). This disruption deals 1 point of damage per round beginning 10 rounds after partial contact occurs.

Quintessence can be manually scraped away from a protected object, freeing it to rejoin the time stream. When you do this, there is a 75% chance that the quintessence evaporates back into the continuum. Otherwise, it coalesces again into a 1-inch-diameter bead, available for later use.

Large quantities of quintessence could theoretically be gathered to preserve large items or structures (or even a complete living creature; if completely immersed, a living creature would not take the damage associated with partial contact). However, psionic characters and creatures are generally loath to do so because accumulations of quintessence weighing 1 pound or more hinder psionic activity within a 5-foot radius of the accumulation: Powers require twice as many power points to manifest, unless the manifester makes a successful Will save each time he or she attempts to manifest a power. Also in these circumstances, manifesting a psi-like ability that is usable at will is a full-round action rather than a standard action.

Read Thoughts

Discipline: Telepathy [Mind-Affecting]

Level: Telepath 2

Display: Mental

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation centered on you

Duration: Concentration, up to 1 min./level (D)

Saving Throw: Will negates; see text; **Power**

Resistance: No

Power Points: 3

You know the surface thoughts of the mind of any creature in the area that fails a Will save. A target that succeeds on its save is not affected by this manifestation of the power, even if it leaves the area and then reenters the area before the duration expires.

Creatures of animal intelligence have simple, instinctual thoughts that you can pick up. If you read the thoughts of a creature with an Intelligence of 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the power ends. This power does not let you pinpoint the location of an affected mind if you don't have line of sight to the subject.

Each round, you can turn to use this power in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Reality Revision

Discipline: Clairsentience

Level: Psion/wilder 9

Saving Throw: See text; **Power Resistance:** See text

Power Points: 17

As *bend reality*, but with more far-reaching effects. A *reality revision* can produce any one of the following effects.

- Duplicate any psion power of 8th level or lower, provided the power is not on a discipline-restricted list that you do not have access to.

- Duplicate any psion power of 7th level or lower even if it's a power on a discipline-restricted list that you do not have access to.

- Duplicate any other power or spell of 6th level or lower, such as a psychic warrior power.

- Undo the harmful effects of many other powers, such as *microcosm*, *geas/quest*, or *insanity*.

- Create a non-psionic item of up to 25,000 gp in value.

- Grant a creature a +1 inherent bonus to an ability score. Two to five *reality revisions* manifested in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score. Inherent bonuses are instantaneous, so they cannot be negated or dispelled. An inherent bonus cannot exceed +5 for a single ability score. Inherent bonuses to a particular ability score do not stack; only the best one applies.

- Remove injuries and afflictions. A single *reality revision* can aid one creature per manifester level, and all subjects are cured of the same kind of affliction.

- Revive the dead. *Reality revision* can bring a dead creature back to life by duplicating a *resurrection* spell.

This power can revive a dead creature whose body has been destroyed, but the task takes two manifestations of *reality revision*, one to recreate the body and another to infuse the body with life again. *Reality revision* cannot prevent a character who is brought back to life from suffering a permanent negative level or suffering from Constitution drain.

- **Transport travelers.** This power can lift one creature per manifester level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and power resistance (if any) applies.

- **Undo misfortune.** *Reality revision* can undo a single recent event. Manifesting the power forces a reroll of any single roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and power resistance (if any) applies.

You can try to use *reality revision* to produce more powerful effects than these, but doing so is dangerous. The manifestation may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.

Duplicated powers allow saves and power resistance as normal (but save DCs are calculated as though the power is 9th level) and the power is treated as if manifested with 17 power points, allowing the manifester to choose any appropriate augment options. Powers without augment options are simply manifested as normal, but with 9th level save DCs.

Manifesting *reality revision* requires channeling psionic power through specially-treated crystals similar to *cognizance crystals* that cost 25,000 gp. The crystal is consumed in the manifestation and becomes inert, unable to be used again and losing any value. If a power or spell duplicated by *reality revision* has a material component that costs more than 10,000 gp, you must provide that component or additional crystals of the same value.

Recall Agony

Discipline: Clairsentience [Mind-Affecting]

Level: Psion/wilder 2

Display: Material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half; **Power Resistance:** Yes

CRYSTAL COMPONENTS

As discussed in Chapter 4: Psionics, crystals are used throughout this book as the material component for some aspects of psionics. However, this is not a strict rule and may be modified as desired by the GM to fit the theme of the game.

Power Points: 3

The fabric of time parts to your will, revealing wounds your foe has received in the past (or has yet to receive). That foe takes 2d6 points of damage as the past (or future) impinges briefly on the present.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points. For each extra 2d6 points of damage, this power's save DC increases by 1.

Recall Death

Discipline: Clairsentience [Death, Mind-Affecting]

Level: Psion/wilder 8

Saving Throw: Will partial; see text

Power Points: 15

As *recall agony*, except the wounds revealed by folding the fourth dimension are potentially fatal. If the target fails its Will save, it dies. If the save succeeds, the target instead takes 5d6 points of damage.

Reconstruction

Discipline: Metacreativity

Level: Shaper 2

Display: Material and visual

Manifesting Time: 1 standard action

Range: Touch

Target: Construct touched

Duration: Instantaneous

Saving Throw: Will negates (harmless); **Power**

Resistance: Yes (harmless)

Power Points: 3

When laying your hands upon a construct that has at least 1 hit point remaining, you reknit its structure to repair damage it has taken. The power repairs 3d8 points of damage +1 point per manifester level. Constructs that are immune to psionics or magic cannot be repaired in this fashion.

Augment: For every 2 additional power points you spend, this power repairs an additional 1d8 points of damage.

Reddopsi

Discipline: Psychokinesis

Level: Kineticist 7

Display: Auditory, mental, and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Until expended or 10 min./level (D)

Power Points: 13

Powers and psi-like effects targeted on you are reversed back upon the original manifester. *Reddopsi* turns only powers that have you as a target. Effect and area powers are not affected. *Reddopsi* also fails to stop touch range powers. Up to 15 power points (or eight spell levels in psionic-magic transparency games) worth of powers are reversed in this fashion.

When you are targeted by a power using a higher amount of power points than the amount of *reddopsi*

you have left, that power is partially reversed. Subtract the amount of *reddopsi* left from the power points of the incoming power, then divide the result by the total power points of the incoming power to see what fraction of the effect gets through. For damaging powers, you and the manifester each take a fraction of the damage. For nondamaging powers, each of you has a proportional chance to be the one who is affected. If you and a manifesting attacker are both warded by *reddopsi* effects in operation, a resonating field is created. Roll randomly to determine the result.

d%	Effect
01–70	Power drains away without effect.
71–80	Power affects both of you equally at full effect.
81–97	Both reversing effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of you go through a rift into another plane.

Remote View Trap

Discipline: Clairsentience [Electricity]

Level: Psion/wilder 6

Display: Mental and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours + 1 hour/level

Saving Throw: Will half; see text; **Power Resistance:** No

Power Points: 11

When others use *clairvoyant sense*, *remote viewing*, or other means of scrying you from afar, your prepared trap gives them a nasty surprise. If the scryer fails its saving throw, you are undetected. Moreover, the would-be observer takes 8d6 points of electricity damage. If the scryer makes its saving throw, it takes only 4d6 points of electricity damage and is able to observe you normally. Either way, you are aware of the attempt to view you, but not of the viewer or the viewer's location. It is possible that you might recognize the quasi-real viewpoint of someone using the *remote viewing* power if you could pierce its *invisibility* (which is true for *remote viewing* whether or not you use this power).

Remote Viewing

Discipline: Clairsentience (Scrying; see text)

Level: Seer 4

Display: Mental

Manifesting Time: 1 hour

Range: See text

Effect: Quasi-real viewpoint

Duration: 1 min./level (D)

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 7

You send your mind across space and dimensions, forming it into a quasi-real viewpoint from which you can see and hear some creature located at any

distance from you, even if planar boundaries separate you. If the subject succeeds on a Will save, the *remote viewing* attempt fails, and you can't attempt to view that creature again for at least 24 hours. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	–5
*You must have some sort of connection to a creature you have no knowledge of.	

Connection	Will Save Modifier
Likeness or picture	–2
Possession or garment	–4
Body part, lock of hair, bit of nail, etc.	–10
Subject on another plane	+5

If the subject fails its Will save, your mind coalesces a quasi-real viewpoint near enough to the subject to see and hear the subject and its immediate surroundings (up 30 feet in all directions away from the subject).

While the *remote viewing* lasts, your real body remains unmoving and unaware of your actual surroundings. On the other hand, your quasi-real viewpoint is treated in some ways as if it were an invisible *ectoplasmic form* of yourself, except as follows. This power is of the Scrying subdiscipline, but use the following information in place of the standard scrying sensor. As a quasi-real viewpoint, you can speak (though your voice is whispery).

You may potentially be sensed by the subject of your viewing (subjects who can see or sense invisible or hidden creatures automatically sense you; otherwise you make a Stealth check with a +40 bonus to escape detection if immobile, or a +20 bonus if moving). You could be attacked (although if you become subject to *dispel psionics*, the *remote viewing* simply ends). If the subject moves, you can attempt to follow it at a speed of 20 feet, though if it gets farther than 30 feet from you (or you move farther than 30 feet from it), the power ends.

You can attempt to manifest one power through your quasi-real viewpoint, but you must make a concentration check (DC 20 + level of the power you wish to manifest) to succeed. Manifesting (or attempting and failing to manifest) a power immediately ends the *remote viewing*.

Furthermore, all powers from your quasi-real viewpoint cost twice the usual number of power points (you can't exceed the power point limit set by your

manifest level, so you are restricted to manifesting lower-level powers than you otherwise could). Power points you spend as a quasi-real viewpoint are drained from your real body.

Augment: By spending 2 additional power points, the quasi-real viewpoint can move at a speed of 40 feet.

Restore Extremity

Discipline: Psychometabolism (Healing)

Level: Egoist 5

Display: Auditory

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless); **Power**

Resistance: Yes (harmless)

Power Points: 9

You restore a severed extremity to a creature that has lost a digit, hand, arm, leg, or even its head. This power does not restore life, but it returns a lost extremity to a living or dead creature if the creature is otherwise mostly intact. The original extremity need not be present when this power is manifested; a new extremity is created by the power. If a head is restored to a body, the original head (if not already destroyed) loses all spark of identity, and can be considered dead tissue.

Retrieve

Discipline: Psychoportation (Teleportation)

Level: Psion/wilder 6

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One object you can hold or carry in one hand, weighing up to 10 lb./level

Duration: Instantaneous

Saving Throw: Will negates; see text; **Power**

Resistance: No

Power Points: 11

You automatically teleport an item you can see within range directly to your hand. If the object is in the possession of an opponent, it comes to your hand if your opponent fails a Will save.

Augment: For every additional power point you spend, the weight limit of the target increases by 10 pounds.

Schism

Discipline: Telepathy [Mind-Affecting]

Level: Telepath 4

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 7

Your mind splits into two independent parts. Each part functions in complete autonomy, like two characters in

one body. Your new “second mind” does not control your body physically but is free to take one standard action in each round if the action is purely mental (such as manifesting a power) in the same round you take your normal actions.

Your second mind can manifest powers using your power point reserve, but only as if your manifest level were six lower than it is. Your second mind doesn’t provoke attacks of opportunity when manifesting a power, because doing so doesn’t distract your primary mind.

Having a second mind is strenuous on your psyche, and your primary mind suffers a -2 manifest level penalty in any round in which the secondary mind has used its action. If your secondary mind does not do anything in a round, your primary mind does not suffer this penalty.

Your second mind takes its first action on your turn in the round after *schism* is manifested.

Both your minds communicate with each other telepathically. If you are subject to a compulsion or charm effect while you are of two minds, make a second saving throw if you fail the first. If you fail both, then the *schism* ends and you are affected normally by the power. If you fail just one, the *schism* ends immediately, but you are not subject to the compulsion or charm.

Your second mind does not gain any advantages if you are subject to a *haste* effect, although you gain the overall standard benefits.

Your second mind cannot access your psionic focus and does not benefit if you are maintaining psionic focus. Your second mind may gain psionic focus if you have the Psionic Meditation feat.

Second Chance

Discipline: Clairsentience

Level: Seer 5

Display: Mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

Power Points: 9

You take a hand in influencing the probable outcomes of your immediate environment. You see the many alternative branches that reality could take in the next few seconds, and with this foreknowledge you gain the ability to reroll one attack roll, one saving throw, one ability check, or one skill check each round. You must take the result of the reroll, even if it’s worse than the original roll. You do not have to make another roll if satisfied with your original roll.

Augment: For every 3 additional power points spend, you gain a +1 insight bonus on the reroll.

Sense Link

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 1

Display: Visual

Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One willing creature
Duration: Concentration, up to 1min./level
Power Points: 1

You perceive what the subject creature perceives using its sight, hearing, taste, or smell. Only one sense is linked, and you cannot switch between senses with the same manifestation.

You make any skill checks involving senses, such as Perception, as the subject, and only within the subject's field of view. You lose your Dexterity bonus to AC while directly sensing what the subject senses.

Once *sense link* is manifested, the link persists even if the subject moves out of the range of the original manifestation (but the link does not work across planes). You do not control the subject, nor can you communicate with it by means of this power.

The strength of the subject's linked sense could be enhanced by other powers or items, allowing you the same enhanced sense. You are subject to any gaze attack affecting the subject creature (if you linked vision). If you are blinded or deafened, or suffer some other sensory deprivation, the linked creature functions as an independent sensory organ, and provides you the benefit of the linked sense from its perspective while this power's duration lasts.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, you can have the subject perceive one of your senses instead of the other way around.
2. If you spend 4 additional power points, you can link to a second sense of the same subject.
3. If you spend 2 additional power points, you can target an unwilling creature (Will save negates), but cannot augment this power in any other way.

Sensitivity to Psychic Impressions

Discipline: Clairsentience
Level: Seer 2
Display: Auditory and material
Manifesting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Area: Spread with a radius of 25 ft. + 5 ft./2 levels, centered on you
Duration: Concentration, up to 10 min./level
Saving Throw: None; **Power Resistance:** No
Power Points: 3

You gain historical vision in a given location. Rooms, streets, tunnels, and other discrete locations accumulate psychic impressions left by powerful emotions experienced in a given area. These impressions offer you a picture of the location's past.

The types of events most likely to leave psychic impressions are those that elicited strong emotions: battles and betrayals, marriages and murders, births and great pain, or any other event where one emotion dominates. Everyday occurrences leave no residue for a manifestor to detect.

The vision of the event is dreamlike and shadowy. You do not gain special knowledge of those involved in the vision, though you might be able to read large banners or other writing if they are in your language.

Beginning with the most recent significant event at a location and working backward in time, you can sense one distinct event for every 10 minutes you maintain concentration, if any such events exist to be sensed. Your sensitivity extends into the past a maximum number of years equal to 100 x your manifestor level.

Shadow Body

Discipline: Psychometabolism
Level: Psion/wilder 8
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 15

Your body and all your equipment are subsumed by your shadow. As a living shadow, you blend perfectly into any other shadow and vanish in darkness. You appear as an unattached shadow in areas of full light.

You can move at your normal speed, on any surface, including walls and ceilings, as well as across the surfaces of liquids—even up the face of a waterfall.

Your space does not change, so you cannot move into locations you would not normally be able to move into.

While in your *shadow body*, you gain damage reduction 10/magic and darkvision out to 60 feet. You are immune to extra damage from critical hits, ability damage, disease, drowning, and poison. You take only half damage from acid, electricity, and fire of all kinds.

While affected by this power, you can be detected by powers that read thoughts, life, or presences (including *true seeing*), or if you make suspicious movements in lighted areas.

You cannot harm anyone physically or manipulate any objects, but you can use your powers normally. Doing so may attract notice, but if you remain in a shadowed area, you get a +15 bonus on your Stealth check to remain unnoticed.

Share Pain

Discipline: Psychometabolism
Level: Psion/wilder 2
Display: Material and mental
Manifesting Time: 1 standard action
Range: Touch; see text
Targets: You and one willing creature, or two willing creatures; see text
Duration: 1 hour/level (D)
Power Points: 3

This power creates a psychometabolic connection between you and a willing subject so that some of your wounds are transferred to the subject. You take half damage from all attacks that deal hit point damage to you, and the subject takes the remainder. If your hit points are reduced by a lowered Constitution score,

that reduction is not shared with the subject because it is not a form of hit point damage. When this power ends, subsequent damage is no longer divided between the subject and you, but damage already shared is not reassigned.

If you and the subject move farther away from each other than close range, the power ends.

You can manifest this power on two willing subjects, one of which you designate to share its damage with the other.

Share Pain, Forced

Discipline: Psychometabolism

Level: Psion/wilder 3

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates; **Power Resistance:** Yes

Power Points: 5

As *share pain*, except as noted here.

You attempt to force the sharing of your wounds with an unwilling creature for less time. If you are immune to the type of damage dealt, or if you convert lethal damage into nonlethal, the target takes no damage.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Sharpened Edge

Discipline: Metacreativity

Level: Psion/wilder 3, psychic warrior 3

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of manifestation

Duration: 10 min./level

Saving Throw: Will negates (harmless, object); **Power Resistance:** Yes (harmless, object)

Power Points: 5

You psionically make a weapon keen, improving its ability to deal telling blows. This doubles the threat range of the weapon. A threat range of 20 becomes 19–20, a threat range of 19–20 becomes 17–20, and a threat range of 18–20 becomes 15–20. The power can be manifested only on piercing or slashing weapons. If used on arrows or crossbow bolts, the effect on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this power.

Multiple effects that increase a weapon's threat range (such as the *keen* special weapon property and the Improved Critical feat) don't stack. You can't manifest this power on a natural weapon, such as a claw.

Shatter Mind Blank

Discipline: Telepathy

Level: Psion/wilder 5

Display: Olfactory

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 9

This power can negate a *barred mind*, *mind blank*, or a *personal barred mind* affecting all creatures within range. If the affected creatures fail their saves and do not overcome your attempt with power resistance, you can shatter the effects by making a successful check (1d20 + your manifester level, maximum +20) against a DC equal to 11 + the manifester level of the creator of each of the effects. If you succeed, the *barred mind* or *mind blank* effect ends. Use the same check against each *barred mind*, *mind blank*, or *personal barred mind* effect.

Augment: By spending an additional 4 power points, you may designate creatures within the affected area who are not affected by your manifestation of *shatter mind blank*.

Skate

Discipline: Psychoportation

Level: Psion/wilder 1, psychic warrior 1

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal or touch; see text

Target: You or one willing creature or one unattended object (total weight up to 100 lb./level); see text

Duration: 1 min./level (D)

Saving Throw: None; **Power Resistance:** Yes (harmless, object)

Power Points: 1

You, another willing creature, or an unattended object can slide along solid ground as if on smooth ice. If you manifest *skate* on yourself or another creature, the subject of the power retains equilibrium by mental desire alone, allowing her to gracefully skate along the ground, turn, or stop suddenly as desired. The skater's land speed increases by 15 feet. (This adjustment is treated as an enhancement bonus.) As with any effect that increases speed, this power affects the subject's maximum jumping distance.

The subject can skate up or down any incline or decline she could normally walk upon without mishap, though skating up an incline reduces the subject's speed to normal, while skating down a decline increases her speed by an additional 15 feet. (This adjustment is treated as a circumstance bonus.)

If you manifest *skate* on an object, treat the object as having only one-tenth of its normal weight for the purpose of dragging it along the ground.

Augment: For every additional power point you spend, you can affect an additional target.

Slip the Bonds

Discipline: Psychoportation

Level: Psion/wilder 4, psychic warrior 4

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 7

You can move and attack normally for the duration of the power, even under the influence of effects that usually impedes movement, such as paralysis, *solid fog*, *slow*, and *web*. All combat maneuver checks made to grapple you automatically fail. You automatically succeed on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

You can also move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. This does not, however, grant water breathing.

Solicit Psicrystal

Discipline: Telepathy

Level: Psion/wilder 3

Display: Auditory

Manifesting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Your psicrystal

Duration: 1 round/level (D)

Saving Throw: No; **Power Resistance:** No

Power Points: 5

Your psicrystal takes over the responsibility of maintaining concentration on any single power you have manifested and are concentrating on. While maintaining this concentration, the psicrystal is limited to move actions in each round, as normal, unless the maintaining concentration on the power would not allow a move action. When the duration of *solicit psicrystal* expires, the power you transferred to the psicrystal ends (even if this would mean that the power ends earlier than normal). If necessary, the psicrystal makes concentration checks using your modifier.

You can manifest this power (and transfer the responsibility) with an instant thought, quickly enough to gain the benefit of the power before you take any other actions in a round.

Augment: For every additional power point you spend, this power's maximum duration increases by 1 round.

Steadfast Perception

Discipline: Clairsentience

Level: Psychic warrior 4

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 7

Your vision cannot be distracted or misled, granting you immunity to all figments and glamers (such as *invisibility*). Moreover, your visual-based Perception checks receive a +6 enhancement bonus for the duration of this power. This power also grants you another saving throw against someone using *false sensory input* on you, but you must realize that that power has been used in order to know enough to manifest *steadfast perception*.

Stomp

Discipline: Psychokinesis

Level: Psychic warrior 1

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: 20 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: Reflex negates; **Power Resistance:** No

Power Points: 1

Your foot stomp precipitates a psychokinetic shock wave that travels along the ground, toppling creatures and loose objects. The shock wave affects only creatures standing on the ground within the power's area. Creatures that fail their saves are thrown to the ground, are prone, and take 1d4 points of nonlethal damage.

Augment: For every additional power point you spend, this power's nonlethal damage increases by 1d4 points. For every additional 2d4 points of nonlethal damage, the power's save DC increases by 1.

Strength of My Enemy

Discipline: Psychometabolism

Level: Psychic warrior 2

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 3

You gain the ability to siphon away your enemy's strength for your own use. One of your natural or manufactured weapons becomes the instrument of your desire, and deals 1 point of Strength damage on each successful hit. You gain that point of Strength as an enhancement bonus to your Strength score. Strength you siphon from different foes is tracked separately—the total siphoned from each individual foe is considered a separate enhancement bonus to your Strength (maximum +8), and you gain only the highest total.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the maximum enhancement bonus you can add to your Strength increases by 2.

2. If you spend 6 additional power points, you can manifest this power as a swift action.

Suspend Life

Discipline: Psychometabolism

Level: Psion/wilder 6, psychic warrior 6

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Permanent unless ended or dismissed; see text

Power Points: 11

You can place yourself into a trance so deep that you are almost in suspended animation. Even powers that detect life or thought are incapable of determining that you are alive.

While you are suspended, you are aware of your surroundings. You feel the passage of one day for every year that actually passes. Though on a slower schedule, you grow hungry after a “day” without food (though a year passes in actuality) and begin to suffer the effects of thirst and starvation as appropriate. Time-based physical effects like aging are similarly slowed down, although durations of psionic powers and similar effects are treated normally.

If you take any damage, you come out of your trance 4 rounds later. The trance can also be ended by a successful use of *dispel psionics*. If you choose to dismiss the power, your trance ends 10 rounds later.

Sustained Flight

Discipline: Psychoportation

Level: Psion/wilder 6

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 11

This power functions like the nomad power *flight*, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with a competence bonus on Fly skill checks equal to half your manifester level. When using this power for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

Sustenance

Discipline: Psychometabolism

Level: Psion/wilder 2, psychic warrior 2

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

You can go without food and water for one day. Each time you manifest this power, your body manufactures

sufficient solid and liquid nourishment to satisfy your needs for that time.

Swarm of Crystals

Discipline: Metacreativity (Creation)

Level: Psion/wilder 2

Display: Material

Manifesting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** No

Power Points: 3

Thousands of tiny crystal shards spray forth in an arc from your hand. These razor-like crystals slice everything in their path. Anyone caught in the cone takes 3d4 points of slashing damage.

Augment: For every additional power point you spend, this power’s damage increases by 1d4 points.

Synesthete

Discipline: Psychometabolism

Level: Psion/wilder 1, psychic warrior 1

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 1

You receive one kind of sensory input when a different sense is stimulated. In particular, you can either feel light or feel sound. You can shift your stimulated sense between these two options once per round as a swift action. Your senses continue to work normally as well, unless they are impaired for some reason.

Your face must be uncovered to use this power, because it is the skin of your face that acts as the sensory receiver.

If you are feeling light by absorbing ambient light onto your skin, you have your normal visual abilities (except for darkvision), even if your eyes are closed or you are blinded. If your eyes are working normally, you gain a +4 circumstance bonus on all visual Perception checks. While feeling light, you are immune to gaze attacks.

If you are feeling sound by absorbing sound onto your skin and your ears are working normally, the expanded audio input provides you with a +4 circumstance bonus on Perception checks to listen.

Psionic or magical displacement effects, invisibility effects, illusions, and other similar effects confuse your *synesthete* senses just as they would your normal senses.

You can also use this power to see sound if you are deafened, or hear light if you are blinded, thus removing all penalties associated with either condition (though you gain no bonuses for using the power in this way if you are not deafened or blinded).

Telekinetic Force

Discipline: Psychokinesis [Force]

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Targets: One or more objects or creatures with a total weight of 250 lb. or less

Duration: Concentration, up to 1 round/level, or Instantaneous; see text

Saving Throw: Will negates (object); **Power**

Resistance: Yes

Power Points: 5

You can use this power in one of two ways:

Move: You move an object, or even a creature, by concentrating your mind upon its current location and then the location you desire, creating a sustained force. You can move an object weighing no more than 250 pounds up to 20 feet per round. A creature can negate the effect on an object it possesses or itself with a successful Will save or with power resistance. The weight can be moved across the ground or through the air. This power ends if the object is forced out of range. If you cease concentration, the object falls or stops.

You can drop a weight and pick up another during the power's duration, as long as you don't stop concentrating on maintaining the power. An object can be telekinetically manipulated as if you were moving it with one hand.

If you spend at least 5 rounds concentrating on an unattended object, you can attempt to break or burst it as if making a Strength check, except that you apply your key ability modifier to the check instead of your Strength modifier.

If a creature succeeds on its Will save against this effect, either to prevent you moving the creature or an object in its possession, you cannot target another item in that creature's possession nor the creature itself unless you manifest the power again.

Thrust: You can affect one or more objects or creatures by concentrating your mind upon, sending them in a deadly hail at your foes—or simply by hurling your foe!

You can hurl one object or creature per manifester level (maximum fifteen separate targets), as long as all are within the power's range and each is no more than 10 feet away from another one. Each object or creature can be hurled a maximum distance of 10 feet per level.

You must succeed on ranged attack rolls (one per creature or object thrown) to hit the target of the hurled items with the items, applying your key ability modifier to the attack roll instead of your Dexterity modifier. Hurling weapons deal their standard damage (your

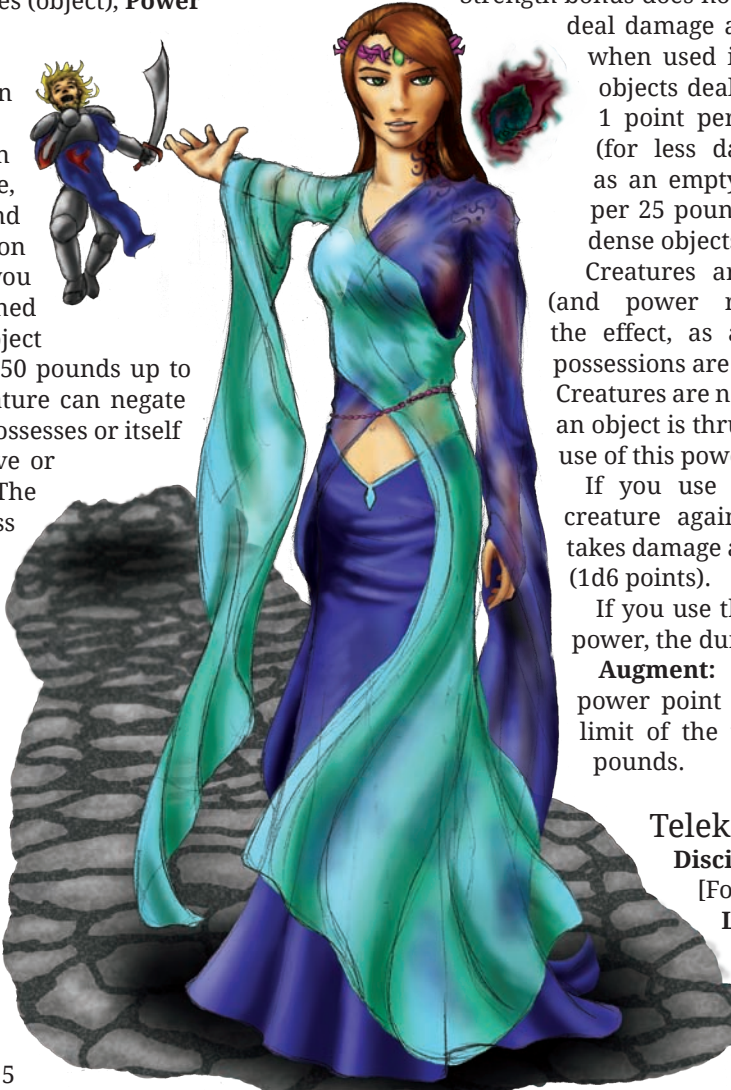
Strength bonus does not apply; arrows or bolts deal damage as daggers of their size when used in this manner). Other objects deal damage ranging from 1 point per 25 pounds of weight (for less dangerous objects such as an empty barrel) to 1d6 points per 25 pounds of weight (for hard, dense objects such as a boulder).

Creatures are allowed Will saves (and power resistance) to negate the effect, as are those whose held possessions are targeted by this power. Creatures are not allowed a Will save if an object is thrust at them through the use of this power.

If you use this power to hurl a creature against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

If you use the thrust option of this power, the duration is instantaneous.

Augment: For every additional power point you spend, the weight limit of the target increases by 25 pounds.



Telekinetic Maneuver

Discipline: Psychokinesis [Force]

Level: Psion/wilder 4

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Concentration, up to 1 round/level

Saving Throw: None; **Power Resistance:** Yes

Power Points: 7

You can affect a foe by concentrating your mind upon its current status and the status you desire, once per round. You can perform a bull rush, a disarm, a grapple (including a pin), or a trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your manifester level in place of your base attack bonus, you use your key ability modifier in place of your Strength modifier or Dexterity modifier, and a failed attempt doesn't result in you being

disarmed or knocked prone (if attempting a disarm or trip). No save is allowed against these attempts, but power resistance applies normally.

Augment: For every 2 additional power points you spend, this power grants a +1 bonus on your CMB.

Telepathic Projection

Discipline: Telepathy (Charm) [Mind-Affecting]

Level: Psion/wilder 1

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 min./level

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 1

You alter the subject's mood, adjusting its attitude toward you by one step in a positive direction. For instance, an unfriendly creature can be made indifferent, or a hostile creature unfriendly. You can grant a +4 bonus on your own (or others') Bluff, Diplomacy, Intimidate, Perform, or Sense Motive checks involving the affected creature.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Telepathic Lash

Discipline: Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 1

Display: Material and mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature that has 4 HD or less

Duration: 1 round

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 1

Your mind lashes out, overwhelming your target with raging emotions, flooding their mind with memories and impulses they are hard pressed to control, rendering them unable to take any actions. Humanoids of 5 or more HD are not affected. The target is dazed; a dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this power, it is immune to the effects of this power for 1 minute.

Augment: This power can be augmented in one or more of the following ways.

1. For every additional power point you spend, this power can affect a target that has Hit Dice equal to 4 + the additional points.

2. For every additional power point you spend, increase the duration of the effect by 1 round. If you spend 6 additional power points in this fashion, the target is instead stunned for 1 round.

Additionally, for every two additional power points spent on either of the above options, this power's save DC increases by 1.

3. If you expend your psionic focus when manifesting this power, the cost of the power is reduced by 1 (to a

minimum of 0), but the power may not be augmented.

Temporal Acceleration

Discipline: Psychoportation

Level: Psion/wilder 6

Display: None

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round (in apparent time); see text

Power Points: 11

You enter another time frame, speeding up so greatly that all other creatures seem frozen, though they are actually still moving at normal speed. You are free to act for 1 round of apparent time. You can manifest powers, cast spells, move, or perform other types of actions, subject to the restrictions outlined below.

While your *temporal acceleration* is in effect, other creatures are invulnerable to your attacks and powers. This means you cannot target a creature with any attack or power. However, a power you manifest that affects an area and has a duration longer than the remaining duration of your *temporal acceleration* has its normal effect on creatures in the area once this power ends.

You can affect an unattended object but not an object held, carried, or worn by another creature. You are undetectable by any means while your *temporal acceleration* lasts.

While under the effect of this power, you cannot enter an area protected by a *null psionics field* or by a power or spell that neutralizes high-level powers or spells. Normal and magical fire, cold, acid, and the like can still harm you.

When your *temporal acceleration* expires, you resume acting during your current turn in the standard time frame. You are shaken for 1 round upon your return to the standard time frame.

Splintered or partitioned minds within your own mind, such as might be in effect through the use of powers such as *schism*, are not temporally speeded up, even if your second mind manifested this power (your primary mind gains the benefit, while your second mind remains stuck in the standard time frame).

Augment: For every 4 additional power points you spend, this power's duration (in apparent time) increases by 1 round.

Thicken Skin

Discipline: Psychometabolism

Level: Egoist 1, psychic warrior 1

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 1

Your skin or natural armor thickens and spreads across your body, increasing your natural armor bonus by +1.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the bonus increases by 1.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

Thought Shield

Discipline: Telepathy [Mind-Affecting]
Level: Psion/wilder 2, psychic warrior 2
Display: Auditory
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round
Power Points: 3

You fortify your mind against intrusions, gaining power resistance 13 against all mind-affecting powers.

Augment: For every additional power point you spend, this power's duration increases by 1 round, and the power resistance it provides increases by 1 point.

Time Hop

Discipline: Psychoportation
Level: Psion/wilder 3
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One Medium or smaller creature, or one object weighing 300 lb. or less
Duration: 1 round/level; see text
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 5

The subject of the power hops forward in time 1 round for every manifester level you have. In effect, the subject seems to disappear in a shimmer of silver energy, then reappear after the duration of this power expires. The subject reappears in exactly the same orientation and condition as before. From the subject's point of view, no time has passed at all.

In each round of the power's duration, on what would have been the subject's turn, it can attempt a DC 15 Wisdom check. Success allows the subject to return. The subject can act normally on its next turn after this power ends.

If the space from which the subject departed is occupied upon his return to the time stream, he appears in the closest unoccupied space, still in his original orientation. Determine the closest space randomly if necessary.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, you can affect a creature of one size category larger, or double the weight of an object to be affected.
2. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Time Hop, Mass

Discipline: Psychoportation
Level: Nomad 8
Display: Auditory and visual
Targets: All willing creatures in range
Duration: Up to 1 hour/level; see text
Power Points: 15

As *time hop*, except you can affect any number of willing subjects in range, including yourself. You can choose which creatures are affected by the power. The subjects hop forward in time a number of hours equal to your manifester level, or some shorter number of hours; you decide how many hours the *mass time hop* lasts when you manifest the power.

Augment: If you spend 6 additional power points, you can manifest this power as an immediate action.

Time Regression

Discipline: Psychoportation
Level: Nomad 9
Display: None
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 17

You can regress apparent time 1 round into the past. In effect, you "replay" the previous round of activity. The power regresses time to the point along the time stream just prior to your previous turn, undoing the effects of everyone else's actions in the meantime. Once you have used *time regression*, only you retain knowledge of what happened during the round that is being replayed; however, you can communicate that knowledge verbally to your companions, if desired. During the round that you live through a second time, you can act on knowledge you previously gained by already living through the immediate future. In all likelihood, you'll probably not choose to manifest *time regression* during your second pass through the time stream, instead taking completely new actions.

Altering the time stream in such a fashion is mentally taxing and you suffer 2 points of ability damage to Charisma, Intelligence, and Wisdom. This damage cannot be ignored through any special effects or abilities, but can be healed as any other ability damage.

Timeless Body

Discipline: Psychoportation
Level: Psion/wilder 9
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round
Power Points: 17

Your body ignores all harmful (and helpful) effects, beginning when you finish manifesting this power and ending at the end of your next turn. While *timeless*

body is in effect, you are invulnerable to all attacks and powers.

This power cannot be quickened.

Tornado Blast

Discipline: Psychokinesis

Level: Kineticist 9

Display: Auditory and visual; see text

Manifesting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Area: 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half; see text; **Power Resistance:** No

Power Points: 17

You induce the formation of a slender vortex of fiercely swirling air. When you manifest it, a vortex of air visibly and audibly snakes out from your outstretched hand.

If you want to aim the vortex at a specific creature, you can make a ranged touch attack to strike the creature. If you succeed, direct contact with the vortex deals 8d6 points of damage to the creature (no save).

Regardless of whether your ranged touch attack hits (and even if you forgo the attack), all creatures in the area (including the one possibly damaged by direct contact) are picked up and violently dashed about, dealing 17d6 points of damage to each one. Creatures that make a successful Reflex save take half damage, but are still picked up.

After being dashed about, each creature that was affected finds itself situated in a new space 1d4 x 10 feet away from its original space in a random direction. Walls and other barriers can restrict this relocation; in such a case, the creature ends up adjacent to the barrier.

Augment: For every additional power point you spend, this power's area damage (not the damage from direct contact dealt to a specific creature) increases by 1d6 points. For each extra 2d6 points of damage, this power's save DC increases by 1.

Touchsight

Discipline: Psychometabolism

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 min./level (D)

Power Points: 5

You generate a subtle telekinetic field of mental contact, allowing you to "feel" your surroundings even in total darkness or when your sight would otherwise be obscured by your physical environment. Your *touchsight* field emanates from you out to 60 feet. You ignore invisibility, darkness, and concealment, though you must have line of effect to a creature or an object to discern it. You do not need to make Perception checks to notice creatures; you can detect and pinpoint all creatures within 60 feet. In many circumstances,

comparing your regular senses to what you learn with *touchsight* is enough to tell you the difference between visible, invisible, hiding, and concealed creatures.

Augment: For every 2 additional power points you spend, the radius of your *touchsight* field increases by 10 feet.

Tower of Iron Will

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 5

Display: Auditory

Manifesting Time: 1 immediate action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 1 round

Saving Throw: None (harmless); **Power Resistance:** Yes (harmless)

Power Points: 9

You generate a bastion of thought so strong that it offers protection to you and everyone around you, improving the self-control of all. You and all allies in the power's area gain power resistance 19 against all mind-affecting powers.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting the power is an immediate action.

You can use this power even when it is not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round and the power resistance it provides increases by 1 point.



Trace Psychoport

Discipline: Clairsentience

Level: Psion/wilder 4

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Spread with a radius of 25 ft. + 5 ft./2 levels, centered on you

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** No

Power Points: 7

As *detect teleportation*, except you can trace the destination of any psionic or magical teleportation made by others within this power's area within the last minute.

You know the direction and distance the individuals traveled and could teleport to the location yourself if you so desired (and if you know the *psychoport* power), as if you had "seen casually" the location. This power does not grant you any information on the conditions at the other end of the trace beyond the mental coordinates of the location.

Augment: If you spend 2 additional power points, this power's range increases to Medium (100 ft. + 10 ft./level).

Trigger Power

Discipline: Clairsentience

Level: Psion/wilder 6

Display: Olfactory

Manifesting Time: 10 minutes or longer; see text

Range: Personal

Target: You

Duration: One day/level (D) or until discharged

Power Points: 11

You can place another power upon your person so that it comes into effect under some condition you dictate when manifesting *trigger power*. The *trigger power* and the companion power are manifest at the same time. The 10-minute manifesting time is the minimum total for both manifestations; if the companion power has a manifesting time longer than 10 minutes, use that instead. The power to be brought into effect by the *trigger power* must be one that affects your person and be of a power level no higher than one-third your manifester level (rounded down, maximum 6th level).

The conditions needed to bring the power into effect must be clear and discernable, although they can be general. In all cases, the *trigger power* immediately brings into effect the companion power, the latter being "manifested" instantaneously only when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the power combination (*trigger power* and the companion power) may fail when called on.

You can use only one *trigger power* companion power at a time; if a second is manifested, the first one (if still active) is dismissed.

True Creation

Discipline: Metacreativity (Creation)

Level: Shaper 9

Duration: Instantaneous

Power Points: 17

As *major ectoplasmic creation*, except items created are enduring and cannot be negated by dispelling magic or negating powers. For all intents and purposes, these items are completely real.

You suffer one point of ability burn to your key ability score per 5,000 gp value of the item created. You suffer no ability burn if the value of the item created is under 50 gp.

True Metabolism

Discipline: Psychometabolism (Healing)

Level: Psion/wilder 8

Display: Material

Manifesting Time: 1 round

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 15

You are difficult to kill while this power persists. You automatically heal damage at the rate of 10 hit points per round.

This power is not effective against damage from starvation, thirst, or suffocation. Also, attack forms that don't deal hit point damage (for example, most poisons) ignore *true metabolism*. You can also use this power to regrow lost portions of your body and to reattach severed limbs or body parts, if you do nothing but concentrate on regrowing the lost body part or reattaching the severed limb for the duration of the power. You do not gain the benefits described earlier when you manifest *true metabolism* for this purpose. You must have a Constitution score to gain any of this power's benefits.

Truevenom

Discipline: Psychometabolism (Creation)

Level: Psychic warrior 4

Display: Material; see text

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 min./level or until discharged

Saving Throw: None and Fortitude negates; see text;

Power Resistance: No

Power Points: 7

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to produce a horrible poison that coats one of your claws. On your next successful melee attack with the claw during the power's duration, the poison deals 1d3 points of Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

Truevenom Weapon

Discipline: Psychometabolism (Creation)
Level: Psychic warrior 4
Range: Touch
Target: Weapon touched
Power Points: 7

As *truevenom*, except your weapon gains the poison coating as long as it remains in your grip, until the effect is discharged, or until the duration expires, whichever occurs first.

Ubiquitous Vision

Discipline: Clairsentience
Level: Psion/wilder 3, psychic warrior 3
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)
Power Points: 5

You have metaphoric “eyes in the back of your head,” and on the sides and top as well, granting you benefits in specific situations. In effect, you have a 360-degree sphere of sight, allowing you a perfect view of creatures that might otherwise flank you. Thus, flanking opponents gain no bonus on their attack rolls, and rogues are denied their sneak attack ability while flanking you (but they may still sneak attack you if you are caught flat-footed). Your vision-based Perception checks gain a +4 enhancement bonus. Concurrently, you take a –4 penalty on saves against all gaze attacks during the power’s duration.

Ultrablast

Discipline: Telepathy [Mind-Affecting]
Level: Psion/wilder 7
Display: Auditory; see text
Manifesting Time: 1 standard action
Range: 15 ft.
Area: 15-ft.-radius spread centered on you
Duration: Instantaneous
Saving Throw: Will half; **Power Resistance:** Yes
Power Points: 13

You “grumble” psychically (which both psionic and non-psionic creatures can detect), then release a horrid shriek from your subconscious that disrupts the brains of all enemies in the power’s area, dealing 13d6 points of damage to each enemy.

Augment: For every additional power point you spend, this power’s damage increases by 1d6 points.

Unravel Psionics

Discipline: Psychokinesis
Level: Psion/wilder 9
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: All psionic effects and psionic items within a 40-ft.-radius burst, or one psionic item (see text)

Duration: 1 minute/level

Saving Throw: Will negates; **Power Resistance:** No

Power Points: 5

All psionic effects and psionic items within the radius of the power, except for those that you carry or touch, are disjoined. That is, powers and psi-like effects are unraveled and destroyed completely (ending the effect as a *dispel psionics* power does), and each permanent psionic item must make a successful Will save or be turned into a normal item for the duration of this power. An item in a creature’s possession uses its own Will save bonus or its possessor’s Will save bonus, whichever is higher. If an item’s saving throw results in a natural 1 on the die, the item is destroyed instead of being suppressed.

You also have a 1% chance per manifester level of destroying a *null psionics field*. If the *null psionics field* survives the disjunction, no items within it are disjoined.

You can also use this power to target a single item. The item gets a Will save at a –5 penalty to avoid being permanently destroyed. Even artifacts are subject to disjunction, though there is only a 1% chance per manifester level of actually affecting such powerful items. If successful, the artifact’s power unravels, and it is destroyed (with no save). If an artifact is destroyed, you must make a DC 25 Will save or permanently lose all manifesting abilities. These abilities cannot be recovered by mortal power, not even *reality revision*, *miracle*, or *wish*. Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

Vampiric Blade

Discipline: Psychometabolism
Level: Psychic warrior 3
Display: Material and visual
Manifesting Time: 1 standard action
Range: 0 ft.
Target: One weapon you hold
Duration: 1 round/level
Power Points: 5

As *claws of the vampire*, except your weapon is affected as long as it remains in your grip or until this power’s duration expires.

Vigor

Discipline: Psychometabolism
Level: Psion/wilder 1, psychic warrior 1
Display: Material and olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 1

You suffuse yourself with power, gaining 5 temporary hit points. Using this power again when an earlier manifestation has not expired merely replaces the

older temporary hit points (if any remain) with the newer ones.

Augment: For every additional power point you spend, the number of temporary hit points you gain increases by 5.

Wall of Ectoplasm

Discipline: Metacreativity (Creation)

Level: Psion/wilder 4

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 min./level (D)

Saving Throw: None; **Power Resistance:** No

Power Points: 7

You fashion a roiling wall of ectoplasm, imbuing it with solidity. The wall cannot move once it is formed. It is 1 inch thick per four manifester levels and occupies up to one 5-foot square per level. Each 5-foot square of the wall has 10 hit points per inch of thickness and hardness 5. A section of the wall whose hit points drop to 0 is breached. If a creature tries to break through the wall, the DC for the Strength check is 15 + 2 per inch of thickness.

The *wall of ectoplasm* is susceptible to *dispel psionics*, but it gains a +4 bonus on any check to determine whether the wall is negated. Spells, powers, and breath weapons cannot pass through the wall in either direction (though they could damage it). It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). The wall is opaque, so neither vision nor gaze attacks operate through it. The wall does not block psychoportive travel, such as that provided by the *psychoport* power.

You can form the wall into a flat plane whose area is up to one 10-foot square per level or into a sphere or hemisphere with a radius of up to 1 foot per level.

The *wall of ectoplasm* must be continuous and unbroken when manifested. If its surface is interrupted by any object or creature, the power fails.

Wall Walker

Discipline: Psychoportation

Level: Psychic warrior 2

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 3

You can walk on vertical surfaces or even traverse ceilings (you need not make Climb checks to traverse these surfaces). Because of the need to keep at least one foot in contact with the wall or ceiling at all times, you cannot jump or use the run action, and you can move at only half speed.

You retain your Dexterity bonus to Armor Class, if any, and opponents gain no special bonuses against you.

Weapon of Energy

Discipline: Psychokinesis [see text]

Level: Psychic warrior 4

Display: Visual

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: Fortitude negates (object, harmless);

Power Resistance: None

Power Points: 7

As *claw of energy*, except this power can be manifested on a touched weapon. This power's subtype is the same as the type of energy infused in the touched weapon.

Wrench

Discipline: Psychoportation

Level: Nomad 4

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 min./level

Saving Throw: None; **Power Resistance:** Yes (object)

Power Points: 7

A green ray springs from your hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering field that completely blocks extradimensional travel, wrenching it fully in its current planar location. Forms of movement barred by this include *astral projection*, *blink*, *dimension door*, *ethereal form*, *ethereal jaunt*, *ethereality*, *gate*, *maze*, *plane shift*, *teleport*, and similar abilities. The power also prevents the use of a *gate* or *teleportation circle* for the duration.

Wrench does not interfere with the movement of creatures already in ethereal or astral form when the power is manifested, nor does it block extradimensional perception or attack forms. Also, *wrench* does not prevent summoned creatures from disappearing at the end of a summoning power.

CHAPTER 6 - PRESTIGE CLASSES

This chapter presents nine psionic prestige classes, specialists that add options and variety to a campaign. Taking a prestige class is optional and is always under the purview of the GM, so characters should not expect to always be able to choose one of the below prestige classes. Prestige classes may not always fit within any given campaign, and GMs may choose to not allow them or use them only for NPCs.

The prestige classes presented in this chapter include the following nine options.

Cerebremancer: A practitioner of both arcane magic and psionic power, wielding both efficiently.

Elocator: A master of altering gravity and space, performing seemingly impossible maneuvers.

Metamind: A manifester who sacrifices his expertise with higher level abilities to expand his reservoir of power.

Phrenic Slayer: A hunter of a type of psionic creature who gains abilities to aid in the chase.

Psion Uncarnate: A manifester who has left the need for a physical body behind.

Psychic Fist: A monk who uses his innate psionic ability to augment his martial prowess.

Pyrokineticist: A wielder of flame, sending bolts of fire at enemies and using their body heat to heal.

Thrallherd: A manifester who puts out a psionic call for thralls and believers.

Warmind: A devastating warrior who learns many secret combat techniques.

Definition of Terms

Below are definitions of some of the common terms used in this chapter.

Base Class: A class that progresses from level 1–20.

Manifester Level: Generally equal to the number of class levels (see below) in a manifesting class. Some prestige classes add manifester levels to an existing class.

Character Level: The sum of a character's class levels.

Class Level: The level of a character in a particular class.

Key Ability Modifier: The ability score modifier for the character's key ability score. For psions, this is Intelligence, for psychic warriors it is Wisdom, and Charisma for wilders.

Psicrystals and Prestige Classes

Previous editions of psionics had confusing rules when it came to progressing psicrystal abilities, especially when it came to prestige classes. As specified in the Psicrystal Affinity feat, **all** levels in psionic classes progress psicrystal abilities, including all of the prestige classes presented in this chapter.

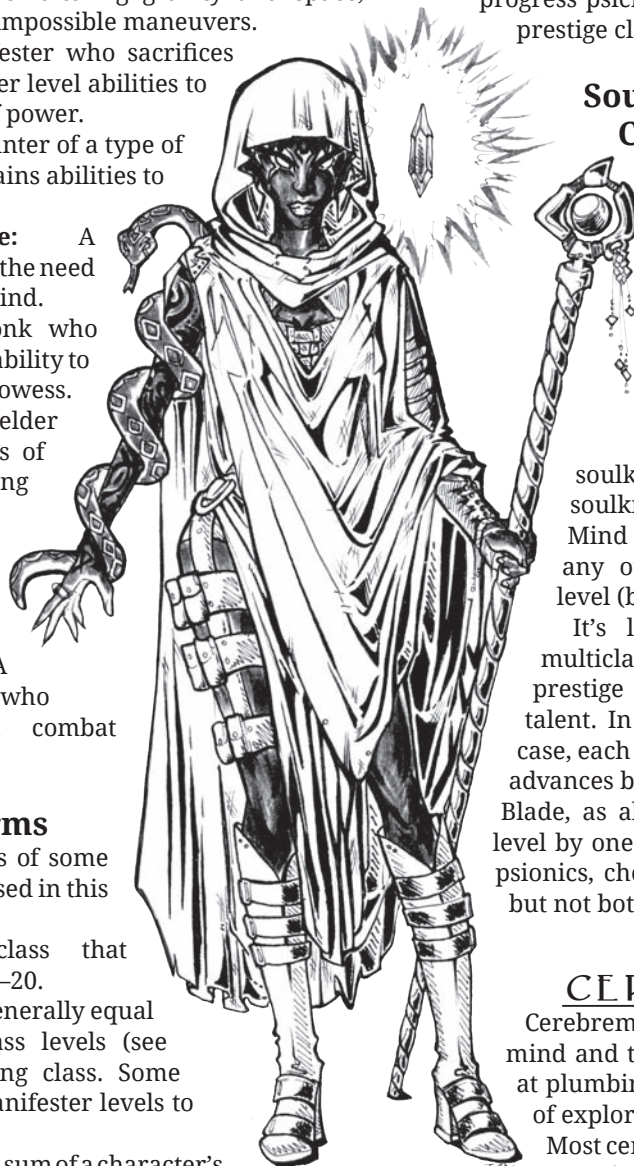
Soulknives And Prestige Classes

Sometimes, a soulknife may qualify for a prestige class with “+1 level of existing manifesting class” as a class feature. This increased psionic training helps those who follow the path of the mind blade as well as the path of the manifester. At each level where a manifester level would increase by one, treat the soulknife as if he had gained a level of soulknife for the purposes of Enhanced Mind Blade. The soulknife does not gain any other benefits from an increased level (blade skills, etc.).

It's less common, but sometimes a multiclass soulknife enters one of these prestige classes with a bit of manifesting talent. In high psionics games, for this special case, each indicated level of the prestige class advances both the soulknife's Enhanced Mind Blade, as above, and his existing manifester level by one level. In games that are not high psionics, choose one or the other to increase, but not both.

CEREBREMANCER

Cerebremancers tap into the power of the mind and the mystical arts. They are adepts at plumbing the mysteries of the arcane and of exploring the internal secrets of psionics. Most cerebremancers tend to be ambitious, wanting access to the power of magic and psionics, rather than what they consider



A cerebremancer

to be the tedious aspect of focusing on only a single source of power.

To become a cerebremancer, a character must have training in both manifesting psionic powers and casting arcane spells. While the most common sort of cerebremancer is one who is a psion and a wizard, other combinations such as wilder and sorcerer are also possible. Psychic warriors rarely take up the path of the cerebremancer, as the focus on manifesting tends to take too much away from their focus on physical combat.

Role: Cerebremancers combine the flexibility of augmenting powers, with the versatility of arcane magic. While they slow down their access to more powerful effects, they gain incredible utility potential due to their access to spells and powers, allowing them to be a veritable walking toolbox as well as a deadly opponent from afar in combat.

Alignment: Any

Hit Die: d6.

Requirements

To qualify to become a cerebremancer, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 3 ranks, Knowledge (psionics) 3 ranks.

Spells: Able to cast 2nd-level arcane spells.

Psonics: Able to manifest 2nd-level powers.

Class Skills

The cerebremancer's class skills (and the key ability for each skill) are Knowledge (arcana) (Int), Knowledge (psionics) (Int), Linguistics (Int), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the cerebremancer prestige class.

Weapon and Armor Proficiency: Cerebremancers gain no proficiency with any weapon or armor.

Spells per Day/Powers Known: When a new cerebremancer level is attained, the character gains new spells per day as if he had also attained a level in any one arcane spellcasting class he belonged to before he added the prestige class. He gains additional power points per day and access to new powers as if he had also gained a level in any one manifesting class he belonged to previously. He does not, however, gain any other benefit a character of either class would have gained (bonus metamagic, metapsionic, or item creation feats, and so on). This essentially means that he adds the level of cerebremancer to the level of whatever other arcane spellcasting class and manifesting class the character has, then determines spells per day, caster level, power points per day, powers known, and manifester level accordingly.

If a character had more than one arcane spellcasting class or more than one manifesting class before he became a cerebremancer, he must decide to which class he adds each level of cerebremancer for purpose of determining spells per day, caster level, power points per day, powers known, and manifester level.

Magical Manifesting (Su): A cerebremancer is capable of using his spells to increase the power level of powers he manifests. By expending a level one spell slot when he manifests a power, that power is treated as one level higher for purposes of its save DC and interacting with effects that deal with power level, such as *minor globe of invulnerability*.

Table 6-1: The Cerebremancer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Powers Known
1st	+0	+0	+0	+1	Magical manifesting (1st)	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class
2nd	+1	+1	+1	+1	Mind over magic (+1)	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class
3rd	+1	+1	+1	+2	Magical manifesting (2nd)	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class
4th	+2	+1	+1	+2	-	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class
5th	+2	+2	+2	+3	Magical manifesting (3rd)	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class
6th	+3	+2	+2	+3	Mind over magic (+2)	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class
7th	+3	+2	+2	+4	Magical manifesting (4th)	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class
8th	+4	+3	+3	+4	-	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class
9th	+4	+3	+3	+5	Magical manifesting (5th)	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class
10th	+5	+3	+3	+5	Weave the Sources	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class

At 3rd level and every two levels thereafter, the spell slot the cerebremancer can expend increases by one, and the power's effective level is increased by the level of the spell expended. He gains no other benefit of the spell being expended, and the power is not treated as if it was augmented. A power's level cannot exceed 9th level, but the cerebremancer may augment the power normally.

For example, at 7th level cerebremancer, a cerebremancer may expend a 4th level spell to treat a 1st level power as if it was actually a 5th level power, increasing its save DC by 4, or expend a 3rd level spell to treat a 3rd level power as if it was actually 6th level.

Mind Over Magic (Su): A cerebremancer learns how to meld the augmentation of psionic powers with the arcane nature of spells. Starting at 2nd level, when a cerebremancer casts a spell, he may spend two power points to increase the save DC by 1. At 6th level, the cerebremancer may spend four power points to increase the save DC by 2.

Weave the Sources (Su): Once a cerebremancer reaches 10th level, he can manifest a power and cast a spell using one action. Both the power and the spell must have the same manifesting and casting time. The cerebremancer can make any decisions concerning the power and spell independently. Any target affected by both the power and the spell takes a -2 penalty on saves made against each. The cerebremancer receives a +2 bonus on manifest and caster level checks made to overcome power and spell resistance with this power and spell. A cerebremancer may use this ability once per day.

ELOCATER

Elocaters are renowned for their ability to make effective use of space and motion to pull off difficult or otherwise-impossible tactics in combat. They excel at closing in with less agile enemies, striking, and departing quickly to cover. Elocaters learn to manipulate the effects of gravity to reorient its effect for their own personal use, and often will use walls, ceilings, and other obstacles to maximum effect.

Psychic warriors tend to be the most common character class drawn to the elocater, as the freedom and maneuverability it gives on the battlefield is a prized ability, while nomads find the freedom of movement to be a powerful attraction. Some wilders and psions of other disciplines also find use out of the elocater class, although more rarely than psychic warriors or nomads.

Role: As masters of manipulating gravity and space, elocaters know where to position themselves to be effective. With their ability to defy gravity, elocaters can make excellent scouts, get to locations that might otherwise be impossible, and overcome physical impediments that a normal person might find impassable.

Alignment: Any

Hit Die: d8.

Requirements

To qualify to become an elocater, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Skills: Acrobatic 5 ranks.

Feats: Dodge, Mobility, Spring Attack.

Psionics: Able to manifest 1st-level powers.

Special: A character with the Nomad's Step ability does not need to meet the Spring Attack requirement.

Class Skills

The elocater's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Fly (Dex), Knowledge (psionics) (Int), Perception (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All the following are class features of the elocater prestige class.

Weapon and Armor Proficiency: Elocaters are proficient with all simple and martial weapons and with light armor.

Powers Known: At every level indicated on the table, the character gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she



An elocater

added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that she adds the level of elocater to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before she became an elocater, she must decide to which class she adds the new level of elocater for the purpose of determining power points per day, powers known, and manifester level.

Aerial Acrobatics (Su): The elocater adds her ranks in Acrobatics as a bonus to any Fly checks, and her ranks in Fly as a bonus to any Acrobatics checks, due to her ability to control her personal gravity. She also treats all Acrobatics checks to jump as if she had a running start.

Personal Gravity (Su): As long as the elocater is within 1 foot of a sufficiently stable solid or liquid surface, she can change her personal gravity with a thought (free action). As a result, she may move on walls, ceilings, etc. as if they were level floors, including being able to run, jump, and take 5' steps.

Personal gravity is constantly active, even when unconscious, unless the elocater deliberately suppresses it (a free action), is heavily encumbered, or is slain. If the elocater is carrying a medium load or wearing heavy or medium armor while using personal gravity, her speed reduces to 10 feet per round.

Scorn Earth (Su): At 1st level, an elocater's feet lift from the ground. From now on, she can float a foot above the ground, but still move and act as if she were standing on solid ground. At distances greater than 1 foot from any sufficiently stable surface, her speed diminishes to 10 feet per round, but she can move in any direction (including straight up or down). Melee and ranged attacks suffer

increasing penalties as if she were the subject of the *defy gravity* power.

Scorn earth is constantly active, even when unconscious, unless the elocater deliberately suppresses it (a free action), is heavily encumbered, or is slain. If the elocater is carrying a medium load or wearing heavy or medium armor while using scorn earth, her speed reduces to 10 feet per round.

Terminal Velocity (Su): As long as either personal gravity or scorn earth is active, if the elocater would be in a position to fall (for example, stepping over a pit), she instead hovers at her current position, as if standing on solid ground. As a move action, she can safely float or jump down 30' (she can float down an additional 30' per additional move action spent in this way).

Freerunning (Ex): Beginning at 2nd level, an elocater's land speed increases by 10 feet. This is treated as a circumstance bonus (it does not stack with terrain-based circumstance bonuses, such as the circumstance bonus from using *skate* on a decline). This bonus increases to 20 feet at 5th level and to 30 feet at 8th level.

Spatial Awareness (Ex): Beginning at 2nd level, an elocater's hyperawareness of spatial relations lets her use the battlefield to her advantage. When she attacks with a bonus from higher ground or is flanking the attacked enemy with an ally, the first attack she makes against that enemy each round gains a +2 insight bonus to her attack roll and damage roll (if the attack hits). Furthermore, due to her ability to reorient herself, enemies no longer gain a bonus when attacking her from higher ground. At 5th level the insight bonus increases to +4, and at 8th level the insight bonus increases to +6.

Dimension Step (Su): An elocater of 3rd level or higher can slip psionically between spaces as if using the *fold space* power, once per day. The elocater cannot bring any other creatures with her. Her manifester level

Table 6-2: The Elocater

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+1	+1	Aerial acrobatics, personal gravity, scorn earth, terminal velocity	—
2nd	+1	+1	+1	+1	Freerunning, spatial awareness +2	+1 level of existing class
3rd	+2	+1	+2	+2	Dimension step (1/day)	+1 level of existing class
4th	+3	+1	+2	+2	Flanker	+1 level of existing class
5th	+3	+2	+3	+3	Spatial awareness +4	—
6th	+4	+2	+3	+3	Dimension step (2/day), dimension swap, transporter	+1 level of existing class
7th	+5	+2	+4	+4	Capricious step	+1 level of existing class
8th	+6	+3	+4	+4	Spatial awareness +6	+1 level of existing class
9th	+6	+3	+5	+5	Dimension spring attack, dimension step (3/day)	—
10th	+7	+3	+5	+5	Accelerated action	+1 level of existing class

for this effect is equal to her *elocater* level. At 6th level, the *elocater* gains a second daily usage, and at 9th level, she can use this ability three times per day.

Flanker (Ex): An *elocater* of 4th level or higher can flank enemies from seemingly impossible angles. She can designate any square adjacent to her as the square from which flanking with an ally is determined (including the square where she stands, as normal). She can designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassable or occupied.

Dimension Swap (Su): An *elocater* of 6th level can use her dimension step ability to swap locations with one willing creature within 60 feet to which the *elocater* has line of sight. The use of this ability counts as one daily use of her dimension step ability.

Transporter (Ex): At 6th level, an *elocater* learns both *psychoport* and *planar travel*. These powers are in addition to any powers the *elocater* normally learns by advancing a level.

The *elocater* treats these powers as if they were 3rd-level powers on her class list. This means, among other things, that manifesting these powers costs 5 power points. (If the character does not have a high enough manifest level to manifest 3rd-level powers the character cannot manifest these powers until she has attained the required manifest level.)

Capricious Step (Ex): At 7th level, an *elocater* can take an extra 5-foot step in any round when she doesn't perform any other movement (except for the first 5-foot step). Like the first, the second 5-foot step does not provoke attacks of opportunity. The character can take the extra 5-foot step immediately after taking the first, or wait until the end of her other actions for the round. In all other ways, the rules for taking a 5-foot step apply.

Dimension Spring Attack (Su): An *elocater* of 9th level or higher can use her dimension step ability in conjunction with her Spring Attack feat. This ability can be used only against opponents within 60 feet to which the *elocater* has line of sight. She can dimension step up to the target, use Spring Attack, and then use dimension step to return to her starting point. (When she uses this ability, the total distance she can travel before and after the attack is not limited by her speed.) The use of this ability counts as one use of her dimension step.

If the *elocater* does not have the Spring Attack feat, she may not use this ability.

Accelerated Action (Su): When she attains 10th level, an *elocater* can accelerate herself and thereby take more actions than normal. An *elocater* can accelerate herself for a total of 5 rounds per day. She can choose to parcel out her accelerated actions in 1-round increments. (This effect is not cumulative with similar effects that provide additional actions, such as *schism* or a *haste* spell—and

in fact an *elocater* can't take an accelerated action if affected by these or similar effects.)

If she makes a full attack while accelerated, an *elocater* can make one extra attack with any weapon she is holding. The attack is made using her full base attack bonus, plus any modifiers appropriate to the situation. If the *elocater* uses her accelerated action to move, she gains an enhancement bonus to her speed of +30 feet. The *elocater* can use her accelerated action to manifest a power, as long as she has not already manifested a power in the current round and the one she wants to manifest has a manifesting time of 1 standard action or shorter. While accelerated, she gains a +2 dodge bonus on attack rolls and Reflex saves and a +2 dodge bonus to Armor Class. Any condition that makes her lose her Dexterity bonus to Armor Class (if any) also makes her lose these dodge bonuses.

METAMIND

Most who walk the path of the manifest level seek to unlock progressively stronger powers and deeper secrets. Some, however, prefer to develop their internal reservoir of power rather than focusing on the scope of the effects they can manage. These metaminds learn to turn their bodies and minds into wells of psionic power, drawing more and more power when others would be exhausted.

While metaminds still progress in their psionic abilities, their development in manifesting is stunted, but they make up for this by increasing their power point pool, even turning their *psicrystal* into a psionic battery.

Role: As a storehouse of psionic energy, metaminds are all about manifesting power after power, having the extra resources to continue manifesting when another would have run dry.

Alignment: Any.

Hit Die: d6.

Requirements

To qualify to become a metamind, a character must fulfill all the following criteria.

Skills: Knowledge (psionics) 5 ranks, Spellcraft 2 ranks.

Feat: *Psicrystal Affinity**.

Psionics: Manifest level 4th.

Class Skills

The metamind's class skills are Autohypnosis (Wis), Knowledge (psionics), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the metamind prestige class.

Weapon and Armor Proficiency: Metaminds gain no proficiency with any weapon or armor.

Powers Known and Maximum Power Level: At every level indicated, a metamind gains access to new

powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of metamind to the level of whatever manifesting class the character has, then determines powers known, manifester level, and maximum power level accordingly.

If a character had more than one manifesting class before he became a metamind, he must decide to which class he adds the new level of metamind for the purpose of determining powers known, maximum power level, and manifester level.

Power Points per Day: The metamind adds his class level to whatever manifesting class he belonged to before he added the prestige class for the purposes of determining power points per day. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of metamind to the level of whatever manifesting class the character has, then determines power points per day accordingly.

If a character had more than one manifesting class before he became a metamind, he must decide to which class he adds the new level of metamind for the purpose of determining power points per day.

Cognizance Psicrystal (Ex): A metamind masters the trick of storing excess power points in a psicrystal. The psicrystal is now treated as a *cognizance crystal* capable of storing 5 power points, in addition to its psicrystal abilities. At every odd-numbered level, a metamind

becomes able to store an additional 2 power points in his psicrystal, to a maximum of 13 points at 9th level.

Sequestration (Ex): The metamind learns how to sequester his psionic knowledge to gain additional psionic power. At first level, the metamind may sequester two powers. When a power is sequestered, the character loses the use of it. However, the character immediately gains an additional number of power points equal to the power point cost of the sequestered power. For instance, a 1st level power sequestered grants 1 additional power point, while a 2nd level power grants 3 power points, and so on. Any power may be sequestered, even discipline powers of the character's select discipline list. When the metamind meditates to gain his power points, all sequestered powers are freed, allowing the metamind to choose new powers. The metamind may choose to sequester his powers at any time as a standard action, immediately gaining the appropriate number of power points, but the power becomes unusable until he meditates to gain his power points after sufficient rest.

As the metamind gains levels, the number of powers he can sequester increases. These new powers are then unavailable for use while they are sequestered.

Psionic Talent: Metaminds focus their studies in maximizing their psionic power. At 2nd level and every three levels thereafter, the metamind gains Psionic Talent as a bonus feat.

Efficient Recharge (Su): Beginning at 4th level, a metamind learns how to tap into the psionic nature of his own psicrystal to more efficiently recharge the power points stored within his cognizance psicrystal. Once per day, he may recharge the cognizance psicrystal, but

Table 6-3: The Metamind

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known and Maximum Power Level	Power Points per Day
1st	+0	+0	+0	+1	Cognizance psicrystal 5, sequestration 2	—	+1 level of existing class
2nd	+1	+1	+1	+1	Psionic talent, sequestration 3	+1 level of existing class	+1 level of existing class
3rd	+1	+1	+1	+2	Cognizance psicrystal 7, sequestration 4	+1 level of existing class	+1 level of existing class
4th	+2	+1	+1	+2	Efficient recharge (1/day), sequestration 5	+1 level of existing class	+1 level of existing class
5th	+2	+2	+2	+3	Cognizance psicrystal 9, psionic talent, sequestration 6	—	+1 level of existing class
6th	+3	+2	+2	+3	Sequestration 7	+1 level of existing class	+1 level of existing class
7th	+3	+2	+2	+4	Cognizance psicrystal 11, sequestration 8	+1 level of existing class	+1 level of existing class
8th	+4	+3	+3	+4	Efficient recharge (2/day), psionic talent, sequestration 9	+1 level of existing class	+1 level of existing class
9th	+4	+3	+3	+5	Cognizance psicrystal 13, sequestration 10	—	+1 level of existing class
10th	+5	+3	+3	+5	Font of power, sequestration 11	+1 level of existing class	+1 level of existing class

only pays half the power point cost (rounded up). He may use this ability an additional time per day at 8th level.

Font of Power (Ps): A 10th-level metamind can act as a living *cognizance crystal*, producing seemingly endless power points once per day, for up to 1 minute. His eyes shine like tiny stars, and faint illumination seems to beam out of his mouth and the end of each of his fingers. While so empowered, he can manifest any of his powers without drawing from his power point reserve. He finds the power points he needs welling up within his own body. While this ability is activated, the metamind's psionic power protects his body, granting him DR 10/- for the duration of the effect, and powers he manifests while under the effect of *font of power* cannot be interrupted.

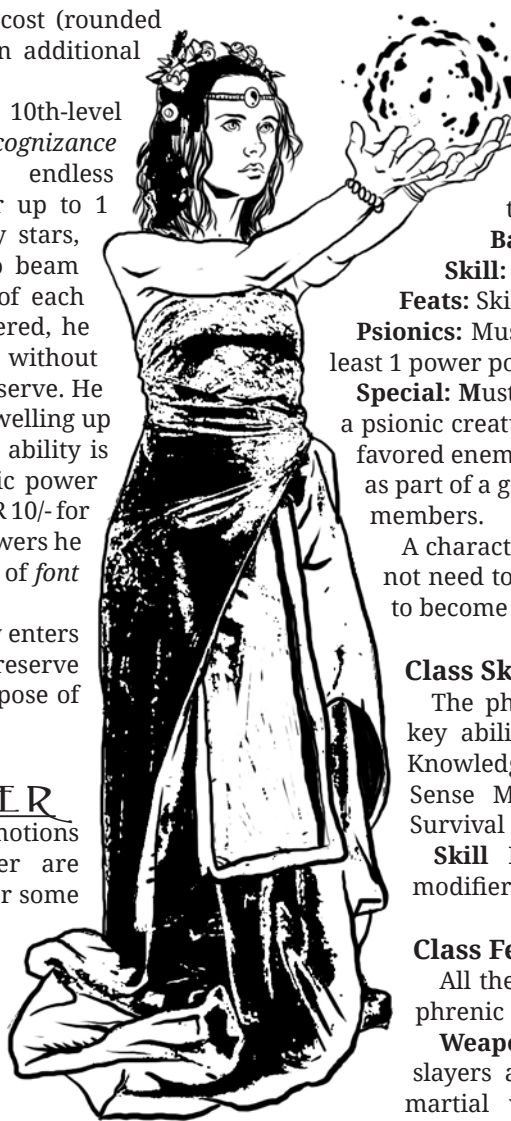
If a metamind using this ability enters a metaconcert, his power point reserve is accessed normally for the purpose of his contributing to the pool.

PHRENIC SLAYER

Hatred and enmity are not emotions that those with psionic power are immune to experiencing. And for some psionic creatures, this enmity develops into a focus to kill a particular type of psionic creature. These phrenic slayers train rigorously to find and kill their quarry, learning techniques to protect themselves against their enemy, even learning to turn their enemies' attacks back upon them.

Psionic races with levels in ranger are most commonly drawn to the phrenic slayer prestige class, as their tracking and combat abilities have synergy with the nature of the phrenic slayer. Manifesters may also become phrenic slayers, seeking to improve their combat prowess while hunting down their psionic creature of choice.

Role: Phrenic slayers excel at doing just what their name implies, killing, particularly the psionic creature type that has earned their focus. Their abilities allow them to go toe-to-toe with their favored enemy, often using their attacker's abilities against them.



A metamind

Alignment: Any.
Hit Die: d10.

Requirements

To qualify to become a phrenic slayer, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skill: Knowledge (psionics) 1 rank.

Feats: Skill Focus (Survival).

Psionics: Must have a power point reserve of at least 1 power point.

Special: Must have had a hostile encounter with a psionic creature of the type to be selected as the favored enemy (see below), either individually or as part of a group composed of fewer than seven members.

A character with the Track class feature does not need to have the Skill Focus (Survival) feat to become a phrenic slayer.

Class Skills

The phrenic slayer's class skills (and the key ability for each skill) are Bluff (Cha), Knowledge (psionics) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the phrenic slayer prestige class.

Weapon and Armor Proficiency: Phrenic slayers are proficient with all simple and martial weapons and with all types of armor.

Powers Known: At each level indicated, a phrenic slayer gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that she adds the level of phrenic slayer to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifest level accordingly.

If a character had more than one manifesting class before she became a phrenic slayer, she must decide

ALTERNATIVE PHRENIC SLAYER REQUIREMENTS

The nature of the phrenic slayer prestige class has rather drastically changed since the previous edition. Now, it is a stalker of a psionic creature chosen by the character, rather than a prestige class focused against a single type of psionic monster. Additionally, the change from the previous edition to the Pathfinder Roleplaying Game resulted in the old prerequisite feat, Track, no longer existing. To compensate for this, an analagous feat, Skill Focus (Survival) has been used. However, if you feel that it better fits the theme of your game, you can substitute the Iron Will feat as a prerequisite feat for the Phrenic Slayer, rather than Skill Focus (Survival) or Track.

to which class she adds the new level of phrenic slayer for the purpose of determining power points per day, powers known, and manifester level.

If the character did not belong to a manifesting class before taking this prestige class, she does not gain manifesting levels.

Favored Enemy (Ex): When she enters the class, a phrenic slayer formally declares a psionic creature type from the phrenic slayer favored enemies table as the enemy she detests above all others. Due to her extensive study of her foes and training in the proper techniques for combating them, she gains a +2 bonus on Bluff, Perception, Sense Motive, and Survival checks when using these skills against her favored enemy.

Likewise, she gets a +2 bonus on attack rolls and weapon damage rolls against creatures of this kind.

These bonuses for favored enemies only work if the creature has the psionic subtype.

At 4th level the bonuses increase to +4, at 7th level to +6, and at 10th level to +8.

Enemy Sense (Su): A phrenic slayer can sense the presence of her favored enemy within 60 feet of herself, even if they are hidden by darkness or walls, but she cannot discern their exact location.

Brain Nausea (Su): A phrenic slayer of 2nd level or higher has developed an innate backlash effect when her favored enemy targets her with mind-affecting effects. Any time the phrenic slayer makes a successful save against a mind-affecting effect from her favored enemy and has psionic focus, the favored enemy must make a successful Will save (DC 10 + ½ slayer level + Wisdom modifier) or be sickened for a number of rounds equal to the phrenic slayer's Wisdom modifier. At 6th level, the source is instead nauseated on a failed save. At 10th level, the source is stunned for one round on a failed save.

Lucid Buffer (Ex): At 3rd level, a phrenic slayer becomes especially skilled at resisting mental attacks. She gains a +2 competence bonus on saving throws

Phrenic Slayer Favored Enemies

Type (Subtype)	Type (Subtype)
Aberration	Humanoid (other subtype)
Animal	Magical beast
Construct	Monstrous humanoid
Dragon	Ooze
Fey	Outsider (air)
Humanoid (aquatic)	Outsider (chaotic)
Humanoid (dwarf)	Outsider (earth)
Humanoid (elf)	Outsider (evil)
Humanoid (giant)	Outsider (fire)
Humanoid (goblinoid)	Outsider (good)
Humanoid (gnoll)	Outsider (lawful)
Humanoid (gnome)	Outsider (native)
Humanoid (halfling)	Outsider (water)
Humanoid (human)	Plant
Humanoid (orc)	Undead
Humanoid (reptilian)	Vermin

against all compulsions and mind-affecting effects. This ability is active even if the phrenic slayer is unconscious, stunned, or otherwise helpless. This bonus increases to +4 at 8th level.

Power Resistance (Su): Upon achieving 5th level, a phrenic slayer's mind has learned how to protect not only against mind-affecting effects, but against varied forms of psionic attacks from her favored enemy. The phrenic slayer gains power resistance equal to 13 + her class level against effects from her favored enemy.

Cerebral Blind (Su): After reaching 6th level, a phrenic slayer is protected from all devices, powers, and spells that reveal location. This ability protects against information gathering by clairsentience powers or effects that reveal location.

Table 6-4: The Phrenic Slayer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+1	+0	+0	+1	Favored enemy +2, enemy sense	—
2nd	+2	+1	+1	+1	Brain nausea (sickened)	+1 level of existing class
3rd	+3	+1	+1	+2	Lucid buffer (+2)	+1 level of existing class
4th	+4	+1	+1	+2	Favored enemy +4	+1 level of existing class
5th	+5	+2	+2	+3	Power resistance	+1 level of existing class
6th	+6	+2	+2	+3	Brain nausea (nauseated), cerebral blind	+1 level of existing class
7th	+7	+2	+2	+4	Favored enemy +6	+1 level of existing class
8th	+8	+3	+3	+4	Breach power resistance, lucid buffer (+4)	+1 level of existing class
9th	+9	+3	+3	+5	Cerebral immunity	+1 level of existing class
10th	+10	+3	+3	+5	Brain nausea (stunned), favored enemy +8, rebound attack	+1 level of existing class

The ability even foils *bend reality*, *limited wish*, *miracle*, *reality revision*, and *wish* when they are used to gain information about the phrenic slayer's location (however, *metafaculty* can pierce this protective barrier). In the case of *remote viewing* or *scrying* that scans an area a phrenic slayer is in, the effect works, but the phrenic slayer simply isn't detected. *Remote viewing* or *scrying* attempts that are targeted specifically at a phrenic slayer do not work. This ability is active as long as the phrenic slayer is psionically focused.

Breach Power Resistance (Su): A phrenic slayer of 8th level or higher can enhance her weapon with psionic might. Each successful melee attack (or ranged attack if the target is within 30 feet) she makes with her weapon against her favored enemy temporarily reduces its power resistance (if any) by 1. This penalty stacks. Unless the creature is slain, its lost power resistance returns all at once 12 hours later. This ability is active as long as the phrenic slayer is psionically focused. If the target has no power resistance, this ability does not function.

Cerebral Immunity (Su): On reaching 9th level, a phrenic slayer gains protection from all devices, powers, and spells that influence the mind. This ability grants her a +10 resistance bonus against almost all mind-affecting powers and effects (though the phrenic slayer can selectively allow powers or spells to affect her). The ability even foils *bend reality*, *limited wish*, *miracle*, *reality revision*, and *wish* when they are used to mentally influence a phrenic slayer. This ability is active as long as the phrenic slayer is psionically focused.

Rebound Attack (Su): At 10th level, if a phrenic slayer is targeted by her favored enemy by an effect that is subject to power resistance, as an immediate action, she may expend her psionic focus to rebound the effect on the source as if using *reddopsi*. This effect may not be used on touch range effects (including ranged touch attacks), effects that target an area, or effects such as *dispel psionics*. She may use this ability a number of times per day equal to 3 plus her Wisdom modifier.

PSION UNCARNATE

It isn't known if the uncarnate process is what created the race of Unbodied, or if the Unbodied inspired the process of uncarnation. Either way, these two are

linked in many ways, as the goal of the psion uncarnate is to leave the fetters of the physical corporeal body behind, transforming into a being of pure energy. Over time, the psion uncarnate releases his hold on the physical realm, becoming permanently incorporeal and thus free from the burdens and weaknesses of the physical form. To some, it is the quest for life eternal that leads to this path; for others, it is the wish to be truly free - free from society, constraints created by the physical body, and even the physical worlds themselves.

Pure manifesters are the most likely to be drawn to become a psion uncarnate, due to the mastery of psionics needed. Psychic warriors, focusing on using both the body and mind, are very unlikely to walk the path to become a psion uncarnate.

Role: Psion uncarnates have a tendency to be loners, spending much of their time seeking to become incorporeal creatures. However, if they do choose to be around other creatures, they excel at getting to places that would otherwise be impossible to reach, by passing through barriers and avoiding detection.

Alignment: Any.

Hit Die: d6.

Requirements

To qualify to become a psion uncarnate, a character must fulfill all the following criteria.

Skills: Knowledge (psionics) 5 ranks, Spellcraft 5 ranks.

Feat: Psionic Body.

Psionics: Able to manifest 3rd-level powers.

Special: Must have had some instruction by another psion uncarnate or one of the Unbodied (see Chapter 8: Psionic Monsters).

Class Skills

The psion uncarnate's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Disguise (Cha), Knowledge (planes) (Int), Sense Motive (Wis), and Spellcraft (Int).

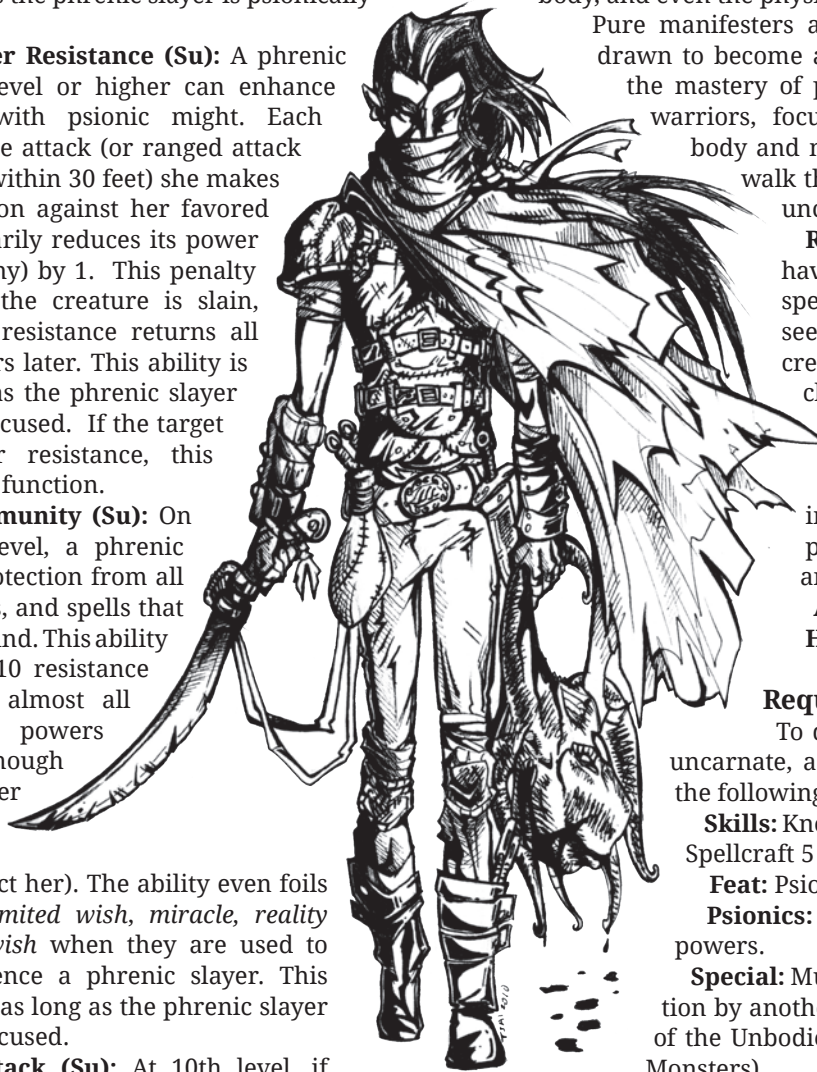
Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the psion uncarnate prestige class.

Weapon and Armor Proficiency: Psion uncarnates gain no proficiency with any weapon or armor.

Powers Known: At every level indicated, a psion

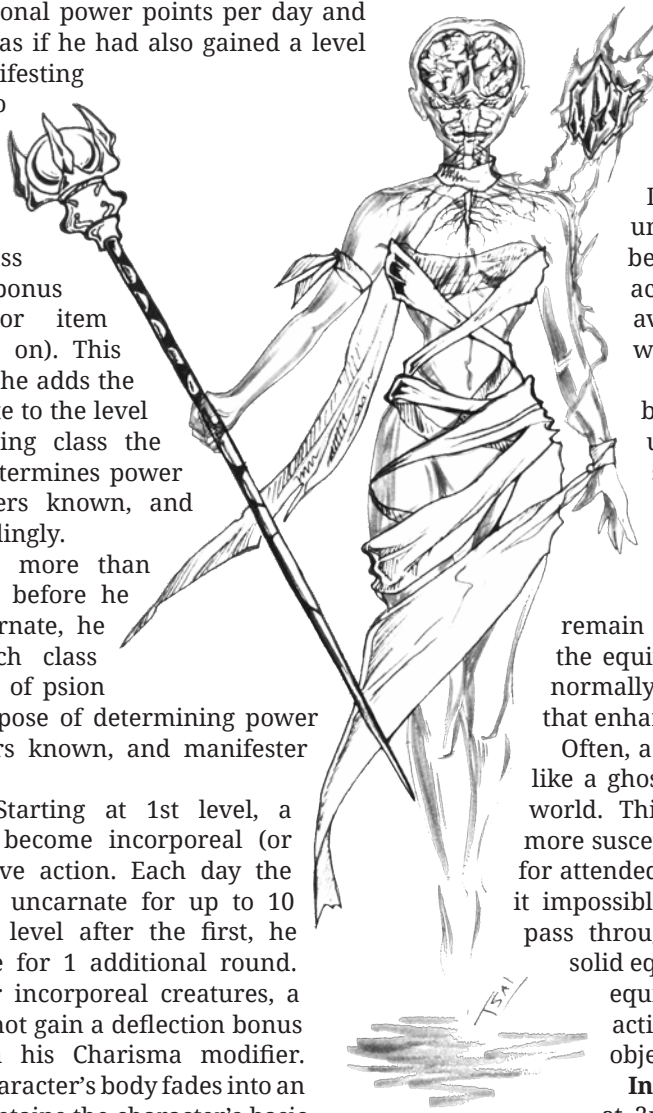


A phrenic slayer

uncarnate gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of psion uncarnate to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifest level accordingly.

If a character had more than one manifesting class before he became a psion uncarnate, he must decide to which class he adds the new level of psion uncarnate for the purpose of determining power points per day, powers known, and manifest level.

Shed Body (Su): Starting at 1st level, a psion uncarnate can become incorporeal (or “uncarnate”) as a move action. Each day the character can remain uncarnate for up to 10 rounds and for each level after the first, he can remain uncarnate for 1 additional round. However, unlike other incorporeal creatures, a psion uncarnate does not gain a deflection bonus to Armor Class from his Charisma modifier. During this time, the character’s body fades into an immaterial form that retains the character’s basic likeness. While uncarnate, the character gains a fly



A psion uncarnate

speed equal to his land speed (perfect maneuverability). Losing his physical form allows the character to more easily access his mental abilities, and he gains a +1 bonus on all save DCs for powers he manifests while uncarnate. A psion uncarnate can become corporeal again as a move action and he is free to divide his available rounds per day in any way he chooses.

Matter-bound (Ex): When becoming uncarnate, the psion uncarnate can choose to either subsume his equipment into his incorporeal form, in which case they become inert (but see Assume Equipment below), or he can choose to have them remain functional but material. While the equipment is material, he can use it normally, deriving benefits from items that enhance his capabilities.

Often, a psion uncarnate appears almost like a ghost wearing items of the material world. This doesn’t make his equipment more susceptible to attack (the normal rules for attended objects apply), but it does make it impossible for the character to enter or pass through solid objects while wearing solid equipment. If he drops his material equipment or subsumes it as a swift action, he can pass through solid objects at will again.

Incorporeal Touch (Su): Beginning at 2nd level, a psion uncarnate can make a melee touch attack that deals

Table 6-5: The Psion Uncarnate

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+1	Matter-bound, shed body	—
2nd	+1	+1	+1	+1	Incorporeal touch (1d6, 3/day), uncarnate armor	+1 level of existing class
3rd	+1	+1	+1	+2	Assume equipment	+1 level of existing class
4th	+2	+1	+1	+2	Assume likeness, incorporeal touch (4/day)	—
5th	+2	+2	+2	+3	Incorporeal touch (2d6), parting the veil	+1 level of existing class
6th	+3	+2	+2	+3	Hide Mind, incorporeal touch (5/day)	+1 level of existing class
7th	+3	+2	+2	+4	Psionic Talent, telekinetic force	—
8th	+4	+3	+3	+4	Incorporeal touch (3d6, 6/day), rend the veil	+1 level of existing class
9th	+4	+3	+3	+5	Uncarnate bridge	+1 level of existing class
10th	+5	+3	+3	+5	Incorporeal touch (7/day), uncarnate	—

1d6 points of damage if it hits. The character's Strength modifier is not applied to this attack, but it is effective against incorporeal creatures (and against corporeal creatures while the psion uncarnate is incorporeal). The character's hand and arm seem to become slightly translucent when he makes these attacks. While material, the psion uncarnate can use this ability up to three times per day, and while uncarnate, a psion uncarnate can make melee touch attacks at will that do not count against his uses of this ability. For every 2 levels, he gains an additional use of this ability while material. For every three levels higher than 2nd the psion uncarnate attains, the damage on these attacks increases by 1d6 points.

Uncarnate Armor (Su): At 2nd level, a psion uncarnate wearing armor (or using *inertial armor* or a similar effect) gets his armor bonus to AC even when he becomes incorporeal, along with any special abilities the armor may convey, such as *fortification* and the benefits against critical hits. This ability works even if the armor being worn becomes incorporeal and subsumed, as per Shed Body.

Assume Equipment (Su): Beginning at 3rd level, a psion uncarnate can designate a number of pieces of his worn equipment (including weapons, but excluding armor which is always active anyway, as per the Uncarnate Armor ability) equal to his class level to retain their function when he uses his shed body

ability. This has no effect on the equipment's function, but now when the psion uncarnate is incorporeal, he can enter or pass through solid objects while wearing nothing other than the designated equipment. Once designated, the equipment automatically changes to incorporeal when the character sheds his body, and it returns to corporeality when the character does. The character can change his designations as he desires as a free action.

Assume Likeness (Su): At 4th level and higher, while incorporeal, a psion uncarnate can assume the likeness of any Small, Medium, or Large creature as a standard action that does not provoke attacks of opportunity. The character's abilities do not change, but he appears to be the creature that he assumes the likeness of, allowing him the ability to effectively disguise himself and bluff those who might wonder at his true nature. When he does this, he does not seem ghostlike, but rather quite material. Each physical interaction with a creature requires a successful Bluff check (opposed by the creature's Sense Motive check) to convince the creature of the psion uncarnate's new appearance. The psion uncarnate must not do anything to give away his true (incorporeal) nature in order for the bluff to be successful; for instance, if he accepts an item from another creature only to have it fall through his immaterial hands, the Bluff check automatically fails. However, a Bluff check would be allowed if the psion

INCORPOREAL

For reference purposes, the mechanical aspects of being incorporeal are detailed below.

Incorporeal (Ex) An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a *magic missile*, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond

the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

uncarnate uses his telekinetic force ability (see below) to hold the received item.

When using his assume likeness ability, a psion uncarnate has an additional +10 circumstance bonus on Disguise checks. If he can read an opponent's mind, he gets a further +4 circumstance bonus on Bluff and Disguise checks.

Parting the Veil (Su): At 5th level, the psion uncarnate can expend a use of his Incorporeal Touch ability to give a weapon or armor he touches the Ghost Touch property for 5 minutes.

Hide Mind (Su): As the psion uncarnate continues to evolve towards a higher state of being, he gains the ability to hide his true nature from others. From 6th level, nothing can identify the psion uncarnate as being psionic, regardless of whether it is spells or powers.

Psionic Talent: A psion uncarnate of 7th level gains the Psionic Talent feat as a bonus feat.

Telekinetic Force (Su): Beginning at 7th level, while incorporeal, a psion uncarnate can use *telekinetic force* as a standard action that does not provoke attacks of opportunity. The save DC is equal to 10 + class level + the psion uncarnate's key ability modifier (either Int, Wis, or Cha). The character's manifester level is the manifester level of the effect.

Even while corporeal, a psion uncarnate can use this ability, but only three times per day (uses while he is uncarnate do not count against this use limit).

Rend the Veil (Su): At 8th level, a psion uncarnate is almost at the peak of his ascension and can rend the veil that separates the material from the incorporeal. While incorporeal, the psion uncarnate can expend his psionic focus while making a melee touch attack against another incorporeal creature. If the attack hits, the target becomes material for up to 1 minute. While corporeal, the psion uncarnate can expend a use of his Incorporeal Touch ability to make a similar melee touch attack, that if it hits, makes the target incorporeal for up to 1 minute. Both uses affect both the creature and any equipment it is using. The psion uncarnate can end either use of this effect as a swift action.

Uncarnate Bridge (Su): At 9th level, the psion uncarnate can use the minds of others as a springboard for transportation. While incorporeal, he can enter the body of a living creature and instantly teleport to any other living creature within line of sight as a move action. This is often unsettling for those subjected to this and if he so chooses, the psion uncarnate can make his entry and exit even more disturbing by partially melding with the mind of those affected. If he so chooses, both the entry and exit creature must make a Fortitude save with a save DC equal to 10 + ½ class level + the psion uncarnate's key ability modifier (either Int, Wis, or Cha). If the target fails, it becomes nauseated for 1 round.

Uncarnate (Ex): At 10th level, a psion uncarnate becomes a being of pure psionic consciousness. The character becomes permanently uncarnate, gains an additional +1 bonus to all save DCs of powers he

manifests, counts his key ability score as 4 points higher for the purpose of bonus power points, gains a deflection bonus to his AC equal to his Charisma (minimum +1) and can instead use his Shed Body class ability to become material.

PSYCHIC FIST

Martial artists who work to combine the power of the mind with the physical form, psychic fists believe that psionic power is something to be nurtured and developed.

Monks of psionic races are the most common to become psychic fists, although monks who have taken levels in psionic classes could also become psychic fists. As most psychic fists are monks, they are typically of a lawful alignment. However, it is not uncommon that monks who have become nonlawful take up the path of the psychic fist to continue developing their abilities while exploring their psionic potential.

Role: The psychic fist is a front-line fighter who excels at blending his martial prowess with his mental ability to overcome enemies. While they do not have the defensive capabilities of others, they gain unique features that allow them to survive in the fray.

Alignment: Any

Hit Die: d8.

Requirements

To qualify to become a psychic fist, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skill: Acrobatics 6 ranks.

Feat: Psionic Fist or Psionic Weapon.

Psionics: Must have a power point reserve of at least 1 power point.

Special: Must have a Ki pool of at least 1 point.

Class Skills

The psychic fist's class skills (and the key ability for each skill) are Acrobatics (Dex), Autohypnosis (Wis), Escape Artist (Dex), Knowledge (psionics) (Int), Spellcraft (Int), Stealth (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the psychic fist prestige class.

Weapon and Armor Proficiency: Psychic fists gain no proficiency with any weapon or armor.

Monk Abilities: A psychic fist's class levels stack with his monk levels for the purpose of determining his unarmed damage, bonuses to Armor Class, unarmored speed, and flurry of blows. His class levels do not apply to other monk abilities such as slow fall, ki strike abilities, and so on.

Manifesting: A psychic fist gains manifesting ability if he did not already have it. His power points per day, powers known, and maximum power level known are

given on Table 6-6: The Psychic Fist. He chooses his powers from the psychic warrior power list. To learn or manifest a power, he must have a Wisdom score of at least 10 + the power's level, the save DCs for his powers are Wisdom-based, and he uses his Wisdom score to determine bonus power points.

Alternatively, if the psychic fist was capable of manifesting psionic powers before becoming a psychic fist, he may choose to forgo this training, instead opting to progress his existing manifesting class as described on the table below. At each indicated level, he gains power points, access to new powers, and an improved manifester level as if he had gained a level in whatever manifesting class he belonged to earlier. If he belonged to more than one manifesting class before becoming a psychic fist, he must choose which class to add the level of psychic fist to for the purposes of power points, access to new powers, and manifester level.

Once the psychic fist has chosen his manifesting path, it can never be changed – not even with effects such as *psychic reformation*.

Ki Power (Su): Upon achieving 2nd level, a psychic fist adds 1/2 his psychic fist level to his monk level to determine the number of points in his *ki* pool and the effect of his *ki* strike.

Infused Body (Su): A 3rd level psychic fist's internal power strengthens his physical form. As long as the psychic fist maintains psionic focus, he gains damage reduction 1/-. This improves to 2/- at 6th level, and 3/- at 9th level.

Mesmerizing Glow (Su): A psychic fist of 4th level can, as a standard action, spend 1 *ki* point to perform a visually-dazzling display, dazing up to half his class level in targets for one round unless the targets make a successful Will save (DC 10 + 1/2 psychic fist level + psychic fist's Wisdom modifier). All targets must be within 30 feet of the psychic fist and have line of sight to him to be affected.

Bonus Feat: At 5th and 10th level, a psychic fist can take any psionic feat as a bonus feat. He must still meet



A psychic fist

all prerequisites for the feat.

Concentrated Will (Su): Upon achieving 6th level, a psychic fist has learned to harness his internal energy to shrug off attacks that would harm others. Any time the psychic fist would suffer hit point damage, he may

Table 6-6: The Psychic Fist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting	Points/ Day	Powers Known	Level Known
1st	+0	+0	+1	+1	Monk abilities	-	1	1	1st
2nd	+1	+1	+1	+1	Ki power	+1 level existing class	3	2	1st
3rd	+2	+1	+2	+2	Infused body (1/-)	+1 level existing class	6	3	2nd
4th	+3	+1	+2	+2	Mesmerizing glow	+1 level existing class	10	4	2nd
5th	+3	+2	+3	+3	Bonus feat	+1 level existing class	15	5	3rd
6th	+4	+2	+3	+3	Concentrated will, infused body (2/-)	-	23	6	3rd
7th	+5	+2	+4	+4	Psionic acrobatics	+1 level existing class	31	7	4th
8th	+6	+3	+4	+4	—	+1 level existing class	43	8	4th
9th	+6	+3	+5	+5	Infused body (3/-)	+1 level existing class	55	9	5th
10th	+7	+3	+5	+5	Bonus feat, psychic fusion	+1 level existing class	71	10	5th

spend 2 *ki* points as an immediate action and make an Autohypnosis check (DC equal to double the damage of the attack) to ignore the damage. If the psychic fist fails the Autohypnosis check, the *ki* points are still spent and he still takes the damage.

Psionic Acrobatics (Ex): As long as a psychic fist of 7th level or higher maintains psionic focus, he adds his Wisdom modifier to his Acrobatics checks.

Psychic Fusion (Su): At 10th level, whenever a psychic fist successfully confirms a critical with a melee attack, he can manifest a power as a swift action. The power must include the target of the attack as one of its targets or in its area of effect and have a normal manifesting time of 1 standard action or less. Manifesting this power does not provoke an attack of opportunity.

PYROKINETICIST

Pyrokineticists, known more commonly as pyros, love working with and creating fire. It is their main motivation in most things they do. They have learned that by channeling psionic energy, they can create the beautiful flames they love so much, and they revel in the experience.

Any character with psionic ability can become a pyrokineticist, although psions and wilders must sincerely be drawn to flame to give up the manifesting ability that comes with becoming a pyro. Soulnives may become pyromancers to gain the *weapon afire* ability to use with their mind blade.

Role: Since their area of expertise is manipulating and creating fire, pyrokineticists are best at dealing fiery damage to enemies. While they do have modest damage-dealing potential from afar, they are most suited at dealing damage in melee range.

Alignment: Any chaotic.

Hit Die: d8.

Requirements

To qualify to become a pyrokineticist, a character must fulfill all the following criteria.

Skills: Autohypnosis 5 ranks, Craft (alchemy) 1 rank, Knowledge (psionics) 2 ranks.

Psionics: Must have a power point reserve of at least 1 power point.

Special: Must have set fire to a structure of any size just to watch it burn.

Class Skills

The pyrokineticist's class skills (and the key ability for each skill) are Acrobatics (Dex), Autohypnosis (Wis),

Climb (Str), Intimidate (Cha), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the pyrokineticist prestige class.

Weapon and Armor Proficiency: Pyrokineticists gain proficiency with the whip.

Fire Lash (Ps): A pyrokineticist gains the ability to fashion a 15-foot-long whip of fire from unstable ectoplasm as a move-equivalent action. She takes no damage from a fire lash she creates, and if she releases her hold, it immediately dissipates. The lash deals 1d8 points of fire damage to a target within 15 feet on a successful ranged touch attack. A pyrokineticist can take Weapon Focus and Weapon Specialization (if she otherwise meets the prerequisites) in conjunction with the fire lash, as well as any feats that apply to the use of a standard whip. The whip remains in existence as long as the pyrokineticist holds it and is treated for mechanical purposes as a whip.

If the character has the ability to fashion a mind blade and has the Altered Blade blade skill, her fire lash may be treated

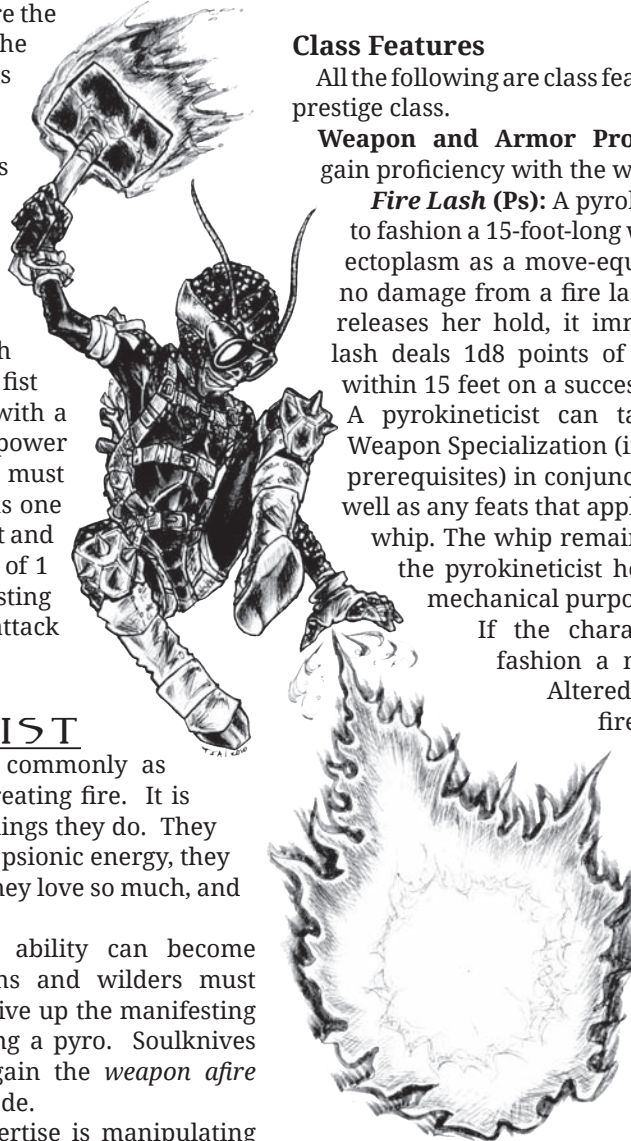
as her mind blade for mechanical purposes such as enhanced mind blade and other class abilities. All damage dealt by the mind blade in this form, including psychic strike damage and bonus damage from weapon abilities, is fire damage, and the pyrokineticist may not use the fire lash to perform disarm or trip

attempts unless she has selected the appropriate Weapon Special

blade skill.

Manipulate Blaze (Su): Pyrokineticists learn not only how to fashion a whip of fire, but also how to manipulate existing fires. As a standard action, the pyrokineticist may manipulate one source of fire within close range (25 ft. + 5 ft. / 2 levels of pyrokineticist). The fire source is immediately extinguished upon being utilized. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per class level. The fire may be used for one of the following purposes:

Fireworks: The fire is turned into a blinding display of fireworks; a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Will negates, DC 10 + ½ class level + Charisma modifier). These creatures must have line of sight to



A pyrokineticist

the fire to be affected. Power resistance can prevent blindness.

Healing Heat: The pyrokineticist can convert the heat of the fire plus her own psionic power into a source of healing energy. For every power point the pyrokineticist spends, she heals 2 hp. Every 3 levels thereafter, the pyrokineticist heals one additional hit point per power point spent, to a maximum of 5 hp per 1 pp at 10th level.

Smoke Cloud: A stream of smoke billows out from the fire, forming a choking cloud that spreads 20 feet in all directions and lasts for 1 round per class level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take –4 penalties to Strength and Dexterity (Fortitude negates, DC 10 + ½ class level + Charisma modifier). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Power resistance does not apply.

A pyrokineticist may use this ability a total of three times per day for any combination of the uses.

Fire Adaptation (Ex): At 2nd level, a pyrokineticist becomes resistant to fire, gaining a +4 bonus on all saving throws against fire and heat spells and effects. In addition, she gains resistance to fire 10. At 7th level, this bonus increases to +8, and her resistance to fire increases to 20.

Hand Afire (Ps): A pyrokineticist of 2nd level or higher can activate this ability as a move-equivalent action. Flames engulf one of the pyrokineticist's hands (but do her no harm). Her unarmed attacks with that hand are treated as armed. Such attacks deal an extra 2d6 points of fire damage. This extra damage increases to 4d6 at 8th level.

Bolt of Fire (Ps): Starting at 3rd level, as a standard action, a pyrokineticist can launch a bolt of psionically manifested fire at any target in line of sight within 60 feet. This effect is treated as a ranged touch attack and deals 1d6 points of fire damage for each class level the pyrokineticist has.

Weapon Afire (Ps): At 4th level and higher, a pyrokineticist can activate this ability as a move-

equivalent action. Flames that harm neither her nor the weapon engulf one weapon she holds (which can be a projectile such as a stone, bullet, arrow, or bolt). The weapon deals an extra 2d6 points of fire damage on a successful hit. The weapon retains this effect for as long as the pyrokineticist wields it. This extra damage increases to 4d6 at 8th level.

Nimbus (Ps): Beginning at 5th level, a pyrokineticist can activate this ability as a move-equivalent action. Flames that harm neither the pyrokineticist nor her equipment engulf her entire body. While she is aflame, the character's Charisma score increases by 4, she can make a melee touch attack for 2d6 points of fire damage, and she gains damage reduction 5/magic. If she is struck in melee, the attacker takes 2d6 points of fire damage. This ability lasts for up to 1 minute per pyrokineticist level and is usable once per day. This extra damage increases to 4d6 at 8th level.

The touch attacks from this ability do not stack with the damage from *hand afire*.

Firewalk (Su): Beginning at 6th level, as a free action a pyrokineticist can expend her psionic focus to literally walk on air. She moves at her normal speed in all directions, including vertically, but cannot move more than double her speed in a round. A firewalking pyrokineticist leaves footprints of flame in the air that disperse in 2 rounds, but her tread does not deal damage. She must pay 1 power point per round spent traveling in this fashion.

Leech Heat (Su): A pyrokineticist of 6th level gains the ability to steal the heat from a creature within 30 feet and channel it to herself, dealing 2d6 points of cold damage to the target and healing herself for 2 points of damage. At 9th level, the damage increases to 4d6 points of cold damage, and the healing the pyrokineticist receives increases to 4 points.

Penetrating Fire (Su): At 6th level, a pyrokineticist's abilities are more adept at striking through any defenses. The pyrokineticist's attacks reduce any fire resistance the target might have by the pyrokineticist's level for that attack.

Table 6-7: The Pyrokineticist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+1	+0	<i>Fire lash</i> , manipulate blaze
2nd	+1	+1	+1	+1	Fire adaptation (+4/10), <i>hand afire</i> (2d6)
3rd	+2	+2	+2	+1	<i>Bolt of fire</i>
4th	+3	+2	+2	+1	<i>Weapon afire</i> (2d6)
5th	+3	+3	+3	+2	<i>Nimbus</i>
6th	+4	+3	+3	+2	Firewalk, leech heat (2d6), penetrating fire
7th	+5	+4	+4	+2	Fire adaptation (+8/20)
8th	+6	+4	+4	+3	<i>Hand afire</i> (4d6), <i>nimbus</i> (4d6), <i>weapon afire</i> (4d6)
9th	+6	+5	+5	+3	<i>Heat death</i> , leech heat (4d6)
10th	+7	+5	+5	+3	<i>Conflagration</i> , fire soul

Heat Death (Ps): A pyrokineticist who reaches 9th level can expend her psionic focus and take a full attack action to raise the internal temperature of one living creature within 30 feet to lethal levels. The target must succeed on a Fortitude saving throw (DC 14 + pyrokineticist's Cha modifier) or its blood (or other internal fluid) begins to boil and the creature takes 4d8 points of fire damage from the heat (half on a successful save). Every round the target fails its save and the pyrokineticist maintains concentration as a standard action, the creature takes an additional 4d8 points of fire damage from the heat (half damage on a successful save). Creatures with fire resistance gain a +2 bonus on the saving throw, and creatures immune to fire are similarly immune to this attack.

Conflagration (Ps): At 10th level, a pyrokineticist gains the ability to create a massive burst of raging flames around herself, burning everything in the area. As a standard action, she can use this ability to deal 15d6 points of fire damage in a 30-foot-radius burst emanating from herself. Any creature or object caught in the burst can make a Reflex saving throw (DC 15 + pyrokineticist's Cha modifier) for half damage. Anyone failing the Reflex save against the *conflagration* must also make a Fortitude saving throw (same DC) or die due to extreme shock from the intense heat. After using this ability, the pyrokineticist must wait for at least 10 minutes before she is able to use it again.

Fire Soul (Ex): Once a pyrokineticist has reached 10th level, her body is able to shrug off the effects of flame, granting immunity to fire and fire-based effects. In addition, she may use *nimbus* two additional times per day.



A thrallherd with his thralls

THRALLHERD

Thrallherds send out a resonating psychic call, a call that urges those who may be actively or subconsciously seeking someone to guide them, control them, or lead them to come to the thrallherd. These followers of the thrallherd are completely loyal fanatics who will follow the thrallherd's instructions completely. As a result, thrallherds tend to have large retinues that can either stay close to the thrallherd, go out and perform varied tasks, or even stay behind and manage the thrallherd's residence.

Due to the nature of the thrallherds, telepaths are the most common characters to enter this class. Other manifesters can also become thrallherds, but typically have to pay a higher cost in character options.

Role: The thrallherd focuses on utilizing mind control and getting others to do her bidding. She acts more as a director, letting her thrall and her believers perform the activities, while she stays back and monitors.

Alignment: Any.

Hit Die: d6.

Requirements

To qualify to become a thrallherd, a character must fulfill all the following criteria.

Skills: Diplomacy 4 ranks, Knowledge (psionics) 5 ranks.

Feat: Inquisitor or Skill Focus (Diplomacy).

Psionics: Manifester level

WORLDTHOUGHT NETWORK

A worldthought network is a class ability of the society mind class presented in *Untapped Classes: Complete Society Mind*. While the society mind class is a class from the previous edition of psionics, it is still compatible with this version of the thrallherd.

5th and must be able to link minds together, whether via *mindlink*, *mind control*, or a worldthought network.

Class Skills

The thrallherd's class skills are Autohypnosis (Wis), Bluff (Cha), Diplomacy (Cha), Knowledge (psionics), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

The following are class features of the thrallherd prestige class.

Weapon and Armor Proficiency: Thrallherds gain no proficiency with any weapon or armor.

Powers Known: At every level from 2nd through 9th, a thrallherd gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that she adds the level of thrallherd to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifest level accordingly.

If a character had more than one manifesting class before she became a thrallherd, she must decide to which class she adds the new level of thrallherd for the purpose of determining power points per day, powers known, and manifest level.

Thrallherd (Ex): A thrallherd who has just entered the class sends out a subtle psychic call for servants, and that call is answered. Essentially, the character

gains something akin to the Leadership feat, but with some important differences.

Those who answer a thrallherd's call are not referred to as cohorts and followers, but rather as thralls and believers, respectively. They do not appear because they admire the character and want to serve her, but because a hidden psychic resonance connects the thrallherd and her servants.

As with the Leadership feat, a thrallherd has a Leadership score that determines the highest-level thrall and believers she can attract. A thrallherd's Leadership score is equal to her character level + her Charisma modifier + her thrallherd level. (Note that her thrallherd level is counted twice.) This score is not affected by any of the modifiers mentioned in the Leadership feat.

As with the Leadership feat, the called thrall's level is limited, even if the character's Leadership score would indicate a higher-level thrall. Unlike with the Leadership feat, the level limit of a thrall is equal to the character's total level minus 1 (not level minus 2, as is true for cohorts).

A thrallherd cannot take the Leadership feat; if the character already has it, the feat is lost and replaced by this ability; those who were previously cohorts and followers go their separate ways, and those who are more mentally pliable show up later to take up roles as thralls and believers. A thrallherd's thrall and believers arrive within 24 hours. Lost thralls are replaced within 24 hours. Believers arrive and are replaced at a rate of the thrallherd's leadership score per day, with the lowest level believers arriving first. If the thrallherd is in a location where thralls and believers cannot reach, none arrive until she moves to a location where she can be reached.

A thrallherd establishes a resonance with his thrall and suffers if the thrall is killed. For 48 hours following the loss of a thrall, a thrallherd suffers one negative level. This negative level may not be healed by any means until 48 hours have passed since the thrall's death, at which point it fades naturally. Should the thrallherd's

Table 6-8: The Thrallherd

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+1	Thrallherd	—
2nd	+1	+1	+1	+1	Alluring voice	+1 level of existing class
3rd	+1	+1	+1	+2	Empathic connection	+1 level of existing class
4th	+2	+1	+1	+2	Alluring voice	+1 level of existing class
5th	+2	+2	+2	+3	Mind control	+1 level of existing class
6th	+3	+2	+2	+3	Alluring voice	+1 level of existing class
7th	+3	+2	+2	+4	Greater mind control	+1 level of existing class
8th	+4	+3	+3	+4	Alluring voice	+1 level of existing class
9th	+4	+3	+3	+5	Superior mind control	+1 level of existing class
10th	+5	+3	+3	+5	Expanded call, twofold master	—

Leadership Score	Thrall Level	— Number of Believers by Level —					
		1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

new thrall die while the thrallherd is still suffering a negative level, he acquires an additional negative level, and the duration of any negative levels gained through losing a thrall resets to 48 hours from the time the most recent thrall was lost.

Use the above table instead of the one with the Leadership feat to determine the level of a thrallherd's thrall and the number of believers of various levels a thrallherd can attract.

Alluring Voice (Ex): At 2nd level, the thrallherd gains a +2 bonus to her choice of Bluff, Diplomacy, Intimidate or Sense Motive skill checks. At every 2 levels thereafter, she gains an additional +2 bonus that can either be applied to the same skill, or to another skill on the list. For example, a 6th level thrallherd could have a +6 bonus to just Diplomacy, or a +2 bonus to Bluff, Diplomacy, and Intimidate, or a +2 bonus to Bluff and a +4 bonus to Diplomacy. Once this choice is made, it cannot be changed.

Empathic Connection (Ex): At 3rd level, a thrallherd adds *empathic connection* to her powers known. If she already knows *empathic connection* she can instead

add a Telepathy power available to her powers known. Once per day, she can manifest *empathic connection* at a reduced power point cost. The cost of *empathic connection* is reduced by the thrallherd's level, to a minimum of 1 power point. The effect of this power is still restricted by the thrallherd's manifest level.

Mind Control (Ex): At 5th level, a thrallherd adds *mind control* to her powers known. If she already knows *mind control* she can instead add a Telepathy power available to her powers known. Once per day, she can manifest *mind control* at a reduced power point cost. The cost of *mind control* is reduced by the thrallherd's level, to a minimum of 1 power point. The effect of this power is still restricted by the thrallherd's manifest level.

Greater Mind Control (Ex): At 7th level and higher, a thrallherd does not have to pay 2 additional power points when she augments *mind control* to affect animals, fey, giants, magical beasts, and monstrous humanoids. This reduced point cost does not increase the save DC of the power as if she had spent the additional power points.

Superior Mind Control (Ex): At 9th level, a thrallherd does not have to pay 4 additional power points when she augments *mind control* to affect aberrations, dragons, elementals, and outsiders (in addition to the creature types mentioned in the greater mind control ability). This reduced point cost does not increase the save DC of the power as if she had spent the additional power points.

Expanded Call: At 10th level, the thrallherd's ability to bring forth servants improves as indicated on the following table.

Leadership Score	Thrall Level	- Number of Believers by Level -					
		1st	2nd	3rd	4th	5th	6th
25	17th	135	13	7	4	2	2
26	18th	160	16	8	4	2	2
27	18th	190	19	10	5	3	2
28	19th	220	22	11	6	3	2
29	19th	260	26	13	7	4	2
30	19th	300	30	15	8	4	2

Twofold Master (Ex): At 10th level, a thrallherd adds a second thrall to her herd. This second thrall's maximum level is equal to the thrallherd's level minus 2, even if her Leadership score would indicate a higher-level thrall. The thrallherd suffers a negative level penalty for 48 hours if her second thrall dies, just like the penalty if her first thrall dies. These negative levels stack if both thralls die.

WAR MIND

War minds are almost unequalled experts of an incredibly powerful combat technique that melds the body and mind into one perfect warrior. They achieve this through studying ancient techniques known as the

chains of war. Some study under the guidance of a single war mind, often in the role of apprentice and master; some choose to find this path through meditation and intense studies of the Codex of War, an ancient but well-respected tome that teaches the necessary mindset and training to awaken the chains of war in a psionically talented warrior.

Psychic warriors and soulknives are the most common to study the Codex of War and become war minds, although any character with psionic power can become a war mind.

Role: A war mind will stand at the front lines of a battle, meting out punishment and enduring the onslaught of enemies. He excels at melee combat and uses his manifesting ability to enhance his martial prowess.

Alignment: Any non-chaotic.

Hit Die: d10.

Requirements

To qualify to become a war mind, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Skills: Knowledge (history) 2 ranks, Knowledge (psionics) 5 ranks.

Psionics: Must have a power point reserve of at least 1 power point.

Special: Must have had some instruction by another war mind, have access to the Codex of War, or belong to an organization that has access to the Codex of War.

Class Skills

The war mind's class skills (and the key ability for each skill) are Autohypnosis (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (psionics) (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the war mind prestige class.

Weapon and Armor Proficiency: War minds gain no proficiency with any weapon or armor.

Power Points/Day: A war mind can manifest powers. His ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 6-9: The War Mind. In addition, he receives bonus power points per day if he has a high Wisdom score. His race may also provide bonus power points per day, as may certain feats and items. If a war mind has power points from a different class, those points are pooled together and usable to manifest powers from either class. Bonus power points from having a high ability score can be gained only for the character's highest psionic class.

Powers Known: A war mind chooses his powers from the psychic warrior power list. At 1st level, a war mind knows one psychic warrior power of your choice. At every even-numbered level higher than 1st, he learns one new power. A war mind can manifest any power that has a power point cost equal to or lower than his manifest level. The total number of powers a war mind can manifest per day is limited only by his daily power points.

A war mind simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against war mind powers is 10 + the power's level + the war mind's Wisdom modifier.

Maximum Power Level Known: A war mind gains the ability to learn one 1st-level power when he takes his first level in the prestige class. As he attains each even-numbered level beyond 2nd, a war mind gains the ability to master more complex powers.

To learn or manifest a power, a war mind must have a Wisdom score of at least 10 + the power's level.

Table 6-9: The War Mind

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1st	+1	+1	+1	+0	Chain of personal superiority +2, warrior's journey	2	1	1st
2nd	+2	+1	+1	+1	Chain of defensive posture +2	5	2	1st
3rd	+3	+2	+2	+1	Enduring body (DR 1/—)	9	2	1st
4th	+4	+2	+2	+1	Well of power	14	3	2nd
5th	+5	+3	+3	+2	Sweeping strike	20	3	2nd
6th	+6	+3	+3	+2	Enduring body (DR 2/—)	28	4	3rd
7th	+7	+4	+4	+2	Chain of personal superiority +4	37	4	3rd
8th	+8	+4	+4	+3	Chain of defensive posture +4	47	5	4th
9th	+9	+5	+5	+3	Enduring body (DR 3/—)	58	5	4th
10th	+10	+5	+5	+3	Chain of overwhelming force	70	6	5th

Chain of Personal Superiority (Ex): At 1st level, a war mind learns the first principle of warfare for the individual combatant: the ability to both deal punishment and take it. Calling upon inner reserves of knowledge and dedication, a war mind can provide himself with a +2 insight bonus to Strength and Constitution for up to 1 minute. A war mind can use this power three times per day. Activating this power is a free action. At 7th level, the insight bonus to Strength and Constitution improves to +4.

Warrior's Journey (Ex): If the war mind previously had manifesting in the psychic warrior class, instead of gaining the war mind's exclusive psionic manifestation abilities, he can choose to instead increase his psychic warrior manifesting level. If he does so, the war mind gains additional power points per day and access to new powers as if he had also gained a level in psychic warrior. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, improved trances and maneuvers, and so on). This essentially means that he adds the level of war mind to the level of psychic warrior, then determines power points per day, powers known, and manifest level accordingly.

Chain of Defensive Posture (Ex): At 2nd level, a war mind learns the second principle of warfare for the individual combatant: the ability to avoid the enemy's counterattacks if that enemy is not immediately overwhelmed. Calling upon inner reserves of knowledge and dedication, a war mind can provide himself with a +2 insight bonus to Armor Class for up to 1 minute. A war mind can use this power three times per day. Activating this power is a free action. At 8th level, the insight bonus to Armor Class improves to +4.

Enduring Body (Ex): At 3rd level, a war mind learns the third principle of warfare for the individual combatant: to unleash in oneself the spirit of the enduring body. The spirit of the ideal body transforms a war mind, granting him damage reduction 1/-. At 6th level, his damage reduction improves to 2/-. At 9th level, his damage reduction improves to 3/-.

Well of Power (Ex): At 4th level, a war mind can tap his psionic energy to use chain of personal superiority or chain of defensive posture more than would normally be possible. If he has already expended all of his daily uses of either chain of personal superiority or chain of defense posture, he may spend 4 power points to gain an additional use of either ability. He can do this as many times

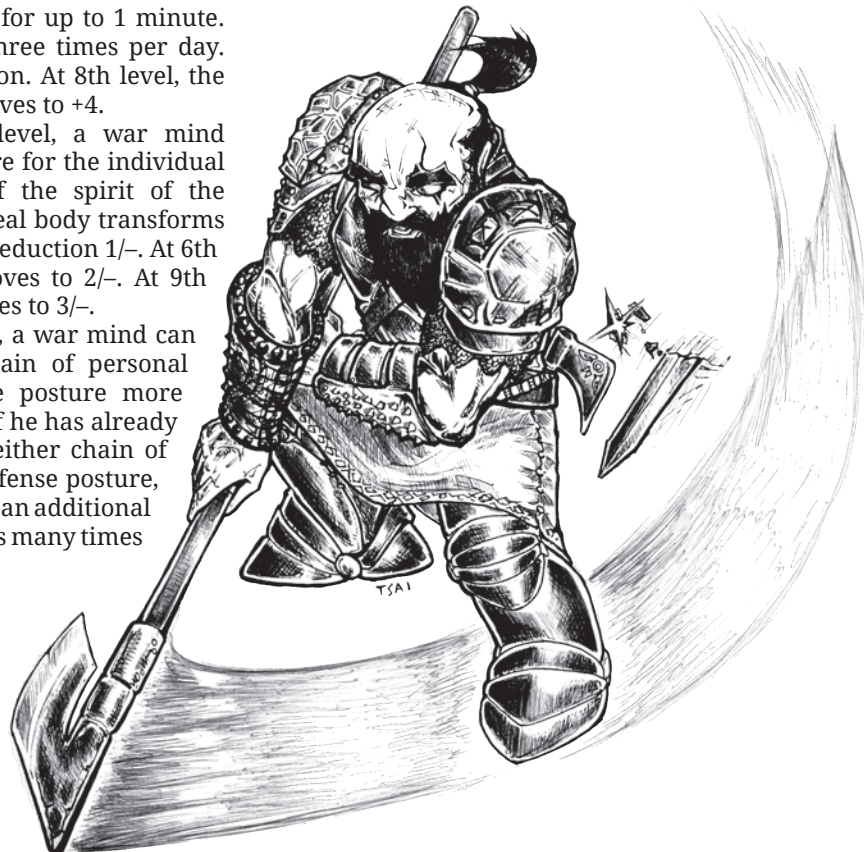
as he wants in a day, provided he has power points left. At 10th level, he can expend his psionic focus and pay 10 power points to gain an additional daily use of chain of overwhelming force if he has already expended his daily use.

Sweeping Strike (Ex): At 5th level, a war mind gains the ability to make great, sweeping swings with a melee weapon. On each melee attack a war mind makes, he can choose squares he threatens that are adjacent to each other, and his attacks apply to creatures in those two squares equally. A war mind can use this ability on any attack, even an attack of opportunity or a cleave attempt.

A war mind cannot use this ability if he has moved more than 10 feet since the end of his last turn. If a war mind hits one or both of his foes with a sweeping strike, he can attempt a cleave normally; however, he makes only one cleave attempt per sweeping strike, even if he successfully hits more than one foe.

Chain of Overwhelming Force (Su): At 10th level, a war mind learns the fourth principle of warfare for the individual combatant: to discover the underlying violence of the world and deliver it in a perfectly executed attack.

The war mind taps into this underlying energy and apply it to a single melee attack, dealing an extra 10d6 points of damage. A war mind can use this power once per day. Activating this power is part of the attack action. If the attack misses, the power is wasted.



A war mind

CHAPTER 7 - PSIONIC ITEMS

Psionic items are imbued with mental energy, wielded against foes, and often taken from the corpses of fallen enemies. Psionic characters can create their own psionic items, should they feel so inclined and invest in the appropriate choices.

Just as magic items are broken down into categories, so too are psionic items. Psionic items are divided between armor, weapons, cognizance crystals, dorjes, power stones, psicrowns, psionic tattoos, and universal items. In addition, there are some psionic items which are of such tremendous power that they are classified as artifacts. There are both major and minor psionic artifacts, some of which are detailed in this chapter.

USING ITEMS

To use a psionic item, it must be activated, although sometimes activation is accomplished simply by picking up an item or putting it on. Some items, once they are carried or worn, function constantly. In most cases, using an item requires a standard action that does not provoke attacks of opportunity. By contrast, power completion items (see below) are treated just like powers in combat and do provoke attacks of opportunity.

Activating a psionic item is a standard action unless the item description indicates otherwise. The manifesting time of a power is the time required to activate the same power in an item, whether it's a power stone, a dorje, or a psionic tattoo, unless the item description specifically states otherwise.

The four ways to activate psionic items are described below.

Power Completion: This is the activation method for power stones. A power stone holds a power that is mostly finished. All that's left to do is perform the short, simple, finishing parts of the manifestation (the final mental coda, as it were). To use a power completion item safely, a character must be of high enough level in the appropriate class to manifest the power already. If he can't already manifest the power, there's a chance he'll make a mistake (see *Brainburn* in the power stone description). Activating a power completion item is a standard action and provokes attacks of opportunity exactly as manifesting a power does.

Powers stored in power completion items are usually not augmented, because the manifester level of such an item is assumed to be the minimum necessary to manifest the stored power. However, an item's description may specify otherwise (some power stones have manifester levels higher than the minimum required to manifest the stored power, and are then assumed to be augmented as well).

Power Trigger: This is the activation method for dorjes and psicrowns. It requires the special knowledge of power manifestation that a character of the appropriate class would know, and the formation of the appropriate command thought. If a power is on a character's power list, the character knows how to use a power trigger item that stores that power. The user must still determine what power is stored in the item before she can activate it. Activating a power trigger item is a standard action that does not provoke attacks of opportunity.

Powers stored in power trigger items are not augmented. Such powers are assumed to be stored in the item at the minimum manifester level necessary to manifest the power. However, certain items may specify a higher manifester level than necessary. If such an item holds a power that deals hit point damage, the power is assumed to be augmented to the maximum allowed by the power and the manifester level.

Command Thought: If no activation method is suggested either in the psionic item description or by the nature of the item, assume that a command thought is needed to activate it. Command thought activation means that a character mentally projects a thought, and the item activates. No other special knowledge is needed. Activating a command thought psionic item is a standard action that does not provoke attacks of opportunity.

Sometimes the command thought to activate an item is mentally imprinted within it and is whispered into the mind of a creature who picks it up. Other items are silent, but a Knowledge (psionics) or Knowledge (history) check might be useful in helping to identify command thoughts. A successful DC 30 check is needed to come up with the command thought in this case. The power *detect psionics* reveals command thoughts if the properties of the item are successfully identified.

Powers stored in command thought items are usually not augmented, because the manifester level of such an item is assumed to be the minimum possible to manifest the stored power.

Use-Activated: This type of psionic item simply has to be used to activate. Use activation is generally straightforward and self-explanatory.

Many use-activated items are objects that a character wears. Some items made for wearing must still be activated. Although this activation sometimes requires a command thought (see above), usually it means mentally willing the activation to happen (a free action). The description of an item states whether a command thought is needed in such a case.

Unless stated otherwise, activating a use-activated psionic item is either a standard action or not an action

at all and does not provoke attacks of opportunity, unless the use involves performing an action that provokes attacks of opportunity in itself. If the use of the item takes time before a psionic effect occurs, then use activation is a standard action. If the item's activation is subsumed in its use and takes no extra time, use activation is not an action at all.

Use activation doesn't mean that if you use an item, you automatically know what it can do. You must know (or at least guess) what the item can do and then use the item to activate it, unless the benefit of the item comes automatically.

Powers stored in use-activated items are usually not augmented, because the manifester level of such an item is assumed to be the minimum possible to manifest the stored power.

SAVING THROWS AGAINST PSIONIC ITEM POWERS

Psionic items produce psionic powers. The DC of a saving throw against a power from a psionic item is always $10 + \text{the level of the power or effect} + \text{the ability modifier of the minimum ability score needed to manifest that level of power}$.

Another way to figure the same number is to multiply the power's level by $1\frac{1}{2}$ and add 10 to the result.

Psicrowns are an exception to the rule. Treat the saving throw as if the wielder manifested the power, including manifester level and all modifiers to save DC.

Some psionic items take advantage of the fact that powers can be augmented to increase their saving throw DCs. These items are special and have their cost to create and market price calculated using the manifester's level instead of the power's level.

Most item descriptions give saving throw DCs for various effects, particularly when the effect has no exact power equivalent (making its level otherwise difficult to quickly determine).

DAMAGING PSIONIC ITEMS

A psionic item doesn't need to make a saving throw unless it is unattended, it is specifically targeted by the effect, or its wielder rolls a natural 1 on his saving throw. Psionic items should always get a save against powers or spells that might deal damage to them—even against attacks from which a mundane item would normally get no chance to save. All types of psionic item saves—Fortitude, Reflex, and Will—are calculated the same way: The item's saving throw bonus equals $2 + \frac{1}{2}$ its manifester level (round down). The only exceptions to this rule are intelligent psionic items, which make Will saves based on their own Wisdom scores.

A psionic item, unless otherwise noted, takes damage as a normal item of the same type. A damaged psionic

item continues to function, but if it is destroyed, all its psionic power is lost.

REPAIRING ITEMS

Some psionic items (especially psionic weapons and shields) may take damage over the course of an adventure. It costs no more to repair a psionic item with the Craft skill than it does to repair its nonpsionic counterpart. The *make whole* spell can repair a damaged—but not completely broken—psionic item.

CHARGES AND MULTIPLE USES

Some items are limited in power by the number of charges they hold or the number of power points they contain. Normally, charged items (such as dorjes) have 50 charges at most. If such an item is found as a random part of a treasure, roll d% and divide by 2 to determine the number of charges left (round down, minimum 1).

Similarly, items that contain power points (such as psicrowns) have a number of points equal to $10 \times \text{the manifester level of the creator}$. If such an item is found as a random part of a treasure, roll d10 to determine the number by which the manifester level is multiplied.

Market prices given on the tables are always for fully charged or fully powered items. (When an item is created, it is fully charged or fully powered.) For an item that's worthless when its charges or power points run out (which is the case for almost all charged or powered items), the value of the partially used item is proportional to the number of charges left. For an item that has usefulness in addition to its charges, only part of the item's value is based on the number of charges left.

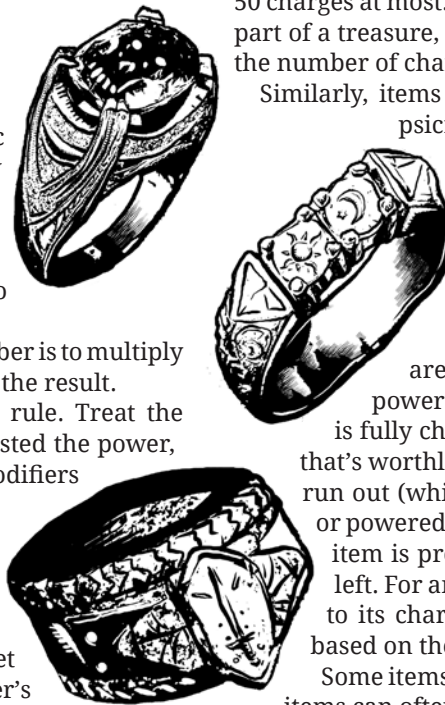
Some items are single-use and expendable. Such items can often be found in sets or groups.

INTELLIGENT ITEMS

Some psionic items, particularly weapons, have an intelligence all their own. Only permanent psionic items (as opposed to those that are single-use items, those that have charges, or those that store power points) can be intelligent. (This means that psionic tattoos, power stones, and dorjes, among other items, are never intelligent.) In general, less than 1% of psionic items have intelligence.

CURSED ITEMS

Some psionic items are cursed—incorrectly made, or corrupted by outside forces. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor flaw, an inconvenient requirement, or an unpredictable nature. Randomly generated items are cursed 5% of the time.



MAGIC ITEMS FOR PSIONIC CHARACTERS

Many magic items can aid psionic characters. The table below provides some possibilities.

TABLE 7-1: MAGIC-PSIONIC EQUIVALENCIES

Magic Item	Psionic Effect
Helm of telepathy	Substitute power for spell
Pearl of power	Treat in all ways as a cognizance crystal with power point capacity appropriate to the equivalent power level
Crystal ball	Substitute power for spell
Ioun stones	
Vibrant Purple	Stores up to 3 psionic powers that cost a combined total of 5 power points
Pale lavender	Absorbs powers up to 4th level (burns out as normal)
Rainbow ¹	Provides 5 power points per day (regenerates)
Dull gray ²	Provides 1 power point to a psionic character, then disintegrates

1. New item: Treat as a cognizance crystal in ioun stone form, except that it regenerates its stored power points each day; Price 16,000 gp.
2. Dull gray stones are useless for magic but still harbor just enough resonance that a psionic character can eke out 1 power point before the stone is gone forever.

PSIONIC ITEM DESCRIPTIONS

In the following sections, each type of psionic item, such as armor or psionic tattoos, has a general description, followed by descriptions of specific items.

General descriptions include notes on activation, random generation, and other information. The Armor Class, hardness, hit points, and break DC are given for typical examples of some types of psionic items. The Armor Class assumes that the item is unattended and includes a -5 penalty for the item's effective Dexterity of 0. If a creature holds the item, use the creature's Dexterity modifier as an adjustment to Armor Class in place of the -5 penalty.

Some individual items, notably those that simply store psionic powers, don't get full-blown descriptions. Simply reference the power's description. Assume that the power is manifested at the minimum level required to manifest it, unless otherwise noted. Increasing the manifester level so increases the cost of the item; see Table: Estimating Magic Item Gold Piece Values, substituting "spell" for "power" and "caster level" for "manifester level" as appropriate. The main reason to make the manifester level higher, or course, would be to increase the potency of the power. Raising the manifester level is common for powers such as *astral*

construct, the duration of which increases with the level of the manifester.

Items with full descriptions have their abilities detailed, and each of the following aspects of these items is summarized at the end of the description.

Aura: Most of the time, a *detect psionics* power will reveal the discipline associated with a psionic item and the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item's notational entry. See the *detect psionics power* description for more information.

Manifester Level (ML): The next entry in the summary indicates the level of the creator (or the manifester level of the powers placed within the item, if this level is lower than the actual level of the creator). The manifester level provides the item's saving throw bonus, as well as range and other level-dependent aspects of the powers of the item (if variable). It also determines the level that must be contended with should the item come under the effect of a *dispel psionics* power or a similar situation.

This information is given in the form "ML X," where "ML" is an abbreviation for manifester level and "X" is an ordinal number representing the manifester level itself.

For psionic tattoos, power stones, and dorjes, the creator can set the manifester level of an item at any number high enough to manifest the stored power, but not higher than her own manifester level. For other psionic items, the item itself determines the manifester level. In this case, the creator's manifester level must be as high as the item's manifester level (and prerequisites may effectively put a higher minimum on the creator's level).

Slots: Most psionic items can only be utilized if worn or wielded in their proper slots. If the item is stowed or placed elsewhere, it does not function. If the slot lists "none," the item must be held or otherwise carried to function.

Price: This is the cost, in gold pieces, to purchase the item, if it is available for sale. Generally speaking, psionic items can be sold by PCs for half this value.

Weight: The notational entry for many items ends with a value for the item's weight. When a weight figure is not given, the item has no weight worth noting (for the purpose of determining how much of a load a character can carry).

Description: This section of a psionic item describes the item's powers and abilities. Psionic tattoos, power stones, and dorjes refer to various powers as part of their descriptions (see Chapter 5 for details on these powers).

Construction: With the exception of artifacts, most psionic items can be created by a manifester with the appropriate feats and prerequisites. This section describes those prerequisites.

Requirements: Certain requirements must be met in order for a character to create a psionic item. These include feats, powers, and miscellaneous requirements such as level, alignment, and race or kind. The

prerequisites for creation of an item are given in the summary immediately following the item's manifester level.

A power prerequisite can be provided by a character who knows the power, or through the use of a power completion or power trigger psionic item or a psi-like ability that produces the desired power effect. For each day that passes during the creation process, the creator must expend one power completion item (such as a power stone) or 1 charge from a power trigger item (such as a dorje), if either of those objects is used to supply a prerequisite.

It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary, such as if one character knows some of the powers necessary to create an item and another character knows the rest.

If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determinations where the creator's level must be known. (It's sensible, although not mandatory, for the highest-level character involved to be considered the creator.)

Typically, a list of prerequisites includes one feat and one or more powers (or some other requirement in addition to the feat). When two powers at the end of a list are separated by "or," one of those powers is required in addition to every other power mentioned prior to the last two.

Cost: This is the cost in gold pieces to create the item. Generally, this cost is equal to half the price of an item, but additional material components might increase this number. The cost to create includes the costs derived from the base cost plus the costs of the components.

RANDOM PSIONIC ITEMS

When generating a random item, you can use Table 7-2: Random Psionic Item Generation as a substitution for standard magic items of similar potency.

TABLE 7-2: RANDOM PSIONIC ITEM GENERATION

Minor	Medium	Major	Item
01-02	01-05	01-05	Armor, possibly with special ability
03-04	06-10	06-10	Shield, possibly with special ability
05-06	11-15	11-15	Melee weapon, possibly with special ability
08-09	16-20	16-20	Ranged weapon, possibly with special ability
10-40	21-40	21-35	Cognizance crystal
41-46	41-50	36-45	Dorje
47-81	51-68	46-67	Power stone
82-87	69-82	68-75	Psicrown
88-93	83-89	76-87	Psionic tattoo
94-100	—	—	Minor universal item
—	90-100	—	Medium universal item
—	—	88-100	Major universal item.

PSIONIC ARMOR AND SHIELDS

In general, psionic armor and shields follow the rules for the equivalent magic items, as far as enhancement bonuses, stacking, and other base abilities are concerned. An enhancement bonus is treated the same way regardless of whether magic or psionics created it.

Psionic armor and shields differ from standard and magical equivalents in that psionic armor and shields incorporate one or more crystals into their construction. Particularly powerful armor and shields may be entirely composed of brightly hued or transparent crystals.

Special Qualities: Roll d%. An 01 result indicates the item is intelligent, an 02-31 result indicates that the command thought (if any) is psionically imprinted and whispers itself into the user's mind on acquisition, and 32-100 indicates no special qualities.

Intelligent items have extra abilities and sometimes also extraordinary powers and special purposes. Substitute manifesting for spellcasting as required.

PSIONIC ARMOR AND SHIELD SPECIAL ABILITY DESCRIPTIONS

Most psionic armor and shields have only enhancement bonuses. Such items can also have one or more of the special abilities detailed below. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Aporter: As a standard action, a suit of aporter armor or an aporter shield transports the wearer and her equipment to any spot within 800 feet that she can visualize or specify, as the *fold space* power. The armor or shield can transport the wearer in this fashion twice per day.

Moderate psychoportation; ML 10th; Craft Magic Arms and Armor, *fold space*; Price +40,320 gp.

Averter: On command, up to three times per day, any creature to whom the wearer presents an averter shield must succeed on a DC 14 Will save or be overcome by a powerful aversion to the wielder (actually the shield), and will not approach within 30 feet. This is a mind-affecting compulsion effect, as the aversion power.

Faint telepathy; ML 5th; Craft Magic Arms and Armor, *aversion*; Price +12,960 gp.

Ectoplasmic: As a standard action, ectoplasmic armor converts itself, its wearer, and all the wearer's equipment into ectoplasmic form for up to 5 minutes once per day, as the power of the same name. In this semisolid state, the wearer gains damage reduction 10/psionics.

Faint psychometabolism; ML 5th; Craft Magic Arms and Armor, *ectoplasmic form*; Price +10,800 gp.

Floating: This kind of armor is psionically buoyant in water or a similar liquid, negating the normal penalty for wearing armor when making Swim checks. Additionally, it grants a +4 circumstance bonus on Swim checks.

Faint psychoportation; ML 4th; Craft Magic Arms and Armor, *float*; Price +4,000 gp.

TABLE 7-3: ARMOR SPECIAL ABILITIES

Minor	Medium	Major	Special Ability	Base Price Modifier
01-30	01-07	01-03	<i>Quickness</i>	+1 bonus ¹
31-74	08-30	04-05	<i>Landing</i>	+4,000 gp
75-80	31-46	06-10	<i>Floating</i>	+4,000 gp
81-96	47-55	11-20	<i>Linked</i>	+6,000 gp
97	56-66	21-30	<i>Seeing</i>	+6,000 gp
98	67-75	31-40	<i>Power resistance (13)</i>	+2 bonus ¹
99	76-83	41-50	<i>Ectoplasmic</i>	+10,800 gp
—	84-89	51-60	<i>Gleaming</i>	+3 bonus ¹
—	90-94	61-70	<i>Power resistance (15)</i>	+3 bonus ¹
—	95-98	71-77	<i>Vanishing</i>	+3 bonus ¹
—	99	78-83	<i>Mindarmor</i>	+24,000 gp
—	—	84-89	<i>Power resistance (17)</i>	+4 bonus ¹
—	—	90-94	<i>Radiant</i>	+4 bonus ¹
—	—	95-96	<i>Aporter</i>	+40,320 gp
—	—	97-98	<i>Power resistance (19)</i>	+5 bonus ¹
—	—	99	<i>Phasing</i>	+65,520 gp
100	100	100	Roll twice again ²	—

1. Add to enhancement bonus to determine total market price.
2. If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Gleaming: This kind of armor is usually made of crystal, though it doesn't have to be. Gleams and flashes from the armor give the wearer and his armor a "fuzzy" appearance, granting the wearer concealment.

Faint metacreativity; ML 5th; Craft Magic Arms and Armor, *concealing amorphia*; Price +3 bonus.

Heartening: This kind of shield grants the wearer up to 5 temporary hit points per day on command. These temporary hit points fade after 4 minutes. The wearer can activate this power as an immediate action.

Faint psychometabolism; ML 4th; Craft Magic Arms and Armor, *vigor*; Price +720 gp.

Landing: A suit of armor with this capability allows the wearer to ignore any damage dealt by the first 60 feet of a fall. Regardless of the height of a fall, the wearer always lands on her feet.

Faint psychoportation; ML 4th; Craft Magic Arms and Armor, *catfall*; Price +4,000 gp.

Linked: This kind of armor or shield allows the wearer to form a telepathic bond with other wearers of linked armor or shields within 10 miles. This ability is otherwise similar to the *mindlink* power.

Moderate telepathy; ML 6th; Craft Magic Arms and Armor, *mindlink*; Price +6,000 gp.

Manifester: This kind of shield generates 3 power points once per day that the wearer can use when manifesting a power he knows. These power points must all be used on the same power. As usual, a psionic

TABLE 7-4: SHIELD SPECIAL ABILITIES

Minor	Medium	Major	Special Ability	Base Price Modifier
01-35	01-05	01-03	<i>Heartening</i>	+720 gp
36-60	06-10	04-05	<i>Ranged</i>	+1 bonus ¹
61-89	11-15	06-10	<i>Linked</i>	+6,000 gp
90-97	16-35	11-24	<i>Power resistance (13)</i>	+2 bonus ¹
98	36-58	25-34	<i>Manifester</i>	+10,800 gp
99	69-88	35-44	<i>Averter</i>	+12,960 gp
—	89-92	45-54	<i>Vanishing</i>	+3 bonus ¹
—	93-96	55-64	<i>Power resistance (15)</i>	+3 bonus ¹
—	97-98	65-74	<i>Wall</i>	+20,160 gp
—	99	75-81	<i>Mindarmor</i>	+24,000 gp
—	—	82-88	<i>Power resistance (17)</i>	+4 bonus ¹
—	—	89-93	<i>Aporter</i>	+40,320 gp
—	—	94-96	<i>Time buttress</i>	+5 bonus ¹
—	—	97-99	<i>Power resistance (19)</i>	+5 bonus ¹
100	100	100	Roll twice again ²	—

1. Add to enhancement bonus to determine total market price.
2. If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

character cannot pay a power's cost with power points from more than one source, so the power points in the shield must be used for discrete manifestations.

Moderate clairsentience; ML 6th; Craft Magic Arms and Armor, knowledge of any 2nd-level power; Price +10,800 gp.

Mindarmor: This kind of armor or shield grants the wearer a +3 insight bonus on Will saving throws to resist all mind-affecting and/or compulsion powers.

Faint psychokinesis; ML 5th; Craft Magic Arms and Armor, *empty mind*; Price +24,000 gp.

Phasing: The wearer of this kind of armor can move through wooden, plaster, or stone walls, but not other materials. The wearer can call on this special ability as a standard action. When the phasing ability is active, the wearer can pass through a wall or some other kind of appropriate object for a total distance of 60 feet per day (see below), breaking this distance up into several smaller passages or one long one, as desired. A wearer who exceeds this daily distance limit while inside solid material is ejected from the material at the point of entry, ending up prone in front of the now impassable barrier.

Phasing through a wall that separates two adjacent squares on the grid counts as 5 feet of distance. Phasing through a wall or barrier of any greater thickness counts as a distance equal to the barrier's thickness plus 5 feet.

Strong psychoportation; ML 13th; Craft Magic Arms and Armor, *psionic phase door*; Price +65,520 gp.

Power Resistance: This kind of armor or shield grants the wearer power resistance while it is worn. The power resistance can be 13, 15, 17, or 19, depending on the amount that was built into the armor or shield.

Moderate clairsentience; ML 9th; Craft Magic Arms and Armor, *power resistance*; Price +2 bonus (PR 13); +3 bonus (PR 15); +4 bonus (PR 17); or +5 bonus (PR 19).

Quickness: This kind of armor increases the wearer's speed by 5 feet. Thus, a character whose normal speed in armor is 20 feet moves 25 feet in armor of quickness.

Faint psychoportation; ML 4th; Craft Magic Arms and Armor, *burst*; Price +1 bonus.

Radiant: The wearer of this kind of armor gains resistance 10 against energy attacks (acid, cold, electricity, fire, or sonic). The armor absorbs the first 10 points of damage dealt by any such attack, and this absorption causes it to radiate light for a number of rounds equal to the points of damage absorbed. This light is sufficient to illuminate a 60-foot-radius area.

If the armor absorbs more damage while it is radiating light, the newer radiant effect overlaps (does not stack with) the effect that was already in place.

Moderate psychokinesis; ML 9th; Craft Magic Arms and Armor; *energy adaptation*; Price +4 bonus.

Ranged: The wielder of a ranged shield can throw it in combat, with a range increment of 30 feet. While in the air, the shield is treated in all ways as a ranged weapon and cannot be blocked or grabbed except by those with appropriate feats. No matter the size of the wielder, a buckler or light shield deals 1d6 points of damage and a heavy one 1d8 points. (A tower shield cannot be created with this special ability.) The wielder's Strength modifier and the shield's enhancement bonus add to the base damage.

A ranged shield flies through the air back to the creature that threw it. It returns to the wielder just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a ranged shield when it comes back is a free action. If the wielder can't catch it, or if the wielder has moved since throwing it, the shield drops to the ground in the square from which it was thrown.

Faint psychokinesis; ML 5th; Craft Magic Arms and Armor, *far hand*; Price +1 bonus.

Seeing: This kind of armor grants a wider than normal field of vision, so that opponents flanking the wearer gain only a +1 bonus on their attack rolls instead of +2 (rogues still get their full sneak attack damage because the wearer is still flanked). The wearer gains a +1 enhancement bonus on Perception checks but takes a -2 penalty on saves against gaze attacks.

Faint clairsentience; ML 5th; Craft Magic Arms and Armor, *ubiquitous vision*; Price +6,000 gp.

Time Buttress: This kind of shield gives the wielder a chance to avoid telling blows by using time itself as a shield. Once per day, the wielder can use *timeless body* as though manifesting the power.

Strong psychoportation; ML 17th; Craft Magic Arms and Armor, *timeless body*; Price +5 bonus.

Vanishing: On command, this suit of armor or shield renders its wearer and all the wearer's equipment invisible to the minds of others, as if he had manifested the power *cloud mind*. The wearer can use this ability twice per day.

Faint psychokinesis; ML 5th; Craft Magic Arms and Armor, *cloud mind*; Price +3 bonus.

Wall: As a standard action once per day, the wielder can drop this kind of shield at his feet and command a wall of ectoplasm (as the power) to come into being, with the shield as the point of origin for the effect. This effect forms a wall whose area is up to twelve 10-foot squares or a sphere or hemisphere with a radius of up to 12 feet. The wall dissipates after 7 minutes, or sooner if the wielder of the shield reclaims it (thus dismissing the effect).

Strong metacreativity; ML 12th; Craft Magic Arms and Armor, *wall of ectoplasm*; Price +20,160 gp.

PSIONIC WEAPONS

Although they generally follow the rules for magic weapons, psionic weapons differ from mundane and magic weapons in their design. Most possess some crystal components, and some are composed entirely of crystal. Many also sport intricate trceries along the blade or haft, which flicker now and then as if channeling flows of psychic energy.

Psionic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses on both attack and damage rolls when used in combat. This enhancement bonus is effective for the purpose of overcoming creatures with damage resistance that is penetrated by magic. All psionic weapons are also masterwork weapons, but their masterwork bonus on attack rolls does not stack with their enhancement bonus on attack rolls.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

In addition to enhancement bonuses, psionic weapons can also have the special abilities detailed here. A weapon with a special ability must have at least a +1 enhancement bonus.

The rules for manifester level (caster level) for weapons, additional damage dice, ranged weapons and ammunition, ammunition and breakage, hardness and hit points, critical hits, and weapons for unusually sized creatures for psionic weapons are the same as for magic weapons. Psionic weapons do not have the chance to generate light (though some may be mentally audible; see below).



TABLE 7-5: MELEE WEAPON SPECIAL ABILITIES

Minor	Medium	Major	Special Ability	Base Price Modifier
01-15	01-10	—	<i>Psychokinetic</i>	+1 bonus ¹
16-45	11-25	01-09	<i>Dissipater</i>	+1 bonus ¹
46-55	26-30	10-12	<i>Lucky</i>	+1 bonus ¹
56-70	31-40	13-17	<i>Sundering</i>	+1 bonus ¹
71-80	41-46	18-21	<i>Power storing</i>	+1 bonus ¹
81-99	51-56	22-30	<i>Collision</i>	+2 bonus ¹
—	57-65	31-37	<i>Mindcrusher</i>	+2 bonus ¹
—	66-71	38-41	<i>Psychokinetic burst</i>	+2 bonus ¹
—	72-75	42-49	<i>Suppression</i>	+2 bonus ¹
—	76-78	50-58	<i>Psibane</i>	+2 bonus ¹
—	79-81	59-61	<i>Parrying</i>	+8,000 gp
—	82-85	62-65	<i>Manifester</i>	+16,000 gp
—	86-88	66-71	<i>Bodyfeeder</i>	+3 bonus ¹
—	89-91	72-77	<i>Mindfeeder</i>	+3 bonus ¹
—	92-93	78-83	<i>Soulbreaker</i>	+3 bonus ¹
—	94	84-86	<i>Psychic</i>	+35,000 gp
—	95	87-90	<i>Coup de grace</i>	+5 bonus ¹
100	96-100	91-100	Roll again twice ²	—
<ol style="list-style-type: none"> 1. Add to enhancement bonus to determine total market price 2. Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10. 				

Mentally Audible: Fully 30% of psionic weapons telepathically mutter, croon, recite battle poems, scream, or produce other mental “noises” when first drawn, at first blood, or when they slay a significant enemy. Such a weapon cannot be concealed from creatures within 15 feet when it is drawn, nor can its mental “soundtrack” be curbed.

Activation: Usually a character benefits from a psionic weapon in the same way a character benefits from a mundane weapon—by attacking with it. If a weapon has a special ability that the user needs to activate, then the user usually needs to project a command thought (a standard action).

PSIONIC WEAPON SPECIAL ABILITY

DESCRIPTIONS

Most psionic weapons have only enhancement bonuses. They can also have the special abilities detailed here. A weapon with a special ability must have at least a +1 enhancement bonus.

Bodyfeeder: All feeder weapons have a special ability that functions only upon scoring a successful critical hit. A bodyfeeder weapon grants its wielder temporary hit points equal to the total damage dealt by a successful critical hit. These temporary hit points last for 10

TABLE 7-6: RANGED WEAPON SPECIAL ABILITIES

Minor	Medium	Major	Special Ability	Base Price Modifier
01-20	01-15	—	<i>Teleporting</i>	+1 bonus ¹
21-40	16-30	—	<i>Psychokinetic</i>	+1 bonus ¹
41-100	31-45	01-30	<i>Collision</i>	+2 bonus ¹
—	46-50	31-40	<i>Suppression</i>	+2 bonus ¹
—	51-66	41-65	<i>Psychokinetic burst</i>	+2 bonus ¹
—	67-74	66-69	<i>Psibane</i>	+2 bonus ¹
—	75-78	70-73	<i>Manifester</i>	+16,000 gp
—	79-82	74-79	<i>Dislocator</i>	+3 bonus ¹
—	83-98	80-90	<i>Great dislocator</i>	+4 bonus ¹
—	—	91-97	<i>Coup de grace</i>	+5 bonus ¹
—	99-100	98-100	Roll again twice ²	—

1. Add to enhancement bonus to determine total market price
2. Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

minutes. Thus, if the wielder of a bodyfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary hit points from a previous critical hit, the wielder gains only the better of the two values: either his current number of temporary hit points, or the new influx of temporary hit points, whichever is higher.

Strong psychometabolism; ML 12th; Craft Magic Arms and Armor, *claws of the vampire*; Price +3 bonus.

Collision: Collision weapons psionically increase their own mass at the end point of each swing or shot. Such weapons deal an extra 5 points of damage on each successful strike, in addition to the weapon's enhancement bonus. Bows, crossbows, and slings bestow the extra damage upon their ammunition.

Moderate metacreativity; ML 10th; Craft Magic Arms and Armor, *matter manipulation*; Price +2 bonus.

Coup de Grace: Coup de grace weapons are exceptionally dangerous. On a successful critical hit, the foe must succeed on a DC 27 Will save or be paralyzed for 1 round. While this ability does work on creatures that are immune to extra damage from critical hits, it does not work on creatures without an Intelligence score. Bows, crossbows, and slings bestow this ability on their ammunition.

Strong telepathy; ML 19th; Craft Magic Arms and Armor, *mind control*; Price +5 bonus.

Dislocator: The wielder of this kind of weapon can attempt to dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed on a DC 17 Will save or be teleported 1-100 miles in a random direction. If the weapon misses, the use is wasted. Bows, crossbows, and slings bestow this ability on their ammunition.

Strong psychoportation; ML 12th; Craft Magic Arms and Armor, *psychoport*; Price +3 bonus.

Dissipater: This kind of weapon is devastating to creatures and objects composed of or originally formed from ectoplasm (such as astral constructs, walls of ectoplasm, creatures in ectoplasmic form, and items created using the metacreativity discipline). Against qualifying targets, a dissipater weapon ignores damage reduction and hardness, and treats all successful hits as critical hits.

Strong metacreativity; ML 12th; Craft Magic Arms and Armor, *dismiss ectoplasm*; Price +1 bonus.

Great Dislocator: The wielder of this kind of weapon can attempt to greatly dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed on a DC 20 Will save or be cast into a random alternate plane of existence. If the weapon misses, the use is wasted. Bows, crossbows, and slings bestow this ability upon their ammunition.

Strong psychoportation; ML 12th; Craft Magic Arms and Armor, *planar travel*; Price +4 bonus.

Lucky: A lucky weapon offers a second chance at success. Once per day, the wielder can reroll a failed attack roll (whether a single attack or one in a series of multiple attacks) as a free action. The rerolled attack uses the same bonuses or penalties as the missed roll.

Moderate clairsentience; ML 8th; Craft Magic Arms and Armor, *fate of one*; Price +1 bonus.

Manifester: This kind of weapon generates 5 power points once per day that the wearer can use when manifesting a power he knows. These power points must all be used on the same power. As usual, a psionic character cannot pay a power's cost with power points from more than one source, so the power points in the weapon must be used for discrete manifestations.

Moderate clairsentience; ML 8th; Craft Magic Arms and Armor, knowledge of any 3rd-level power; Price +16,000 gp.

Mindcrusher: Any psionic creature struck in combat by a mindcrusher weapon loses a number of power points equal to half the amount of hit point damage the weapon deals (only the base damage of the weapon contributes to the power point loss; additional damage from high Strength or other sources does not cause additional power point loss). A psionic creature that is out of power points (or has none) must succeed on a DC 17 Will save or take 1d2 points of Wisdom damage.

Strong psychometabolism; ML 12th; Craft Magic Arms and Armor, *psychic vampire*; Price +2 bonus.

Mindfeeder: All feeder weapons have a special ability that functions only upon scoring a successful critical hit. Once per day, a mindfeeder weapon grants its wielder temporary power points equal to the total lethal damage dealt by a successful critical hit. The wielder must decide to use the mindfeeder ability after successfully confirming a critical hit, but prior to rolling critical hit damage. These temporary power points last for 10 minutes. The wielder may not exceed his natural maximum power points per day using the mindfeeder

ability. The wielder gains power points even if the target has none (effectively, its hit point damage is converted to power points). Constructs and undead are not subject to mindfeeder weapons. As with temporary hit points, temporary power points do not stack with each other; they overlap. Thus, if a mindfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary power points from a previous critical hit, the wielder gains only the better of the two values: either her current number of temporary power points, or the new influx of temporary power points, whichever is higher.

Strong psychometabolism; ML 15th; Craft Magic Arms and Armor, *psychic vampire*; Price +3 bonus.

Parrying: A parrying weapon perceives an instant into the future, and of its own accord resists melee and ranged attacks aimed at the wielder, granting a +1 insight bonus to the wielder's Armor Class. The weapon is so adept at parrying that it even affects incoming powers, granting the wielder a +1 insight bonus on saving throws. The bonuses are granted whenever the wielder holds the weapon, even if flat-footed.

Faint clairsentience; ML 5th; Craft Magic Arms and Armor, *defensive precognition*; Price +8,000 gp.

Power Storing: A power storing weapon allows a manifester to store a single targeted power of up to 5 power points in the weapon. (The power must have a manifesting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately manifest the power on that creature as a swift action if the wielder desires. (This ability is an exception to the rule that manifesting a power from an item takes at least as long as manifesting that power normally.) Once the power is manifested, the weapon is empty, and a manifester can imbed any other targeted power of up to 5 power points into it. The weapon telepathically whispers to the wearer the name of the power currently stored within it. A randomly generated power storing weapon has a 50% chance to have a power stored in it already.

Strong psychokinesis; ML 12th; Craft Magic Arms and Armor, creator must be a manifester of at least 12th level; Price +1 bonus.

Psibane: A psibane weapon is crafted to oppose psionic beings. When used against such creatures, its effective enhancement bonus is 2 higher than its actual enhancement bonus. It deals an extra 2d6 points of damage against psionic opponents. It bestows one negative level on any psionic creature attempting to wield it. This negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded. Psibane bows, crossbows, and slings bestow this ability upon their ammunition.

Strong clairsentience; ML 15th; Craft Magic Arms and Armor, *bend reality*; Price +2 bonus.

Psychic: A psychic weapon's power depends on its wielder. In the hands of a nonpsionic creature,

the weapon possesses the qualities of a nonmagical, nonpsionic masterwork weapon. When wielded by a psionic creature, this weapon has an enhancement bonus based on the wielder's current power point reserve, as shown on the following table. The weapon's enhancement bonus decreases as the wielder spends power points, and it increases whenever the wielder gains enough power points (by any means) to put his power point reserve into the next higher category.

Power Point Reserve	Enhancement Bonus
1-4	+1
5-29	+2
30-79	+3
80-129	+4
130 or higher	+5

Strong clairsentience; ML 17th; Craft Magic Arms and Armor, *reality revision*; Price +35,000.

Psychokinetic: Upon command, a psychokinetic weapon glows from the inside with lethal psionic energy. The energy does not harm the hands that hold the weapon. Such a weapon deals an extra 1d4 points of damage on a successful hit. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition.

Moderate psychokinesis; ML 10th; Craft Magic Arms and Armor, *concussion blast*; Price +1 bonus.

Psychokinetic Burst: This weapon functions as a psychokinetic weapon that also releases a blast of destructive psionic energy upon scoring a successful critical hit. In addition to the extra damage of the psychokinetic ability (see above), a psychokinetic burst weapon deals an extra 1d8 points of damage on a successful critical hit. If the weapon's critical multiplier is $\times 3$, add 2d8 points of extra damage instead, and if the multiplier is $\times 4$, add 3d8 points of extra damage. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition.

Strong psychokinesis; ML 12th; Craft Magic Arms and Armor, *concussion blast*; Price +2 bonus.

Soulbreaker: This weapon has a special ability that functions only upon scoring a successful critical hit. On a successful critical hit, a soulbreaker weapon bestows one negative level on the foe. One day after being struck, if the negative levels have not been purged, the subject must succeed on a DC 18 Fortitude save for each negative level or it becomes a permanent negative level.

Strong telepathy; ML 12th; Craft Magic Arms and Armor, *mindwipe*; Price +3 bonus.

Sundering: This kind of weapon allows a wielder to attack opponents' weapons as if he had the Improved Sunder feat.

Faint metacreativity; ML 5th; Craft Magic Arms and Armor, Great Sunder, *metaphysical weapon*; Price +1 bonus.

Suppression: An opponent or object struck by this kind of weapon is subject to a targeted *dispel psionics* power. The wielder makes a dispel check ($1d20 + 5 +$ manifester level, maximum +15) against a DC of 11 + the manifester level of the power to be dispelled. Bows, crossbows, and slings bestow this ability upon their ammunition, but can do so only three times per day.

Moderate psychokinesis ML 10th; Craft Magic Arms and Armor, *dispel psionics*; Price +2 bonus.

Teleporting: This ability can be imbedded only in weapons that can be thrown. A teleporting weapon returns through the Astral Plane to the creature that threw it. It teleports into the throwing creature's empty hand in the round following the round when it was thrown, just before that creature's turn. It is therefore ready to use again on that turn.

Faint psychoportation; ML 5th; Craft Magic Arms and Armor, *fold space*; Price +1 bonus.

COGNIZANCE CRYSTALS

Cognizance crystals store power points that psionic characters can use to pay for manifesting their powers.

Physical Description: A cognizance crystal consists of a core crystal and two or three smaller crystals arranged in specific positions around it on strands of silver wire. The crystals give off a faint glow. A typical cognizance crystal weighs approximately 1 pound, has AC 7, 10 hit points, a hardness of 8, and a break DC of 16.

Activation: The user must merely hold or have a crystal on her person for a period of at least 10 minutes (which is long enough to attune oneself to the crystal). Thereafter, the owner can use power points stored in the crystal to manifest powers she knows.

The maximum number of points a cognizance crystal can store is always an odd number and is never more than 17. It can store only as many power points as its original maximum, set at the time of its creation. When a cognizance crystal's power points are used up, the glow of the crystal dims. However, the user can recharge it by paying power points on a 1-for-1 basis. While doing this depletes the user's own power point reserve for the day, those power points remain available in the cognizance crystal until used.

A user cannot directly replenish her personal power points from those stored in a cognizance crystal, nor can she draw power points from more than one source

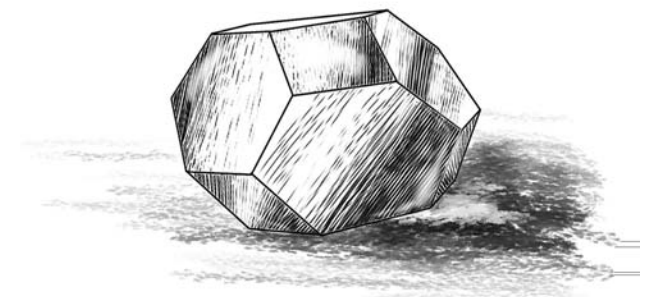


TABLE 7-7: COGNIZANCE CRYSTALS

Minor	Medium	Major	Maximum Power Point Storage	Market Price
01-90	01-40	—	1	1,000 gp
91-100	41-74	—	3	4,000 gp
—	75-89	01-39	5	9,000 gp
—	90-98	40-59	7	16,000 gp
—	99-100	60-69	9	25,000 gp
—	—	70-70	11	36,000 gp
—	—	80-89	13	49,000 gp
—	—	90-95	15	64,000 gp
—	—	96-100	17	81,000 gp

to manifest a power. See Using Stored Power Points for more information.

Faint to strong psychokinesis; ML equal to maximum power point storage; Craft Cognizance Crystal; Weight 1 lb.

DORJES

A dorje is a slender crystal that contains a single power. Each dorje has 50 charges when created, and each charge expended allows one use of that power. A dorje that runs out of charges is just a simple crystal.

Physical Description: A typical dorje is an elongated crystal of one color (or colorless), between 8 inches and 10 inches long and about ½ inch thick, which can weigh up to ¼ pound. Occasionally, a dorje is decorated with carvings or inscribed runes along a face of the crystal. A typical dorje has AC 7, 7 hit points, a hardness of 8, and a break DC of 18.

Activation: Dorjes use the power trigger activation method, so manifesting a power from a dorje is usually a standard action that does not provoke attacks of opportunity. (If the power being manifested has a manifesting time longer than 1 standard action, however, it takes that long to manifest the power from a dorje.) The user must have the power on his class list, even if he knows the command thought. Additionally, to activate a dorje, a character must hold it in hand and point it in the general direction of the target or area to be affected.

Dorjes are normally created at the minimum manifester level required to manifest the power, and powers that can be augmented are not augmented when stored in a dorje. A dorje's wielder cannot augment the power contained within the dorje. However, dorjes can be created at a higher manifester level than required to manifest the power. In this case, the dorje that holds an augmentable power is augmented, to the limit of the manifester level and the power's augmentation maximums, if any. The manifester level of a dorje cannot be more than five higher than the minimum manifester level to use the power it contains.

TABLE 7-8: DORJES

Minor	Medium	Major	Power Level ¹	Market Price
01-50	—	—	1st	750 gp
51-95	01-05	—	2nd	4,500 gp
96-100	06-65	—	3rd	11,250 gp
—	66-95	01-05	4th	21,000 gp
—	96-100	06-50	5th	33,750 gp
—	—	51-70	6th	49,500 gp
—	—	71-85	7th	68,250 gp
—	—	86-95	8th	90,000 gp
—	—	95-100	9th	114,750 gp

1. Some dorjes have higher manifester levels than the minimum power level, which give them commensurately higher costs.

POWER STONES

A power stone stores a power (or collection of powers). A stored power can be used only once, “flushing” the stone. Using a power stone is basically like manifesting a power.

Physical Description: A power stone is a thumb-sized chunk of crystal that possesses a barely detectable interior glow if it holds a low-level power. A stone imprinted with more than one power or a higher-level power glows more brightly, but never enough to provide illumination in its own right. A typical power stone has AC 7, 5 hit points, a hardness of 8, and a break DC of 20.

Activation: To activate a power stone, a manifester must mentally address it, as described below. Once the power is known, the power stone is treated as a power completion item, except as noted below.

Addressing the Stone: A power stone must be “addressed” before a character can use it or know exactly what power it contains. Doing this requires a successful Spellcraft check (DC 15 + power level). Once a particular power stone has been addressed, it is not necessary to do so again. Addressing a power stone in advance lets a character proceed directly to the next step when the time comes to use it.

Using a stone's stored power after addressing the stone requires holding the stone and willing the power's manifestation, as if manifesting a power normally (a standard action). Activating a power stone is subject to disruption just as manifesting a power normally would be.

Additionally, the user must meet the following requirements.

- The user must have the power on his or her class list.
- The user must have the requisite key ability score.

If the user meets these requirements and has a manifester level at least equal to the power's manifester level, she can automatically manifest the stored power without a check. If she meets both requirements but her own level is lower than the power stone's manifester

TABLE 7-9: POWER STONES TYPES

d%	Type
01-70	Psion/Wilder
71-100	Psychic Warrior

TABLE 7-10: POWERS IMPRINTED IN A POWER STONE

Power Stone Type	Number of Powers
Minor	1d3 powers
Medium	1d4 powers
Major	1d6 powers

level, she has to make a manifester level check (1d20 + manifester level), against a DC equal to the power stone's manifester level +1, to manifest the power successfully. On a failure, the user must succeed on a DC 5 Wisdom check to avoid brainburn (see below). A natural roll of 1 on this check is always a failure.

Determine Effect: A power successfully manifested from a power stone works exactly as if manifested normally. Assume the power stone's manifester level is always the minimum level required to manifest the power for the character who imprinted the stone, unless the creator specifically desires otherwise.

A power stone's glow fades when its stored power is flushed.

Brainburn: When something goes awry, the user of a power stone improperly manifests the stored power. The resultant psionic surge persists for 1d4 rounds, unless the power stone is flung farther than 100 feet away or is destroyed. This surge deals 1d6 points of damage per power stored per round and arcs across multiple targets, similar to energy current, except the damage type isn't specified. The user is the primary target, and one nearby ally is the secondary target (chosen at random).

The manifester level for a standard power stone is the minimum manifester level needed to manifest the power (unless otherwise specified).

TABLE 7-11: POWER STONE LEVELS

Minor	Medium	Major	Power Level	Market Price
01-50	—	—	1st	25 gp
51-95	01-05	—	2nd	150 gp
96-100	06-65	—	3rd	375 gp
—	66-95	01-05	4th	700 gp
—	96-100	06-50	5th	1,125 gp
—	—	51-70	6th	1,650 gp
—	—	71-85	7th ¹	2,275 gp
—	—	86-95	8th ¹	3,000 gp
—	—	95-100	9th ¹	3,825 gp

1. Reroll if a level of 7th or higher is indicated for a psychic warrior power stone. The maximum level for a psychic warrior power stone is 6th.

PSICROWNS

A psicrown is a special headband that stores several powers. Unlike dorjes, which can contain a wide variety of powers, each psicrown is of a certain kind and holds specific powers. Different psicrowns typically come in three types: Lesser, Greater, and True. The type of a psicrown and its manifester level determine the reservoir of power points it contains when created. These power points can be spent only on the powers that are contained in the psicrown.

Physical Description: A typical psicrown is large enough to fit on the head of a Medium creature. Some psicrowns are actually crownlike and heavily adorned, while others are simple headbands with crystal centerpieces. All psicrowns weigh less than 1 pound. Most psicrowns are metallic, but one could potentially be composed of any material. Metallic psicrowns have AC 10, 10 hit points, hardness 8, and a break DC of 28. Psicrowns made of psionically reinforced silk have AC 7, 10 hit points, hardness 2, and a break DC of 24. Psicrowns can be made from other, more exotic materials, but all have at least the strength and durability of psicrowns made of psionically reinforced silk.

Activation: Psicrowns use the power trigger activation method, so manifesting a power from a psicrown is usually a standard action that does not provoke attacks of opportunity. (If the power being manifested, however, has a longer manifesting time than 1 standard action, it takes that long to manifest the power from a psicrown.) When activating a psicrown, the user spends power points contained in the psicrown on any one of the psicrown's powers. Powers activated from a psicrown can be augmented with additional power points from the psicrown itself, so long as the total number of power points spent does not exceed the user's manifester level. The user can't manifest a power from a psicrown using his own power points.

Each morning, when a manifester meditates to gain his power points, he can also imbue one psicrown with a portion of his power so long as one or more of the powers in the psicrown is on his class power list and his manifester level is at least equal to that of the psicrown. Imbuing a psicrown with this power restores to it a number of power points equal to the psicrown's daily recharge value, but the manifester's power point reserve is reduced by a number of power points equal to the manifester level of the psicrown. A psicrown cannot gain more than its daily recharge value in power points per day and a manifester cannot imbue more than one psicrown per day.

PSICROWN DESCRIPTIONS

Psicrowns have immense utility because they pack so many capabilities into one item and because they use the wearer's ability score and relevant feats to set the DC for saves against their powers.

Unlike with other sorts of psionic items, the wearer can use his manifester level when activating the power

TABLE 7-12: PSICROWNS

Medium	Major	Psicrown	Market Price
01-20	01-09	<i>Dominator, lesser</i>	14,400 gp
21-51	10-20	<i>Beast, lesser</i>	23,400 gp
52-64	21-31	<i>Dominator, greater</i>	39,600 gp
65-79	32-41	<i>Fiery ruin, lesser</i>	57,000 gp
80-89	42-58	<i>Traveler, lesser</i>	57,000 gp
90-97	59-68	<i>Cautious warrior, greater</i>	61,600 gp
98-100	69-78	<i>Discerning watcher, greater</i>	105,600 gp
—	79-89	<i>Temporal juggler, greater</i>	122,400 gp
—	90-97	<i>Astral legion, true</i>	122,400 gp
—	98-100	<i>Evader, true</i>	145,600 gp

of a psicrown if it's higher than the manifester level of the psicrown.

The minimum manifester level of a psicrown is 8th for lesser, 11th for greater, and 14th for true. The type of a specific psicrown determines its daily recharge rate: 1/3 psicrown's manifester level (round down) for lesser, 1/2 psicrown's manifester level (round up) for greater, and equal to psicrown's manifester level for true.

Standard psicrowns are described below.

PSICROWN OF THE ASTRAL LEGION, TRUE

Aura strong metacreativity; **ML** 17th
Slot head; **Price** 122,400 gp; **Weight** —

DESCRIPTION

This psicrown has 170 power points. It is made from white silk interwoven with crystalline strands of thread. It allows use of the following power:

Astral construct

Recharge: Cost 17 pp, Gain 17 pp

CONSTRUCTION

Requirements Craft Staff, *astral construct*; **Cost** 61,200 gp

PSICROWN OF THE BEAST, LESSER

Aura moderate psychometabolism; **ML** 9th
Slot head; **Price** 23,400 gp; **Weight** —

DESCRIPTION

This psicrown has 30 power points. It is made from a prickly collection of bear claws and snake fangs. It allows use of the following powers:

Claw of energy

Duodimensional claw

Prevenom

Truevenom

Recharge: Cost 9 pp, Gain 3 pp

CONSTRUCTION

Requirements Craft Staff, *claw of energy*, *duodimensional claw*, *prevenom*, *truevenom*; **Cost** 11,700 gp

PSICROWN OF THE CAUTIOUS WARRIOR, GREATER

Aura moderate psychometabolism; **ML** 11th
Slot head; **Price** 61,600 gp; **Weight** —

DESCRIPTION

This psicrown has 60 power points. It is made from a shining iron alloy, similar in appearance to a metallic shield. It allows use of the following powers.

Adapt body

Body adjustment

Precognition, defensive

Inertial barrier

Recharge: Cost 11 pp, Gain 6 pp

CONSTRUCTION

Requirements Craft Staff, *adapt body*, *body adjustment*, *defensive precognition*, *inertial barrier*; **Cost** 30,800 gp

PSICROWN OF THE DISCERNING WATCHER, GREATER

Aura moderate clairsentience; **ML** 11th
Slot head; **Price** 105,600 gp; **Weight** —

DESCRIPTION

This psicrown has 60 power points. It is made from pure transparent crystal. It allows use of the following powers.

Aura sight

Clairtangent hand

Clairvoyant sense

Heightened vision

Pierce the veils

Remote viewing

Recharge: Cost 11 pp, Gain 6 pp

CONSTRUCTION

Requirements Craft Staff, *aura sight*, *clairtangent hand*, *clairvoyant sense*, *heightened vision*, *pierce the veils*, *remote viewing*; **Cost** 52,800 gp

PSICROWN OF THE DOMINATOR, GREATER

Aura moderate telepathy; **ML** 11th
Slot head; **Price** 39,600 gp; **Weight** —

DESCRIPTION

This psicrown has 60 power points. It is made from black iron without further ornamentation. It allows use of the following powers.

Empathic connection

Mind control

Compelling voice

Recharge: Cost 11 pp, Gain 6 pp

CONSTRUCTION

Requirements Craft Staff, *empathic connection*, *mind control*, *compelling voice*; **Cost** 19,800 gp

PSICROWN OF THE DOMINATOR, LESSER

Aura moderate telepathy; **ML** 9th
Slot head; Price 14,400 gp; **Weight** —

DESCRIPTION

This psicrown has 30 power points. It is made from gray iron and is shaped into an intricately fluted crown. It allows use of the following powers.

Empathic connection

Mind control

Compelling voice

Recharge: Cost 9 pp, Gain 3 pp

CONSTRUCTION

Requirements Craft Staff, *empathic connection, mind control, compelling voice*; **Cost** 7,200 gp

PSICROWN OF THE EVADER, TRUE

Aura moderate psychoportation; **ML** 14th
Slot head; Price 145,600 gp; **Weight** —

DESCRIPTION

This psicrown has 140 power points. It is made from silk, usually dyed emerald green, with an emerald crystal affixed to the material. It allows use of the following powers.

Flight

Slip the bonds

Wall walker

Recharge: Cost 14 pp, Gain 14 pp

CONSTRUCTION

Requirements Craft Staff, *catfall, hustle, flight, slip the bonds, wall walker*; **Cost** 72,800 gp

PSICROWN OF FIERY RUIN, LESSER

Aura moderate psychokinesis; **ML** 15th
Slot head; Price 57,000 gp; **Weight** —

DESCRIPTION

This psicrown has 50 power points. It is made from reddish iron and is shaped into a twisted circlet studded with reddish crystals. It allows use of the following powers.

Energy ball

Energy cone

Energy missile

Energy stun

Fiery discorporation

Recharge: Cost 15 pp, Gain 5 pp

CONSTRUCTION

Requirements Craft Staff, *energy ball, energy cone, energy missile, energy stun, fiery discorporation*; **Cost** 28,500 gp

PSICROWN OF THE TEMPORAL JUGGLER, GREATER

Aura moderate psychoportation; **ML** 17th

Slot head; Price 122,400 gp; **Weight** —

DESCRIPTION

This psicrown has 90 power points. It is made from silk, usually dyed in several colors, with a clear crystal affixed to the material. It allows use of the following powers.

Temporal acceleration

Time hop

Timeless body

Recharge: Cost 17 pp, Gain 9 pp

CONSTRUCTION

Requirements Craft Staff, *temporal acceleration, time hop, timeless body*; **Cost** 61,200 gp

PSICROWN OF THE TRAVELER, LESSER

Aura moderate psychoportation; **ML** 15th
Slot head; Price 54,000 gp; **Weight** —

DESCRIPTION

This psicrown has 50 power points. It is made from silk, usually dyed emerald green, with an emerald crystal affixed to the material. It allows use of the following powers.

Astral traveler

Fold space

Psychoport, greater

Psychoport

Recharge: Cost 15 pp, Gain 5 pp

CONSTRUCTION

Requirements Craft Staff, *astral traveler, greater psychoport, fold space, psychoport*; **Cost** 27,000 gp

PSIONIC TATTOOS

Psionic tattoos are designs scribed on the skin that manifest powers on their wearers. The wearer doesn't get to make any decisions about the tattoo's effect—the manifester who scribed it has already done so.

Psionic tattoos can vary in size, but a creature can wear only a total of twenty tattoos at one time—attempting to add one more than this maximum causes all previously scribed tattoos to simultaneously activate. A psionic tattoo fades away after use.

Physical Description: A typical psionic tattoo is a colorful pattern of tiny, interlacing lines within a larger design. This design can be as simple as a circle or a star, or as complex as an artist wishes to make it. Once it is scribed, a tattoo's design does not change. A psionic tattoo usually covers an area of skin no more than 5 inches in diameter (larger ones could be designed, but would have no added effect).

TABLE 7-13: PSIONIC TATTOOS

Minor	Medium	Major	Power Level	Market Price
01-47	01-08	—	1st	50 gp
48-100	09-75	01-50	2nd	300 gp
—	76-100	51-100	3rd	750 gp

Scribing and Transferring Tattoos: The manifester level of a psionic tattoo is the minimum level required to manifest the scribed power. A psionic tattoo can contain only powers of 3rd level or lower.

A psionic tattoo inscribed on a wearer is potentially more mobile than a mundane tattoo. As a standard action, the wearer can will the tattoo to move to a different part of his body or onto the skin of any willing (or unconscious) living creature he touches. If the wearer of a psionic tattoo is rendered unconscious or is slain, another sentient creature can touch the tattoo while willing it to leave the previous wearer and apply itself to the new creature as a standard action. Psionic tattoos cannot overlay one another.

Identifying Psionic Tattoos: In addition to the standard methods of identification, the wearer of a tattoo can concentrate on it and attempt to gain some sense of how it would feel if activated. A successful DC 13 Intelligence check provides a hint to the tattoo's effect.

Activation: A psionic tattoo produces its effect when touched by its wearer and willed to do so. This activity, called "tapping" the tattoo, is a standard action that provokes attacks of opportunity. A psionic tattoo fades away after use.

The following rules govern the use of psionic tattoos.

A creature must have an appropriate physical surface on which to scribe the pattern (thus, incorporeal creatures or creatures with impermanent flesh, such as fire elementals, cannot use psionic tattoos).

Tapping a psionic tattoo provokes attacks of opportunity. A successful attack (including grappling attacks) against the wearer forces a concentration check. A wearer who fails this check cannot concentrate effectively on the tattoo to use it. The tattoo remains untapped, and the wearer can make another attempt.



A character can trigger the effects of another's psionic tattoo if the other wearer is unconscious. It is a full-round action to find, touch, and concentrate on an unconscious creature's tattoo in order to tap it.

The manifester level for a standard psionic tattoo is the minimum manifester level needed to manifest the power (unless otherwise specified).

UNIVERSAL ITEMS

This is a catchall category for any psionic item that doesn't fall into the other groups. Anyone can use a universal item (unless specified otherwise in the description).

Physical Description: Varies.

Activation: Usually command thought, but details vary from item to item.

Universal Item Descriptions

Universal items can be configured to do just about anything.

Standard universal items are described below.

AMULET OF CATAPSI

Aura moderate telepathy; **ML** 9th
Slot neck; **Price** 16,200 gp; **Weight** —

DESCRIPTION

This copper amulet aids the wearer against other psionic characters. Once per day, the wearer can mentally command the *catapsi* power, which blankets a 30-foot-radius area surrounding the wearer in telepathic noise for 9 rounds. Each time other psionic characters within this range attempt to manifest a power, they must succeed on a DC 17 Will save or pay 4 more points than they otherwise would for each power manifestation. The limit on the number of power points a subject can spend on a power remains in effect, so the subject may not be able to manifest his or her highest-level powers.

CONSTRUCTION

Requirements Craft Wondrous Item, *catapsi*; **Cost** 8,100 gp

BOOTS OF LANDING

Aura faint psychoportation; **ML** 2nd
Slot feet; **Price** 1,000 gp; **Weight** 1 lb.

DESCRIPTION

These boots allow the wearer to recover instantly from a fall and can absorb some damage from falling once per day. The wearer lands on her feet no matter how far she falls, and takes 2 fewer dice of damage from the fall than normal.

CONSTRUCTION

Requirements Craft Wondrous Item, *catfall*; **Cost** 500 gp

BOOTS OF SKATING

Aura faint psychoportation; **ML** 1st
Slot feet; **Price** 7,000 gp; **Weight** 1 lb.

DESCRIPTION

These boots allow the wearer to slide along the ground at will as if using the *skate* power.

CONSTRUCTION

Requirements Craft Wondrous Item, *skate*; **Cost** 3,500 gp

BOOTS OF STOMPING

Aura faint psychokinesis; **ML** 3rd
Slot feet; **Price** 600 gp; **Weight** 1 lb.

DESCRIPTION

These boots allow the wearer to use *stomp* as the power three times per day (Reflex save DC 13) when the wearer stomps her feet.

CONSTRUCTION

Requirements Craft Wondrous Item, *stomp*; **Cost** 300 gp

BOOTS OF TEMPORAL ACCELERATION

Aura Strong psychoportation; **ML** 15th
Slot feet; **Price** 43,200 gp; **Weight** 1 lb.

DESCRIPTION

These boots allow the wearer to speed up his own time frame for 2 rounds as if using the power *temporal acceleration*. The wearer can use this power once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *temporal acceleration*; **Cost** 21,600 gp

COMPANION STONES

Aura varies; **ML** varies
Slot —; **Price** 1,700 gp (diplomacy), 27,200 gp (electrical protection), 7,500 gp (far sight), 17,000 (fire), 9,000 gp (fortify), 10,800 gp (truthful dealings); **Weight** —

DESCRIPTION

A companion stone is similar to a setting stone in that it functions only in conjunction with a *psicrystal staff* (see below). Like setting stones, companion stones add functionality to each staff. Unlike setting stones, however, companion stones take up orbit around the head of the staff, similar to the way ioun stones orbit the head of their owner. However, companion stones orbit only the head of a chosen *psicrystal staff*, not the wielder of the staff.

When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1 foot from the head of her staff. A character

TABLE 7-14: MINOR UNIVERSAL ITEMS

d%	Item	Market Price
01-03	Shard (+1, any one skill)	10 gp
04-06	Shard (+2, any one skill)	40 gp
07-09	Crawling tattoo (any 1st level)	50 gp
10-12	Crawling tattoo of concussion	50 gp
13-15	Shard (+3, any one skill)	90 gp
16-18	Shard (+4, any one skill)	160 gp
19-21	Shard (+5, any one skill)	250 gp
22-24	Crawling tattoo (any 2nd level)	300 gp
25-27	Pearl, brain lock	300 gp
28-30	Shard (+6, any one skill)	360 gp
31-33	Shard (+7, any one skill)	490 gp
34-36	Boots of stomping	600 gp
37-39	Shard (+8, any one skill)	640 gp
40-42	Crawling tattoo (any 3rd level)	750 gp
43-45	Crawling tattoo of energy bolt	750 gp
46-48	Pearl, breath crisis	750 gp
49-51	Shard (+9, any one skill)	810 gp
52-54	Boots of landing	1,000 gp
55-57	Psionic restraints, lesser	1,000 gp
58-60	Shard (+10, any one skill)	1,000 gp
61-63	Pearl, personality parasite	1,400 gp
64-66	Companion stone of diplomacy	1,700 gp
67-69	Psicrystal stave	2,000 gp
70-72	Crystal mask of knowledge	2,500 gp
73-75	Crystal mask of languages	2,500 gp
76-78	Eyes of expanded vision	3,000 gp
78-81	Gloves of object reading	3,000 gp
82-84	Meld stone of the alchemist	3,040 gp
85-87	Meld stone of the infiltrator	3,040 gp
88-90	Meld stone of the nimble trickster	3,040 gp
91-93	Mirror of suggestion	3,600 gp
94-95	Psionic restraints, average	6,000 gp
96-97	Torc of free will	6,000 gp
98-99	Boots of skating	7,000 gp
100	Companion stone of farsight	7,500 gp

must grab the companion stone to remove it from orbit about the *psicrystal staff*. The owner may voluntarily seize and stow a stone to keep it safe, but she loses the benefits of the stone during that time.

Companion stones have an Armor Class of 22, 8 hit points, and a hardness of 10.

The wielder can enhance her *psicrystal staff* with a maximum of 10 companion stones before the density of orbiting stones becomes too great.

As with the benefits provided by setting stones, the character must have her *psicrystal staff* in hand to gain the benefits from any orbiting companion stones.

Companion Stone of Diplomacy: The wielder of a staff enhanced with this stone gains a +4 competence bonus

TABLE 7-15: MEDIUM UNIVERSAL ITEMS

d%	Item	Market Price
01-03	Psionatrix of clairsentience	8,000 gp
04-06	Psionatrix of metacreativity	8,000 gp
07-09	Psionatrix of psychokinesis	8,000 gp
10-12	Psionatrix of psychometabolism	8,000 gp
13-15	Psionatrix of psychoportation	8,000 gp
16-18	Psionatrix of telepathy	8,000 gp
20-21	Third eye penetrate	8,000 gp
22-23	Companion stone of fortify	9,000 gp
24-25	Mirror of time hop	9,000 gp
26-27	Setting stone of power echo (3rd)	9,000 gp
28-29	Synaptic mask	9,000 gp
30-31	Crystal mask of detection	10,000 gp
32-33	Crystal mask of discernment	10,000 gp
34-35	Crystal mask of dread	10,000 gp
36-38	Crystal mask of psionic craft	10,000 gp
39-41	Ring of self-sufficiency	10,000 gp
42-43	Skin of nimbleness	10,000 gp
44-45	Third eye aware	10,000 gp
46-47	Third eye concentrate	10,000 gp
48-49	Third eye gather	10,000 gp
50-51	Eyes of power leech	10,080 gp
52-53	Setting stone of invigoration	10,080 gp
54-55	Third eye powerthieve	10,080 gp
56-57	Third eye view	10,180 gp
58-59	Crystal mask of mindarmor	10,667 gp
60-61	Companion stone of truthful dealings	10,800 gp
62-63	Psionic restraints, greater	12,000 gp
64-65	Torc of leech freedom	12,000 gp
66-67	Gloves of titan's grip	14,000 gp
68-69	Skin of the claw	16,000 gp
70-71	Amulet of catapsi	16,200 gp
72-73	Companion stone of fire	17,000 gp
74-75	Skin of the chameleon	18,000 gp
76-77	Pearl, mind seed	18,500 gp
78-79	Mirror of mind switch	19,800 gp
80-81	Eyes of power leech, vampiric	20,160 gp
82-83	Crystal mask of insightful detection	20,250 gp
84-85	Crystal anchor, body	24,000 gp
86-87	Crystal anchor, comprehension	24,000 gp
88-89	Crystal anchor, creation	24,000 gp
90-91	Crystal anchor, energy	24,000 gp
92-93	Crystal anchor, ghost	24,000 gp
94-95	Crystal anchor, mind	24,000 gp
96-97	Crystal anchor, travel	24,000 gp
98-99	Psionic restraints, damping	24,000 gp
100	Third eye sense	24,000 gp

TABLE 7-16: MAJOR UNIVERSAL ITEMS

d%	Item	Market Price
01-06	Setting stone of kenosis	29,000 gp
07-12	Skin of the defender	32,000 gp
13-18	Setting stone of power echo (6th)	36,000 gp
19-24	Torc of power preservation	36,000 gp
25-30	Boots of temporal acceleration	43,200 gp
31-36	Third eye repudiate	43,200 gp
37-42	Skin of fiery response	60,000 gp
43-48	Skin of the troll	61,200 gp
49-54	Skin of the hero	77,500 gp
55-60	Skin of the spider	79,080 gp
61-66	Setting stone of power echo (9th)	81,000 gp
67-72	Skin of proteus	84,000 gp
73-80	Third eye expose	112,000 gp
81-87	Third eye conceal	120,000 gp
88-92	Third eye dominate	120,000 gp
93-97	Skin of iron	129,600 gp
98-100	Skin of the psion	151,000 gp

on Diplomacy checks. Faint telepathy; ML 5th; Craft Wondrous Item, *broker*.

Companion Stone of Electrical Protection: The wielder of a staff enhanced with this stone is protected from electrical damage. Each time the wielder takes damage from electricity, subtract 10 points from the total for each electrical attack. Moderate psychometabolism; ML 7th; Craft Wondrous Item, *energy adaptation*.

Companion Stone of Far Sight: The wielder of a staff enhanced with this stone gains a +2 competence bonus on ranged attack rolls and a +2 competence bonus on saving throws against illusions. Weak psychometabolism; ML 5th; Craft Wondrous Item.

Companion Stone of Fire: The wielder of a staff enhanced with this stone gains the ability to manifest cones of fire. When a character points the companioned psicrystal staff and issues the command thought, an energy cone [fire] effect discharges from the stone, as if fully augmented by a 10th-level kineticist (10d6+10 points of fire damage with a DC adjustment of +2). Each use requires one charge; a newly created companion stone of fire has 30 charges. When the charges are expended, the companion stone burns to ash. Moderate psychokinesis; ML 10th; Craft Wondrous Item, *energy cone*.

Companion Stone of Fortify: The wielder of a staff enhanced with this stone gains a +4 resistance bonus to all saving throws (Fortitude, Reflex, and Will) once per day for up to five minutes—it is a standard action to activate this power. Faint psychometabolism; ML 5th; Craft Wondrous Item, *fortify*.

Companion Stone of Truthful Dealings: The wielder of a staff enhanced with this stone can read thoughts once per day for up to three minutes—it is a standard action to activate this power. Faint telepathy; ML 3rd; Craft Wondrous Item, *read thoughts*.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have appropriate powers; **Cost** 850 gp (diplomacy), 13,600 gp (electrical protection), 3,750 gp (far sight), 8,500 (fire), 4,500 gp (fortify), 5,400 gp (truthful dealings)

CRAWLING TATTOOS

Crawling tattoos resemble standard psionic tattoos, but their effects are often harmful rather than beneficial. Like a psionic tattoo, a crawling tattoo can be scribed only with a power of no higher than 3rd level that targets one or more creatures. Exceptions are the body adjustment power, which can be scribed even though it affects only the manifester, and telepathy (compulsion) powers, which cannot be scribed at all. Powers that normally have an area affect only one target if scribed in a crawling tattoo. Otherwise, crawling tattoos are treated as psionic tattoos until they are activated by the wearer.

The wearer of a crawling tattoo can tap the tattoo as a standard action that provokes attacks of opportunity, mentally specifying a target (to which the wearer must have line of sight). Instead of manifesting its stored power, the tattoo animates, drops to the ground, and scuttles toward the target. The original wearer need no longer concentrate on the tattoo once animated.

The animated tattoo moves toward its designated target in the same round when it is activated. Treat it as a Fine construct that has AC 18, 10 hit points, a hardness of 5, speed 30 feet, and a bonus on attack rolls equal to the wearer's manifester level + his key ability modifier. Crawling tattoos, unlike true constructs, are subject to illusions, darkness, fog, and similar effects. Should the target be killed, teleport away, or otherwise absent itself before the animated tattoo reaches it, the wearer can reclaim the tattoo. If it is destroyed, a crawling tattoo shatters and evaporates.

A crawling tattoo must enter the target's square to attack and thus provokes attacks of opportunity as it passes through the target's threatened area. The tattoo makes one touch attack per round thereafter until it strikes its target or is destroyed. On a successful attack, the power scribed in the crawling tattoo affects the target if the target fails the appropriate saving throw; however, powers that normally allow a Reflex saving throw automatically affect the touched target. Crawling tattoos can ferry beneficial powers as well as harmful ones, and a target can allow the tattoo's touch attack to succeed if he or she desires.

Two examples of crawling tattoos are described below; many more types are possible.

CRAWLING TATTOO OF CONCUSSION

Aura faint psychokinesis; **ML** 1st

Slot —; **Price** 50 gp; **Weight** —

DESCRIPTION

This crawling tattoo delivers a concussion effect,

dealing 1d6 points of damage to a creature hit by its touch attack.

CONSTRUCTION

Requirements Scribe Tattoo, *concussion blast*; **Cost** 50 gp.

CRAWLING TATTOO OF ENERGY BOLT

Aura faint psychokinesis; **ML** 5th

Slot —; **Price** 750 gp; **Weight** —

DESCRIPTION

Each of these tattoos is keyed to one energy type: cold, electricity, fire, or sonic. This crawling tattoo delivers the energy bolt power, dealing 5d6 points of damage of its energy type.

CONSTRUCTION

Requirements Scribe Tattoo, *energy bolt*; **Cost** 375 gp.

CRYSTAL ANCHOR

Aura varies; **ML** varies

Slot —; **Price** 24,000 gp; **Weight** 3 lbs.

DESCRIPTION

A crystal anchor is a shaft of transparent crystal 4 to 5 feet in length, with a sharpened, spearlike head on one end. It ensnares the minds of those within range who manifest powers of a specified psionic discipline. The triggering discipline is specified at the time of creation.

A crystal anchor is activated by plunging the sharp head into the ground, leaving the shaft freestanding. It projects an invisible, 30-foot-radius field. If a power from the specified discipline is manifested within this range, the manifester must succeed on a Will save (DC 15 + power level) or become subject to an effect similar to brain lock, except that the effect is permanent until dispelled or dismissed by the individual who initially drove the crystal anchor into the earth. Any anchor can be pulled out of the ground and reused at a later time.

When a crystal anchor successfully ensnares a target, a slender filament of insubstantial ectoplasm connects the victim to the shaft, even one outside the original area of the field.

A crystal anchor can attempt to ensnare a victim only five times per day. Previously caught targets can remain caught day after day and do not count against this daily limit on attempts.

An anchor's owner can designate certain creatures to be unaffected by the anchor; such creatures need not make a saving throw and do not count against the daily limit on attempts. One crystal anchor can ensnare multiple targets simultaneously, and multiple crystal anchors can share overlapping fields.

Anchors that activate when a specific power is manifested in range are also possible, but are rarer.

A crystal anchor has AC 7, 15 hit points, a hardness of 8, and a break DC of 20.

Body Crystal Anchor: Those who manifest psychometabolism powers are affected as described

above. Faint psychometabolism; ML 5th; Craft Wondrous Item, *brain lock*, *trigger power*, any psychometabolism power.

Comprehension Crystal Anchor: Those who manifest clairsentience powers are affected as described above. Faint clairsentience; ML 5th; Craft Wondrous Item, *brain lock*, *trigger power*, any clairsentience power.

Creation Crystal Anchor: Those who manifest metacreativity powers are affected as described above. Faint metacreativity; ML 5th; Craft Wondrous Item, *brain lock*, *trigger power*, any metacreativity power.

Energy Crystal Anchor: Those who manifest psychokinesis powers are affected as described above. Faint psychokinesis; ML 5th; Craft Wondrous Item, *brain lock*, *trigger power*, any psychokinesis power.

Ghost Crystal Anchor: Those who manifest remote viewing are affected as described above. Faint clairsentience; ML 5th; Craft Wondrous Item, *brain lock*, *trigger power*, *remote viewing*.

Mind Crystal Anchor: Those who manifest telepathy powers are affected as described above. Faint telepathy; ML 5th; Craft Wondrous Item, *brain lock*, *trigger power*, any telepathy power.

Travel Crystal Anchor: Those who manifest psychoporation powers are affected as described above. Faint psychoporation; ML 5th; Craft Wondrous Item, *brain lock*, *trigger power*, any psychoporation power

CONSTRUCTION

Requirements Craft Wondrous Item, *brain lock*, *trigger power*, additional powers; **Cost** 12,000 gp

CRYSTAL MASKS

Aura varies; **ML** varies

Slot head; **Price** 10,000 gp (detection), 10,000 gp (discernment), 10,000 gp (dread), 20,250 gp (insightful detection), 2,500 gp (knowledge), 2,500 gp (languages), 10,667 gp (mindarmor), 10,000 gp (psionic craft); **Weight** ½ lb.

DESCRIPTION

Each of the various types of crystal masks fits over the face of any Medium or Small humanoid, with slits for eyes and nostrils. The mask is transparent, although it distorts the wearer's features. Leather straps attached to small holes on the sides of a mask enable the owner to affix the mask to his face.

Crystal masks confer special abilities or improved skills upon their wearers.

Crystal Mask of Detection: The wearer of a crystal mask of detection can make Perception checks with a +10 competence bonus. Moderate clairsentience; ML 7th; Craft Wondrous Item, creator must have 10 ranks in Perception.

Crystal Mask of Discernment: The wearer of a crystal mask of discernment can make Sense Motive checks with a +10 insight bonus. Moderate clairsentience; ML 7th; Craft Wondrous Item, creator must have 10 ranks in Sense Motive.

Crystal Mask of Dread: The wearer this mask can

attempt to frighten other beings to her will. The wearer makes all Intimidate checks with a +10 competence bonus. Moderate clairsentience; ML 7th; Craft Wondrous Item, creator must have 10 ranks in Intimidate.

Crystal Mask of Insightful Detection: The wearer of a crystal mask of insightful detection can make Perception checks and Sense Motive checks with a +9 insight bonus. Moderate clairsentience; ML 7th; Craft Wondrous Item, creator must have 9 ranks in Perception and Sense Motive.

Crystal Mask of Knowledge: Each of the various crystal masks of knowledge grants the wearer a +5 competence bonus on a specific type of Knowledge check. Faint clairsentience; ML 3rd; Craft Wondrous Item, creator must have 5 ranks in the Knowledge skill of the appropriate type.

Crystal Mask of Languages: Each of the various crystal masks of language grants the wearer the ability to speak and write five different languages. Faint clairsentience; ML 3rd; Craft Wondrous Item, creator must be able to speak and write the five languages.

Crystal Mask of Mindarmor: A crystal mask of mindarmor grants the wearer a +4 insight bonus on all Will saving throws. Faint telepathy; ML 5th; Craft Wondrous Item, *conceal thoughts*.

Crystal Mask of Psionic Craft: The wearer of a crystal mask of psionic craft makes all Spellcraft checks with a +10 competence bonus. Moderate clairsentience; ML 7th; Craft Wondrous Item, creator must have 10 ranks in Spellcraft.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have ranks in appropriate skills or additional powers; **Cost** 5,000 gp (detection), 5,000 gp (discernment), 5,000 gp (dread), 10,125 gp (insightful detection), 1,250 gp (knowledge), 1,250 gp (languages), 5,333.5 gp (mindarmor), 5,000 gp (psionic craft)

EYES OF EXPANDED VISION

Aura faint clairsentience; **ML** 1st

Slot eyes; **Price** 3,000 gp; **Weight** —

DESCRIPTION

These crystal lenses fit over the user's eyes to expand his field of vision. Flanking opponents gain only a +1 bonus when attacking the user instead of +2 (rogues still get their full sneak attack damage because the wearer is still flanked). The wearer gains a +1 enhancement bonus on Perception checks but takes a -2 penalty on saves against gaze attacks.

CONSTRUCTION

Requirements Craft Wondrous Item, *ubiquitous vision*; **Cost** 1,500 gp

EYES OF POWER LEECH

Aura moderate telepathy; **ML** 7th

Slot eyes; **Price** 10,080 gp; **Weight** —

DESCRIPTION

These crystal lenses fit over the user's eyes. Once per day, the wearer is able to drain power points from another psionic creature or character by meeting its gaze as if using *power leech*. A selected target within 40 feet must succeed on a DC 16 Will save, or a connection of crackling energy is formed between the wearer and the victim. The connection drains 1d6 power points from the target for every round in which the wearer maintains concentration (to a maximum of 7 rounds). The wearer gains 1 power point from those drained from the target each round (subject to his normal maximum; points he cannot gain immediately are lost).

Eyes of power leech have no effect on nonpsionic targets or psionic creatures with a current power point reserve of 0.

CONSTRUCTION

Requirements Craft Wondrous Item, *power leech*; **Cost** 5,040 gp

EYES OF POWER LEECH, VAMPIRIC

Aura strong telepathy; **ML** 15th
Slot eyes; **Price** 20,160 gp; **Weight** —

DESCRIPTION

As *eyes of power leech*, except the wearer gains drained power points from the subject even if doing so would bring him over his normal maximum. The wearer of *vampiric eyes of power leech* can maintain concentration for up to 13 rounds. Power points the wearer gains in excess of his maximum fade after 8 hours if they are not spent before that time.

CONSTRUCTION

Requirements Craft Wondrous Item, *bend reality*, *power leech*; **Cost** 10,080 gp

GLOVES OF OBJECT READING

Aura faint clairsentience; **ML** 1st
Slot hands; **Price** 3,000 gp; **Weight** —

DESCRIPTION

While wearing these gloves, the user can learn the details of an inanimate object's previous owner if he handles the object, as if manifesting the *object reading* power.

CONSTRUCTION

Requirements Craft Wondrous Item, *object reading*; **Cost** 1,500 gp

GLOVES OF TITAN'S GRIP

Aura moderate psychometabolism; **ML** 9th
Slot gloves; **Price** 14,000 gp; **Weight** —

DESCRIPTION

While wearing these oversize gloves, the user gains a +8 enhancement bonus on grapple checks. The power

is activated when the user enters a grapple. The enhancement bonus lasts for a maximum of 7 rounds per use, up to three uses per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *grip of iron*; **Cost** 7,000 gp

MELD STONES

Aura varies; **ML** 5th
Slot —; **Price** 3,040 gp; **Weight** 1 lb.

DESCRIPTION

Meld stones appear similar to shards, see below, but are often crafted with higher gem-grade crystal. Unlike a shard, a meld stone cannot be used if not set in a *synaptic mask*, see below. Each meld stone contains a suite of skill bonuses related by a theme or task.

Meld stone of the Alchemist: When set in a synaptic mask, the *meld stone of the alchemist* grants its wearer a +8 competence bonus on Craft (alchemy) checks, a +6 competence bonus on Appraise checks and Use Magic Device checks, and a +4 competence bonus on Knowledge (arcana) checks. Strong clairsentience; **ML** 5th; Craft Wondrous Item, creator must have 8 ranks in Appraise, 6 ranks in Craft (alchemy) and Use Magic Device, and 4 ranks in Knowledge (arcana).

Meld stone of the Infiltrator: When set in a synaptic mask, the *meld stone of the infiltrator* grants its wearer a +8 competence bonus on Bluff checks, a +6 competence bonus on Disguise checks and Linguistics checks to create or detect forgeries, and a +4 competence bonus on Diplomacy checks to gather information. Strong telepathy; **ML** 5th; Craft Wondrous Item, creator must have 8 ranks in Bluff, 6 ranks in Disguise and Linguistics, and 4 ranks in Diplomacy.

Meld stone of the nimble trickster: When set in a synaptic mask, the *meld stone of the nimble trickster* grants its wearer a +8 competence bonus on Acrobatics checks made to tumble, and a +6 competence bonus on Escape Artist and Stealth checks. Strong psychometabolism; **ML** 5th; Craft Wondrous Item, creator must have 8 ranks in Acrobatics, and 6 ranks in Escape Artist and Stealth.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have ranks in the specified skills at least equal to the imprinted bonuses; **Cost** 1,520 gp

MIRROR OF MIND SWITCH

Aura moderate telepathy; **ML** 11th
Slot —; **Price** 19,800 gp; **Weight** ½ lb.

DESCRIPTION

This small hand mirror manifests its power once per day against a creature that sees its reflection within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack. A creature meeting its own gaze in the mirror must succeed on a

DC 19 Will save, or its mind and the mind of the mirror's wielder switch, as if by the *mind switch* power. Because the mirror is small, only a single creature can meet its own gaze. The wielder of the mirror is not affected by seeing himself.

CONSTRUCTION

Requirements Craft Wondrous Item, *mind switch*; **Cost** 9,900 gp

MIRROR OF SUGGESTION

Aura faint telepathy; **ML** 3rd
Slot —; **Price** 3,600 gp; **Weight** —

DESCRIPTION

This small hand mirror manifests its power up to twice per day against creatures that see their reflections within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack. A creature meeting its own gaze in the mirror must succeed on a DC 13 Will save or be affected by a *suggestion* chosen by the mirror's wielder. Because the mirror is small, only a single creature can meet its own gaze each round. The wielder of the mirror is not affected by seeing herself.

CONSTRUCTION

Requirements Craft Wondrous Item, *compelling voice*; **Cost** 1,800 gp

MIRROR OF TIME HOP

Aura faint psychoportation; **ML** 5th
Slot ; **Price** 9,000 gp; **Weight** ½ lb.

DESCRIPTION

This small hand mirror manifests its power up to twice per day against creatures that see their reflections within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack. A creature meeting its own gaze in the mirror must succeed on a DC 14 Will save or be pushed forward in time by 5 rounds, as if subject to the *time hop* power. Because the mirror is small, only a single creature can meet its own gaze each round. The wielder of the mirror is not affected by seeing herself.

CONSTRUCTION

Requirements Craft Wondrous Item, *time hop*; **Cost** 4,500 gp

PEARL, BRAIN LOCK

Aura faint telepathy; **ML** 3rd
Slot —; **Price** 300 gp; **Weight** —

DESCRIPTION

This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 130 feet that he can see and to which he has line of effect. If the target fails a DC 13 Will saving throw,

the pearl seems to impact and then enter the flesh of the target. The target stands mentally paralyzed, as if by *brain lock*, for 3 rounds. The use destroys the item.

CONSTRUCTION

Requirements Craft Wondrous Item, *brain lock*; **Cost** 150 gp

PEARL, BREATH CRISIS

Aura faint telepathy; **ML** 5th
Slot —; **Price** 750 gp; **Weight** —

DESCRIPTION

This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 150 feet that he can see and to which he has line of effect. If the target fails a DC 14 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by *crisis of breath* for 5 minutes. The use destroys the item.

CONSTRUCTION

Requirements Craft Wondrous Item, *crisis of breath*; **Cost** 375 gp

PEARL, MIND SEED

Aura strong telepathy; **ML** 15th
Slot —; **Price** 18,500 gp; **Weight** —

DESCRIPTION

This tiny pearly sphere instantly takes on the skin tone and texture of whatever creature handles it. It speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 150 feet that he can see and to which he has line of effect. If the target fails a DC 22 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by a *mind seed* power, with the pearl's wielder acting as the manifester. The use destroys the item.

CONSTRUCTION

Requirements Craft Wondrous Item, *mind seed*; **Cost** 9,250 gp

PEARL, PERSONALITY PARASITE

Aura faint telepathy; **ML** 7th
Slot —; **Price** 1,400 gp; **Weight** —

DESCRIPTION

This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 130 feet that he can see and to which he has line of effect. If the target fails a DC 16 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by *personality parasite* for 5 rounds. The use destroys the item.

CONSTRUCTION

Requirements Craft Wondrous Item, *personality parasite*; **Cost** 700 gp

PSICRYSTAL STAVES

Aura faint telepathy; **ML** 3rd
Slot —; **Price** 2,000 gp; **Weight** 5 lbs.

DESCRIPTION

A *psicrystal staff* is a long shaft of wood or crystal designed to provide a “setting” for a psionic character’s psicrystal, if a character has one. The basic *psicrystal staff* grants minimal ability to the psionic character’s psicrystal; however, every *psicrystal staff* can be customized, modified, and upgraded by the addition of setting stones. Each stone grants different abilities to the psionic character who uses the staff to carry his psicrystal. Of course, many psionic characters already carry their psicrystals on staves—only practiced eyes can tell the difference between a decorative setting and a potent item.

Psicrystal staves have an Armor Class of 7, 10 hit points, a hardness of 8, and a break DC of 24.

Activation: *Psicrystal staves* are activated as a free action so long as the psionic character keeps his psicrystal docked on the staff’s primary setting. The staff wielder must hold the staff to utilize its power.

Psicrystals (as well as ancillary setting stones) can be docked for free. As a standard action, the psion can dock or release his psicrystal, psionically affixing it to the staff or releasing it; psicrystals with self-propulsion can dock or release themselves, at the direction of the psionic character. While docked, the psicrystal (and setting stones, if any) and the staff function as a unit.

Besides the psicrystal itself, the *psicrystal staff* can hold a total of three additional setting stones. The wielder can switch a setting stone with another as a standard action. Setting stones, when mounted, also become part of the staff.

Docked psicrystals are treated as if their owner’s manifester level is +2 higher than it really is, thus unlocking psicrystal potential early. The psicrystal must be mounted for at least 12 consecutive hours to initially gain this benefit, and it loses this benefit if it is unmounted for more than 12 hours total in a given day. For instance, a 1st-level psion with a *psicrystal staff* and a mounted psicrystal gains the benefits of a psicrystal with the ability to deliver touch powers, +1 natural armor, and +1 Intelligence, which is something normally only a psionic character of 3rd to 4th level could expect.

CONSTRUCTION

Requirements Craft Wondrous Item, Psicrystal Affinity, *mindlink*; **Cost** 1,000 gp

PSIONATRIX

Aura varies; **ML** varies
Slot neck; **Price** 8,000 gp; **Weight** —

DESCRIPTION

Each of these multifaceted crystals is worn as an amulet. Unless noted otherwise, a psionatrix adds a +1 enhancement bonus to the save DC when the wearer

uses powers of the discipline the psionatrix is keyed to.

Psionatrix of clairsentience: Blue light glimmers in this crystal’s heart. Moderate clairsentience; ML 8th; Craft Wondrous Item, creator must be a seer; Price 8,000 gp.

Psionatrix of metacreativity: Green light glimmers in this crystal’s heart. Moderate metacreativity; ML 8th; Craft Wondrous Item, creator must be a shaper; Price 8,000 gp.

Psionatrix of psychokinesis: Red light glimmers in this crystal’s heart. Moderate psychokinesis; ML 8th; Craft Wondrous Item, creator must be a kineticist; Price 8,000 gp.

Psionatrix of psychometabolism: Violet light glimmers in this crystal’s heart. Moderate psychometabolism; ML 8th; Craft Wondrous Item, creator must be an egoist; Price 8,000 gp.

Psionatrix of psychoportation: Yellow-red light glimmers in this crystal’s heart. Moderate psychoportation; ML 8th; Craft Wondrous Item, creator must be a nomad; Price 8,000 gp.

Psionatrix of telepathy: Piercing yellow light shines from this crystal’s heart. Moderate telepathy; ML 8th; Craft Wondrous Item, creator must be a telepath; Price 8,000 gp.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have the appropriate discipline; **Cost** 4,000 gp

PSIONIC RESTRAINTS

Aura strong psychokinesis; **ML** 16th
Slot wrists; **Price** see below; **Weight** 1 lb.

DESCRIPTION

Each of the various psionic restraints is an iron cuff that cunningly locks around the wrist (DC 27 Disable Device check). The cuff limits the total number of power points a psionic creature wearing it can use in 1 round (regardless of the creature’s total power point reserve), or completely damps the ability to use psionics. All types of psionic restraints prevent the free manifesting of powers.

Restraint Type	Allowed Power Points/ Round	Market Price
Lesser	5	1,000 gp
Average	3	6,000 gp
Greater	1	12,000 gp
Damping	0	24,000 gp

CONSTRUCTION

Requirements Craft Wondrous Item, *bend reality*, *dispel psionics*; **Cost** 500 gp (lesser); 3,000 gp (average); 6,000 gp (greater); 12,000 gp (damping)

PSYCHOACTIVE SKINS

Aura varies; **ML** varies
Slot —; **Price** 18,000 gp (chameleon), 16,000 gp (claw), 32,000 gp (defender), 60,000 gp (fiery response),

77,500 gp (hero), 129,600 gp (iron), 10,000 gp (nimbleness), 84,000 gp (proteus), 151,000 gp (psion), 79,080 gp (spider), 61,200 gp (troll); **Weight** 2 lbs.

DESCRIPTION

Psychoactive skins (also sometimes called ectoshells) are fistsized globs of psionically charged ectoplasm. As a standard action, a psychoactive skin spreads over and covers a Medium or smaller creature that projects the proper command thought; the same command thought causes the skin to shrink back down to its former size. Each of the various psychoactive skins is charged with one of a wide array of powers that constantly affect the wearer.

A deployed skin completely covers the wearer and all his equipment like a second skin, allowing the wearer to see, hear, and breathe normally. It rolls away from various parts of the body as needed, such as when the wearer needs to eat or access a backpack. Held items or items specifically excluded are not covered by a psychoactive skin.

Up to three skins can be worn simultaneously, although only the outermost is active in any given round (the powers of hidden skins cannot be manifested). Skin layers can be changed with a command thought as a standard action, which causes a lower-layer skin to come to the surface.

Skin of the Chameleon: This psychoactive skin adjusts to surrounding textures and colors, continually granting the wearer a +10 enhancement bonus on Stealth checks. Faint psychometabolism; ML 3rd; Craft Wondrous Item, *chameleon*.

Skin of the Claw: This psychoactive skin benefits only a wearer who has levels in psychic warrior. If such a character wears this skin, he can activate the *claws of the beast* power at will, as a free action that does not provoke attacks of opportunity. He can also dismiss the claws equally quickly. Faint psychometabolism; ML 4th; Craft Wondrous Item, *claws of the beast*.

Skin of the Defender: This psychoactive skin continually grants the wearer a +4 bonus to natural armor. Faint psychometabolism; ML 5th; Craft Wondrous Item, *thicken skin*.

Skin of Fiery Response: This psychoactive skin answers the first attack made against the wearer in each round with an automatically manifested and targeted “ectoburst” against the attacker. The burst ejects from the skin on the wearer’s turn, making a ranged touch attack as described in the *energy retort* power, but the energy type chosen is always fire. If the attack hits, the target takes 2d6 points of fire damage as the ectoburst flames up and is consumed. This attack does not in any way hinder the wearer, count against her total actions for the round, or provoke attacks of opportunity. Faint psychokinesis; ML 5th; Craft Wondrous Item, *energy retort*.

Skin of the Hero: This psychoactive skin continually grants the wearer a +3 deflection bonus to Armor Class, a +3 resistance bonus on all saving throws, and a +3 enhancement bonus on attack rolls. Strong

psychometabolism; ML 18th; Craft Wondrous Item, *bend reality*.

Skin of Iron: This psychoactive skin affects the wearer as the *body of iron* power up to three times per day for 15 minutes with each use. When the skin’s power is not active, it has no protective qualities. Activating the *body of iron* effect is a standard action that provokes attacks of opportunity. Strong metacreativity; ML 15th; Craft Wondrous Item, *body of iron*.

Skin of Nimbleness: This psychoactive skin continually grants the wearer a +10 competence bonus on Acrobatics checks. Moderate psychometabolism; ML 8th; Craft Wondrous Item, creator must have 10 ranks in Acrobatics.

Skin of Proteus: This psychoactive skin continually affects the wearer as the *metamorphosis* power. While in a form other than his natural form, the wearer does not appear to be wearing the skin. Moderate psychometabolism; ML 7th; Craft Wondrous Item, *metamorphosis*.

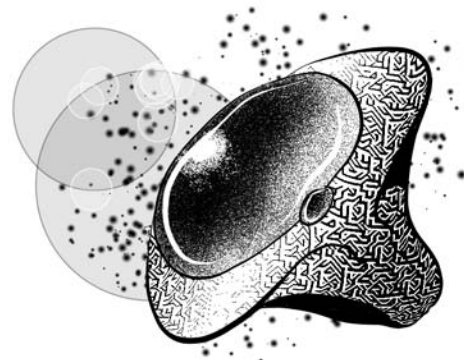
Skin of the Psion: This psychoactive skin grants the wearer 7 bonus power points per day and power resistance 21. Strong clairsentience; ML 17th; Craft Wondrous Item, *power resistance*.

Skin of the Spider: This psychoactive skin continually grants the wearer a +20 competence bonus on Climb checks and continually affects the wearer as the *body equilibrium* power. Three times per day, the wearer can manifest entangling ectoplasm against a target within 30 feet. Faint psychometabolism; ML 3rd; Craft Wondrous Item, creator must have 10 ranks in Climb, *body equilibrium*, *entangling ectoplasm*.

Skin of the Troll: This psychoactive skin continually allows a living wearer to heal more quickly. The wearer heals 5 points of damage per minute. Except for the slower rate of healing, this skin affects its wearer as if the wearer were under the effect of a continual *true metabolism* power. Strong psychometabolism; ML 17th; Craft Wondrous Item, *true metabolism*.

CONSTRUCTION

Requirements Craft Wondrous Item, additional powers; **Cost** 9,000 gp (chameleon), 8,000 gp (claw), 16,000 gp (defender), 30,000 gp (fiery response), 37,750 gp (hero), 64,800 gp (iron), 5,000 gp (nimbleness), 42,000 gp (proteus), 75,500 gp (psion), 39,540 gp (spider), 30,600 gp (troll)



RING OF SELF-SUFFICIENCY

Aura moderate psychometabolism; **ML** 7th
Slot ring; **Price** 10,000 gp; **Weight** —

DESCRIPTION

This crystalline ring continually grants the wearer a +10 competence bonus on Autohypnosis checks.

CONSTRUCTION

Requirements Forge Ring, creator must have 10 ranks in Autohypnosis; **Cost** 5,000 gp.

SETTING STONES

Aura varies; **ML** varies

Slot —; **Price** 10,080 gp (invigoration), 29,000 gp (kenosis), 9,000 gp (power echo (3rd)), 36,000 (power echo (6th)), 81,000 (power echo (9th)); **Weight** —

DESCRIPTION

Setting stones function only when a character has mounted them to a *psicrystal staff*.

Setting Stone of Invigoration: The setting stone of invigoration is a hazy garnet. Once per day this stone's wielder can draw power from his splinter personality embedded in the *psicrystal*, invigorating his powers (if his *psicrystal* is also mounted). This invigoration lasts for 10 minutes. While invigorated, the character gains many advantages. He gains a +2 morale bonus on saving throws, skill checks, and the difficulty class of powers he manifests; acquires +5 temporary power points, and gains +1 level to his manifester level. Moderate psychometabolism; ML 9th; Craft Wondrous Item, Overchannel, Talented, *psychofeedback*.

Setting Stone of Kenosis: The setting stone of kenosis is a large jewel of unearthly origin. Once per day this stone's wielder can briefly suppress a creature's psi-like, spell-like, and supernatural abilities. To use this power, the psionic character targets the creature, who must be within 60 feet, with a scintillating purple ray from the stone. On a successful ranged touch attack, the target is locked out of using its psi-like, spell-like, and supernatural abilities for 1d4 rounds (which includes the ability of spellcasters to use their spells and psionic characters and creatures to use their powers). Power resistance can prevent this effect—the effect is as if manifest by an 17th-level manifester. Strong telepathy; ML 17th; Craft Wondrous Item, *apopsi*.

Setting Stone of Power Echo: The *setting stone of power echo* is a large sapphire. Once per day this stone's wielder can manifest any power of 3rd level or less that he manifested earlier in the same day as a free manifestation, paying no power points, but the power is not augmented. More powerful *setting stones of power echo* exist for echoing powers of 6th level or less (greater power echo), and 9th level or less (true power echo).

Moderate (3rd and 6th) or strong (9th) psychokinesis; ML 5th, 11th, or 17th; Craft Wondrous Item, *reddopsi*.

CONSTRUCTION

Requirements Craft Wondrous Item, creator

must have appropriate powers; **Cost** 5,040 gp (invigoration), 14,500 gp (kenosis), 4,500 gp (power echo (3rd)), 18,000 (power echo (6th)), 40,500 (power echo (9th))

SHARDS

Aura moderate psychometabolism; **ML** 7th

Slot —; **Price** 10 gp (+1), 40 gp (+2), 90 gp (+3), 160 gp (+4), 250 gp (+5), 360 gp (+6), 490 gp (+7), 640 gp (+8), 810 gp (+9), or 1,000 gp (+10); **Weight** —

DESCRIPTION

These universal items are tiny fragments of cast-off crystal imprinted with minuscule bits of psionic power. Using a shard requires grasping it and projecting a command thought as a standard action (most shards telepathically whisper their command word into the minds of living creatures who handle them). A shard grants a temporary competence bonus on one specific skill, ranging from +1 to +10. The granted bonus lasts until the skill is used or 10 rounds pass, whichever comes first. Once its effect is activated, a shard disintegrates immediately, whether or not the bonus granted by the shard is eventually used.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have ranks in the specified skill at least equal to the imprinted bonus; **Cost** 5 gp (+1), 20 gp (+2), 45 gp (+3), 80 gp (+4), 125 gp (+5), 180 gp (+6), 245 gp (+7), 320 gp (+8), 405 gp (+9), or 500 gp (+10)

SYNAPTIC MASKS

Aura moderate psychometabolism; **ML** 7th

Slot head; **Price** 9,000 gp; **Weight** 1 lb.

DESCRIPTION

A synaptic mask consists of several thin leather straps that affix to the wearer's face. Most of the wearer's face is visible through the leather webbing. The strands that make up the mask all come together at the wearer's left temple, where a setting is affixed. The setting contains a clamp in which owners can set various types of special stones. These masks use shards or meld stones to determine the effect granted to a character, thus ensuring that they are flexible in function.

Synaptic masks have an armor class of 5, 10 hit points, a hardness of 3, and break DC of 15.

Activation: Synaptic masks are always active while worn (they do not require activation). A synaptic mask confers an effect only when a shard or a meld stone rests in its setting.

Without a specified stone such as a shard in its setting, the synaptic mask confers no extra abilities. Normally, using a shard is a standard action (shards telepathically reveal their command word into the minds of psionic creatures who handle them). A shard grants a temporary competence bonus on one specific skill, ranging from +1 to +10. Normally, the bonus lasts until the skill is used or 10 rounds pass, whichever comes first. Unless set in

a synaptic mask, a shard disintegrates after use, even if its user doesn't utilize the bonus.

If a shard is placed (or replaced) in a synaptic mask setting (as a standard action), the wearer can use the shard's skill bonus indefinitely without using up the shard. The mask preserves the shard while at the same time allowing the wearer to continuously gain the shard's benefit. The wearer can remove the shard later and use it normally, though this results in the shard's disintegration as described above.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have ranks in the specified skill at least equal to the imprinted bonus, *modify matter*; **Cost** 4,500 gp

THIRD EYES

Aura varies; **ML** varies

Slot eyes; **Price** 10,000 gp (aware), 120,000 gp (conceal), 10,000 gp (concentrate), 120,000 gp (dominate), 112,000 gp (expose), 10,000 gp (gather), 8,000 gp (penetrate), 10,080 gp (powerthieve), 43,200 gp (repudiate), 24,000 gp (sense), 10,180 gp (view); **Weight** —

DESCRIPTION

These objects appear as small crystals, always with at least one wide, flat facet, and contain a variety of powers. When the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes the third eye to disengage). Only one third eye can be worn at a time.

A third eye is treated as eyewear or goggles for the purpose of determining which items can be worn on the body.

Aware: This kind of third eye continually grants the wearer a +10 competence bonus on Perception checks. Moderate clairsentience; ML 7th; Craft Wondrous Item, creator must have 10 ranks in Perception.

Conceal: While worn, a third eye conceal protects the wearer from view by all devices, powers, and spells that detect, influence, or read emotions or thoughts. This power protects against all mind-affecting powers and effects as well as information-gathering by clairsentience powers or effects (except for *metafaculty*); this item affects the wearer as if he enjoyed the benefit of the *barred mind* power. Strong telepathy; ML 15th; Craft Wondrous Item, *barred mind*.

Concentrate: This kind of third eye continually grants the wearer a +10 competence bonus on concentration checks. Moderate telepathy; ML 10th; Craft Wondrous Item.

Dominate: The wearer of a third eye dominate can attempt to dominate a subject as with the power *mind control*, augmented to target any creature type it can affect, once per day (save DC 18). Strong telepathy; ML 15th; Craft Wondrous Item, *mind control*.

Expose: The wearer of this kind of third eye always knows when someone lies directly to him. Strong telepathy; ML 15th; Craft Wondrous Item, *bend reality*.

Gather: This kind of third eye continually grants the wearer a +10 competence bonus on Diplomacy checks made to gather information. Moderate clairsentience; ML 7th; Craft Wondrous Item, creator must have 10 ranks in Diplomacy.

Penetrate: While worn, a third eye penetrate grants the wearer a +2 bonus on manifester level checks to overcome a creature's power resistance. Strong clairsentience; ML 15th; Craft Wondrous Item, *bend reality*.

Powerthieve: While worn, a third eye powerthieve allows the wearer to borrow one power from a psionic target within 40 feet once per day. If the target fails a DC 16 Will save, it instantly loses one power of the wearer's choice, and the wearer instantly gains temporary knowledge of this power.

The wearer can manifest the borrowed power normally if she has sufficient power points to pay for its cost. The wearer retains knowledge of the power for up to 70 minutes, at which time she loses knowledge of the power and the former owner regains it, regardless of the distance between them. If the former owner is dead, the wearer still loses the borrowed power. Moderate telepathy; ML 7th; Craft Wondrous Item, *thieving mindlink*.

Repudiate: While worn, this powerful item allows the wearer to manifest *dispel psionics* once per day with a +20 modifier on the dispel check (the wearer uses the +20 modifier in place of his manifester level). Strong psychokinesis; ML 20th; Craft Wondrous Item, *dispel psionics*.

Sense: The wearer of this kind of third eye can manifest *clairvoyant sense* at will. Faint clairsentience; ML 3rd; Craft Wondrous Item, *clairvoyant sense*.

View: The wearer of this kind of third eye can spin a quasireal version of himself and send it over virtually any distance or into other planes of existence, as if manifesting the *remote viewing* power, once per day. Moderate clairsentience; ML 7th; Craft Wondrous Item, *remote viewing*.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have ranks in appropriate skills or additional powers; **Cost** 5,000 gp (aware), 60,000 gp (conceal), 5,000 gp (conceal), 60,000 gp (dominate), 56,000 gp (expose), 5,000 gp (gather), 4,000 gp (penetrate), 5,040 gp (powerthieve), 21,600 gp (repudiate), 12,000 gp (sense), 5,090 gp (view)

TORC OF FREE WILL

Aura faint telepathy; **ML** 3rd

Slot neck; **Price** 6,000 gp; **Weight** 2 lbs.

DESCRIPTION

This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a torc of free will is not affected by the *brain lock* power or items that produce *brain lock* effects (such as crystal anchors).

CONSTRUCTION

Requirements Craft Wondrous Item, *brain lock*; **Cost** 3,000 gp

TORC OF LEECH FREEDOM

Aura faint telepathy; **ML** 5th
Slot neck; **Price** 12,000 gp; **Weight** 2 lbs.

DESCRIPTION

This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a torc of leech freedom automatically resists up to two uses of *power leech* against him per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *power leech*; **Cost** 6,000 gp

TORC OF POWER PRESERVATION

Aura strong clairsentience; **ML** 15th
Slot neck; **Price** 36,000 gp; **Weight** 2 lbs.

DESCRIPTION

This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a torc of power preservation manifests all powers by paying power points equal to the standard cost minus 1 (minimum of 1).

CONSTRUCTION

Requirements Craft Wondrous Item, *bend reality*; **Cost** 18,000 gp

CURSED PSIONIC ITEMS

d%	Curse
01-33	Backfire
34-66	Exhausting
67-100	Subversive

Backfire: The imbedded psionic effect of the cursed item targets the user instead of its intended target.

Exhausting: A cursed item of this sort resembles a normal psionic item with a power that can be freely activated (chosen randomly), but it instead drains the user of the amount of power points needed to manifest the power whenever he activates its power.

Subversive: A cursed item of this sort appears identical to a standard psionic item. However, it holds an inner malice for the wearer, whose saving throws take a constant -2 penalty. The owner isn't instantly aware of this penalty but may become aware after a while, when it becomes clear that he fails saves that others make with the same result on the saving throw.

SPECIFIC CURSED ITEM

REVERSE CAPACITOR

Aura strong telepathy; **ML** 15th
Slot —; **Weight** 1 lb.

DESCRIPTION

A reverse capacitor doesn't store power points—it drains them, to the surprise and chagrin of a psionic character taken in by its resemblance to a cognizance crystal. Powers that identify psionic items incorrectly identify a reverse capacitor as a cognizance crystal 50% of the time.

A psionic character attempting to use the power points supposedly stored in a reverse capacitor instead loses 1d6 power points per round for 7 rounds. A crackling arc connects the brow of the character with the stone. If the character can put more than 40 feet between himself and the reverse capacitor, the effect ends. If the reverse capacitor drains more power points than the psionic character possesses, the draining effect ends.

The drained power points are simply lost. Each new attempt to use the power points supposedly stored in the reverse capacitor initiates the draining effect anew.

CONSTRUCTION

Magic Items *cognizance crystals*

PSIONIC ARTIFACTS

Artifacts are extremely powerful. Rather than merely another form of magical equipment, they are the sorts of legendary relics that whole campaigns can be based on. Each could be the center of a whole set of adventures—a quest to recover it, a fight against an opponent wielding it, a mission to cause its destruction, and so on.

Unlike normal psionic items, artifacts are not easily destroyed. Instead of construction information, each artifact includes one possible means by which it might be destroyed.

Artifacts can never be purchased, nor are they found as part of a random treasure hoard. When placing an artifact in your game, be sure to consider its impact and role. Remember that artifacts are fickle objects, and if they become too much of a nuisance, they can easily disappear or become lost once again.

MINOR ARTIFACTS

Minor artifacts are not necessarily unique items. Instead, they are psionic items that no longer can be made, at least by common mortal means.

SUTRA OF TRANQUIL THOUGHT

Aura strong telepathy; **ML** 20th
Slot none; **Weight** 3 lbs.

DESCRIPTION

This monastic tome describes ancient techniques of mental focus and is highly prized by psionic practitioners. If a psionic character who is not evil studies the work



during one week of solitary contemplation, he gains 17 bonus power points and experience points sufficient to place him halfway into the next level of experience. Those who use their powers for evil are punished for their impertinence in defiling the book; they are permanently drained of 1d4+1 points of Constitution and must atone (via the *atonement* spell) in order to gain any further experience. In addition, an evil psionic reader must make an immediate DC 15 Will save or become permanently confused as if affected by the *psychosis* power. Only *psychic surgery* or similarly extreme measures can restore sanity.

The minds of nonpsionic beings are too clouded to benefit from the secrets of this book. To anyone without psionic aptitude, the book's pages appear to contain nothing but elaborate patterns and drawings of mysterious beings. Once it is read, the book vanishes into the Astral Plane to an unknown destination. Even if it is found again, the same character cannot benefit twice from perusing its contents.

DESTRUCTION

The *Sutra of Tranquil Thought* is destroyed if it is read on a secret location on the Astral Plane.

MAJOR ARTIFACTS

Major artifacts are unique items—only one of each such item exists. They are difficult to find and dangerous to handle, but once found, are often even more difficult to destroy. A major psionic artifact has only a single, specific means of destruction.

ANNULUS

Aura strong psychoportation and telepathy; **ML** 20th
Slot none; **Weight** —

DESCRIPTION

This artifact is the ultimate psionic nullifier. Forged to keep enemies of vast psionic power at bay, the Annulus is an artifact that any psionic being should fear. It has been forgotten in the modern age, and merely finding it would precipitate a great upheaval across the planes.

The Annulus is a 1-foot-diameter ring of silvery material. Tiny slots, antennae, spheres, and other intricate projections decorate the exterior of the hoop; however, two smoothed lengths of the ring provide an adequate surface for grasping the item.

The Annulus has several powers, all of which require a wielder to tightly grasp the ring with at least one hand. When it is first grasped, knowledge of the artifact's powers immediately flood the wielder's mind. The wielder can access all powers of the Annulus at manifester level 20th.

The Annulus generates a continuous *catapsi* effect within a 100-foot-radius of the wielder (who is unaffected).

The wielder gains a +4 enhancement bonus on any attempt to resist an effect that deals ability damage.

Once per day, the wielder can trigger *ultrablast* as a standard action.

Three times per day, as a standard action, the wielder can trigger an effect similar to *wrench* that affects all creatures in a 50-foot radius.

The primary power of the Annulus, however, is psionic nullification. Once per year, the wielder can trigger this effect as a special action requiring 10 rounds of continuous concentration to complete. The wielder specifies a target or targets within a 100-foot radius, ranging from a specific psionic individual or item to a group of psionic beings that share the same philosophy. The nullification effect is accompanied by blasts of light, heat, and sound from the Annulus. Nonpsionic creatures and items are unaffected, as are nontargeted beings, but any psionic target—regardless of any protection it may possess—disintegrates in a terrific explosion. Nothing is left but floating dust.

DESTRUCTION

It is relatively easy to nullify a single target or a small group of targets, but nullifying a more powerful being (such as a demigod or greater entity) or another major artifact taxes the Annulus to its limits. If it is used to nullify a more powerful being or another major artifact, the Annulus succeeds but is destroyed in the process and cannot be retrieved by any means.

PSICROWN OF THE CRYSTAL MIND

Aura strong (all disciplines); **ML** 20th
Slot head; **Weight** —

DESCRIPTION

An elaborate crystalline psicrown etched with strange designs, this exceptional psicrown is so invested with power that it is considered an artifact.

The power points in the *Psicrown of the Crystal Mind* can be used to manifest any of the following powers at manifester level 20th (or at the wearer's manifester level if it is higher than 20th).

Burst
Catfall
Concealing amorphia, greater
Concussion blast
Detect psionics
Far hand
Float
Mind control
Mindlink

Inertial barrier
Telekinetic force
Telekinetic maneuver
Telekinetic thrust
Psychoport
Telepathic lash
Thicken skin
True metabolism

The wearer of the *Psicrown of the Crystal Mind* also gains power resistance equal to 10 + his manifester level.

The *Psicrown of the Crystal Mind* has 1,000 power points when discovered. Anyone who dons the crown instantly knows the number of power points it has at the current time. The crown recharges itself, gaining back 1 power point per day if it currently has fewer than 1,000 points.

DESTRUCTION

As a special one-time use of the psicrown, the wearer can channel all the remaining charges in the psicrown into an uncontrolled burst of energy. The wearer triggers this use as a standard action. All within 20 feet of the wearer take hit points of damage equal to half the power points left in the crown (Reflex DC 18 half). The wearer inhabits a tiny eye of calm at the center of the destruction and is unharmed, but the psicrown is reduced to a burned-out cinder.

CREATING PSIONIC ITEMS

To calculate the costs involved in creating a psionic item, refer to Creating Magic Items. Although that information deals with magic items, the price formulas presented there are identical to those for psionic items.

Creating psionic armor and psionic weapons is almost identical to the requirements for creating magic armor and magic weapons.

CREATING DORJES

To create a dorje, a character needs a small supply of materials, the most obvious being a chunk of crystal or the crystal shards of the dorje to be carved from or assembled. The cost of the materials is subsumed in the cost of creating the dorje—375 gp × the level of the power × the level of the manifester. Dorjes are always fully charged (50 charges) when created.

Alternatively, if you want to have a higher manifester level in the dorje, you must pay for the dorje as if the power was one level higher for each additional two manifester levels you want. For example, *energy missile* is a 2nd-level kineticist power with a minimum manifester level of 3rd. If you wanted to make a dorje of *energy missile* with a manifester level of 8th (five higher than the minimum), you would pay for the creation of the dorje as if *energy missile* was a 5th-level power. If an augmentable power is incorporated into a dorje at a higher manifester level than the minimum level required to manifest the power, each discharge of the power from the dorje is augmented to the limit of that higher manifester level.

The creator must know the power or powers to be imprinted in the dorje (or must have the power available in some other form). The act of working on the dorje costs a number of power points per day equal to the power point cost of the power that is being embedded in the crystal of the dorje.

Crafting a dorje requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Wand.

Skill Used in Creation: Spellcraft, Craft (jewelry), or Craft (sculptures).

CREATING POWER STONES

To create a power stone, a character needs a supply of incense and fine etching tools, the cost of which is subsumed in the cost of encoding the power stone—12.5 gp × the level of the power × the level of the manifester. All materials used to imprint a power stone must be fresh and unused. A character must pay the full cost for encoding each power stone no matter how many times she previously has imprinted the same power.

The creator must know the power or powers to be imprinted in the power stone (or must have the power available in some other form). The act of encoding triggers the power as if it had been manifested, costing the character an appropriate number of power points.

Encoding a power stone requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Scribe Scroll.

Skill Used in Creation: Spellcraft, Craft (jewelry), or Craft (sculptures).

CREATING PSICROWNS

To create a psicrown, a character needs a supply of materials, the most obvious being a circlet, crown, or the pieces of the crown to be assembled. The cost of the materials is subsumed in the cost of creating the psicrown. The cost varies depending on the type of psicrown being created: Lesser, Greater, or True.

Lesser psicrowns cost 100 gp × the level of the power × the level of the manifester for each power stored in the psicrown. Greater psicrowns cost double the cost of lesser psicrowns (200 gp × the level of the power × the level of the manifester for each power stored in the psicrown), and true psicrowns cost double the cost of greater psicrowns (400 gp × the level of the power × the level of the manifester for each power stored in the psicrown). Psicrowns are always created with full power points and have a maximum number of power points equal to ten times the psicrown's daily recharge rate. The type of a specific psicrown determines its daily recharge rate: 1/3 psicrown's manifester level (round down) for lesser, 1/2 psicrown's manifester level (round up) for greater, and equal to psicrown's manifester level for true.

If the manifester level of the psicrown is higher than the minimum manifester level needed to manifest the highest level power stored in the psicrown, you must pay for the psicrown as if the highest-level power is one level higher for each additional two manifester levels.

The minimum manifester level for a psicrown is 8th for lesser, 11th for greater, and 14th for true.

The creator must know the power or powers to be imprinted in the psicrown (or must have the power available in some other form). The act of working on a psicrown costs a number of power points per day equal to the cost of manifesting each of the powers associated with the psicrown once per day.

Crafting a psicrown requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Staff.

Skill Used in Creation: Spellcraft, Craft (jewelry), or Craft (sculptures).

CREATING PSIONIC TATTOOS

The creator of a psionic tattoo must have a patch of uncovered skin free of hair and fur, and at least a few containers in which to mix dyes. In addition, he needs special materials, usually to create dyes. The costs for materials and dyes are subsumed in the cost for scribing the psionic tattoo—25 gp × the level of the power × the level of the manifester. All ingredients and materials used to scribe a psionic tattoo must be fresh and unused. The character must pay the full cost for scribing each psionic tattoo. (Economies of scale do not apply.)

The cost of a crawling tattoo varies from that of a regular psionic tattoo—50 gp × the level of the power × the level of the manifester.

The user of the psionic tattoo is both the manifester and the target; therefore, powers that target another creature cannot be stored in psionic tattoo form. Powers with a range of personal can be made into psionic tattoos, but they cost double the price of standard psionic tattoos.

The creator must know the power to be placed in the psionic tattoo (or must have the power available in some other form). The act of scribing triggers the power as if it had been manifested, costing the character an appropriate number of power points.

Scribing a psionic tattoo requires one day.

Item Creation Feat Required: Scribe Tattoo.

Skill Used in Creation: Spellcraft, Craft (calligraphy), Craft (paintings), or Profession (Scribe).

CREATING UNIVERSAL ITEMS

To create a universal item, a character usually needs some sort of equipment or tools to work on the item. He also needs a supply of materials, the most obvious being the item itself or the pieces of the item to be assembled. The cost for the materials is subsumed in the cost for creating the item. Universal item costs are difficult to formularize. Refer to Table: Estimating Magic Item Gold Piece Values and use the given item prices as a guideline. Creating an item costs half the market value listed.

If powers are involved in the prerequisites for making the item, the creator must know the power to be placed

in the item (or must have the power available in some other form). The act of working on the item requires a payment of power points appropriate to the power or powers associated with the item during each day of the item's creation.

Crafting a universal item requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Wondrous Item.

Skill Used in Creation: Spellcraft or an applicable Craft or Profession skill check.

SPECIAL PSIONIC MATERIALS

In addition to psionic items with imbedded powers, some substances have innate special properties.

Crystal, Deep: Deep crystal is crystal of above-average quality found at the hearts of large veins or deposits of mundane crystal (see below). Deep crystal is renowned for its strength and its psionically resonant nature. Mundane crystal is used for many items of psionic manufacture, such as dorjes, power stones, and psicrystals. Deep crystal is a better grade.

While a weapon made of deep crystal is no different from a mundane crystal weapon for a nonpsionic character, a psionic wielder of a deep crystal weapon can focus psionic power through it, increasing the damage that weapon deals. As a free action that does not provoke attacks of opportunity, the wielder can channel psionic power into a melee weapon or ranged weapon made of deep crystal. For 2 power points, the deep crystal weapon deals an extra 2d6 points of damage. The weapon will stay charged for 1 minute or until it scores its next hit. Bows, crossbows, and slings bestow this power on their ammunition. All missile weapons lose this effect if they miss. However, they may be recovered and charged again.

Any weapon made of deep crystal costs 1,000 gp more than its noncrystal counterpart. Any item could potentially be made out of deep crystal. Because deep crystal armor is considered to be made out of metal, druids cannot wear it.

Deep crystal has 30 hit points per inch of thickness and a hardness of 10.

Crystal, Mundane: Mundane crystal can be used in place of metal in weapons or armor, using a special forging process. The fortified crystal possesses the properties of a similar masterwork steel weapon or armor, except for visual appearance.

Weapons and armor made of mundane crystal cost the same amount to make as their masterwork counterparts. Any item could potentially be made with mundane crystal. Because mundane crystal armor is considered to be made out of metal, druids cannot wear it.

Mundane crystal properly forged has 25 hit points per inch of thickness and a hardness of 8.

CHAPTER 8 - PSIONIC MONSTERS

This chapter introduces a variety of new psionic monsters, as well as detailing astral constructs, and other creatures designed specifically to interact with psionic creatures.

Special qualities or abilities not described in this chapter are standard monster abilities detailed in the core monster rules. This chapter also introduces a new subtype of creature (psionic), and two new types of special attacks (psi-like abilities and psionic powers).

THE PSIONIC SUBTYPE

The psionic subtype applies to creatures that can use psionic powers or abilities or that have the ability to manifest powers. (In other words, a creature with the psionic subtype either has a power point reserve or has psi-like abilities.) It also applies to creatures from other sources that have spell-like abilities labeled as “psionics.”

Characters who have levels in any class that grants the use of psionics, or who have psi-like abilities as racial traits, gain the psionic subtype.

Traits: Other than the fact that all psionic creatures have psionic powers or psi-like abilities, psionic creatures have no specific traits. The psionic subtype simply identifies creatures that may be vulnerable to powers, spells, and effects targeting psionic creatures.

Undead Psionic Creatures

A psionic undead creature, although rare, is a force to be reckoned with.

Because undead are immune to mind-affecting effects (including charms and compulsions), they are particularly threatening to other psionic creatures and characters (especially telepaths). Psionic undead creatures can use mind-affecting powers on the living, even though they themselves are immune to such attacks. However, an undead creature may have the psionic subtype if it meets the criteria described above, and thus be vulnerable to non-mind-affecting powers or effects that specifically affect psionic creatures.

Intelligent constructs and plants with psionic powers or psi-like abilities also share this advantage.

PSIONIC POWERS

Creatures with psionic powers are similar to creatures with racial spellcasting ability. They have the ability to manifest powers just as a member of a psionic character class can (and can activate psionic items accordingly).

Creatures with the ability to use powers are subject to the same rules for manifesting powers that characters are, but they are not actually members of a class and do

not gain any class abilities unless otherwise specified.

Creatures with psionic powers generally emulate the manifesting ability of a particular psionic class. When such a creature takes levels in that same class, it can stack its innate psionic powers and its class power progression together.

Creatures with psionic powers that take levels in a class other than the one they emulate combine their two power point reserves into a single reserve, but they manifest powers from each psionic class separately.

PSI-LIKE ABILITIES

Most psionic monsters have some number of psi-like abilities. These are very similar to spell-like abilities. Naturally, they are psionic and work just like powers or spells. A creature with psi-like abilities does not pay for these abilities with power points.

Psi-like abilities do not work in a *null psionics field* and are subject to power resistance if the power or spell the ability duplicates would be subject to power resistance. A psi-like ability usually has a limit on how often it can be used. A psi-like ability that can be used at will has no use limit. Using a psi-like ability is a standard action unless noted otherwise, and doing so while threatened provokes attacks of opportunity. It is possible to make a concentration check to use a psi-like ability defensively and avoid provoking attacks of opportunity, just as when using a power or casting a spell. A psi-like ability can be interrupted just as a spell can be. Psi-like abilities cannot be used to counterspell, nor can they be counterspelled.

All creatures with psi-like abilities are assigned a manifester level, which indicates how difficult it is to dispel their psi-like effects and determines all level-dependent variables (such as range or duration) the abilities might have. When a creature uses a psi-like ability, the power is manifested as if the creature had spent a number of power points equal to its manifester level, which may augment the power to improve its damage or save DC. However, the creature does not actually spend power points for its psi-like abilities, even if it has a power point reserve due to racial abilities, class levels, or some other psionic ability.

The DC of a saving throw (if applicable) against a creature's psi-like ability is 10 + the level of the power or spell the ability duplicates + the creature's Cha modifier. Remember to check the power's Augment entry to see if the creature's manifester level (and thus the effective power point expenditure) increases the DC of the saving throw. Changes to the effect's save DC, damage, and so on are noted in the psi-like ability entry.

Psionic Focus

Some creatures have feats that can be used only when the creature is psionically focused, or that require the creature to expend its psionic focus. Assume that such a creature is psionically focused before entering combat.

Psi-Like Abilities and Feats

Creatures with access to psi-like abilities can use the feats Empower Spell-Like Ability and Quicken Spell-Like Ability.

These feats can be used only on psi-like abilities that do not have increased effects due to augmentation. Furthermore, the creature can empower only a psi-like ability with a level less than or equal to half its manifester level (round down) minus 2, and can quicken only a psi-like ability with a level less than or equal to half its manifester level (round down) minus 4.

Creatures with “Psionics” Entries

Psionic monsters often possess spell-like abilities that are identified as “psionics,” instead of “spell-like abilities.” For all intents and purposes, creatures with spell-like abilities described as psionics are considered to possess psi-like abilities, and they manifest their powers as described above.

Psionic Spells

In some cases, a creature’s psi-like abilities (or abilities listed under a creature’s psionics entry) may include an effect that does not duplicate any listed power. For such abilities, simply use the existing spell description. Treat the creature’s manifester level as the caster level for the spell. The ability is still psionic in origin, so spells and powers that specifically affect psionic powers can negate or reduce its effects as they would any other psionic power.

READING PSIONIC CREATURE ENTRIES

Many of the creatures described in this chapter have psi-like abilities or the ability to use psionic powers, or both. These abilities are presented as described below.

Creatures with Psi-Like Abilities

Each of a creature’s psi-like abilities has a manifester level. Each ability that allows a saving throw also gives a save DC in parentheses following the power name.

Powers that have increased effects due to augmentation include information about the effect. An asterisk indicates that the power has already been augmented by the creature’s innate ability.

Powers that can’t be augmented, or that are manifested at their normal minimum level, do not contain any special notations. Resolve the effect of manifesting the power without augmentation at the creature’s given manifester level.

Some creatures may have particular powers that are manifested at a higher or lower level than their normal manifester level. In such cases, the manifester level is

given in the parenthetical information following the power name.

ASTRAL CONSTRUCT

Astral constructs are brought into being by the metacreativity power *astral construct*. They are formed from raw ectoplasm (a portion of the astral medium drawn into the Material Plane). The power points spent by the construct’s creator during the manifestation of the power determine the level of the astral construct created. However, even astral constructs of the same level vary somewhat from each other, depending on the whims of their creators.

COMBAT

Astral constructs act as directed by their creators. As a free action, a construct’s manifester can direct the construct to attack particular enemies, use specific tactics or powers, perform other actions, or do nothing at all. The construct does exactly what its creator directs it to do.

An astral construct generally appears as an animate clump of ectoplasm with a vaguely humanoid shape, but the manifester can mold or sculpt one according to his or her whim within the limits imposed by the creature’s size. The quality of such “construct sculpture” is determined by a Craft (sculpting) check. A result of 10 to 19 creates a creature that is recognizably similar to the desired creature shape; a result of 20 to 29 creates a construct that looks like an accurate portrayal of that creature type; a result of 30 or higher creates a construct that looks like a specific individual. No matter how high the Craft (sculpting) check result, though, an astral construct’s appearance can’t hide the otherworldly material from which it is formed.

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

Special Abilities: Every time an astral construct is created, the manifester can choose to apply one special ability to the construct. When the manifester finishes manifesting the *astral construct* power, he chooses one or more special abilities from a menu of abilities appropriate to that level of astral construct.

CREATING AN ASTRAL CONSTRUCT

When manifesting the *astral construct* power, the manifester assembles the desired creature from a menu of choices, as specified in the construct’s statistics block. A manifester can always substitute two choices from a lesser menu for one of its given abilities. Multiple selections of the same menu choice do not stack unless the ability specifically notes that stacking is allowed.

Some menu choices grant an astral construct the ability to manifest specific powers as psi-like abilities. Unless using the ability is a free action, an astral construct manifesting such a power does so as a standard action that provokes attacks of opportunity. All such powers have a manifester level equal to the astral construct's Hit Dice or the creator's manifester level, whichever is lower.

An astral construct does not need to meet the prerequisites for a feat granted by a menu choice.

Astral Construct Menu A

A manifester creating a 1st-level, 2nd-level, or 3rd-level astral construct can choose one special ability from this menu.

Buff (Ex): The astral construct gains an extra 5 hit points.

Celerity (Ex): The astral construct's land speed is increased by 10 feet.

Cleave (Ex): The astral construct gains the Cleave feat.

Deflection (Ex): The astral construct gains a +1 deflection bonus to Armor Class.

Fly (Ex): The astral construct has physical wings and a fly speed of 20 feet (average).

Improved Bull Rush (Ex): The astral construct gains the Improved Bull Rush feat.

Improved Slam Attack (Ex): The astral construct gains the Improved Natural Attack feat.

Mobility (Ex): The astral construct gains the Mobility feat.

Power Attack (Ex): The astral construct gains the Power Attack feat.

Resistance (Ex): Choose one of the following energy types: fire, cold, acid, electricity, or sonic. The astral construct gains resistance 5 against that energy type.

Swim (Ex): The astral construct is streamlined and shark like, and gains a swim speed of 30 feet.

Trip (Ex): If the astral construct hits with a slam attack, it can attempt to trip the opponent as a free action without provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the astral construct.

Astral Construct Menu B

A manifester creating a 4th-level, 5th-level, or 6th-level astral construct can choose one special ability from this menu. Alternatively, the construct can have two special abilities from Menu A.

Compact Form: The astral construct is summoned in a smaller form, coming one size category smaller than normal. Its Strength is reduced by 2, its Dexterity is increased by 2, and its modifiers based on size are adjusted appropriately.

Energy Touch (Ex): The astral construct deals an extra 1d4 points of damage of your active energy type (fire, cold, sonic, or electricity) when you manifest the construct.

Extra Attack: If the astral construct is Medium or

smaller, it gains two slam attacks instead of one when it makes a full attack. Its bonus on damage rolls for each attack is equal to its Strength modifier, not its Strength modifier x 1-1/2. If the astral construct is Large or larger, it gains three slams instead of two when it makes a full attack. Its attacks are otherwise unchanged.

Fast Healing (Ex): The astral construct heals 2 hit points each round. It is still immediately destroyed when it reaches 0 hit points.

Heavy Deflection (Ex): The astral construct gains a +4 deflection bonus to Armor Class.

Improved Buff (Ex): The astral construct gains an extra 15 hit points.

Improved Critical (Ex): The astral construct gains the Improved Critical feat with its slam attacks.

Improved Damage Reduction (Ex): The astral construct's surface forms a hard carapace and provides an additional 3 points of damage reduction (or damage reduction 3/magic if it does not already have damage reduction).

Improved Fly (Ex): The astral construct has physical wings and a fly speed of 40 feet (average).

Improved Grab (Ex): To use this ability, the construct must hit with its slam attack. A construct can use this ability only on a target that is at least one size smaller than itself.

Improved Swim: The astral construct is streamlined and shark-like, and gains a swim speed of 60 feet.

Muscle (Ex): The astral construct gains a +4 bonus to its Strength score.

Poison Touch (Ex): If the astral construct hits with a melee attack, the target is affected by astral poison.

Poison (Su): astral poison – injury; *save* Fort DC 10 + 1/2 astral construct's HD + astral construct's Cha modifier; *frequency* 1/minute for 2 minutes; *effect* 1 Con damage; *cure* 1 save.

Pounce (Ex): If the astral construct charges a foe, it can make a full attack.

Smite (Su): Once per day the astral construct can choose one target to focus on, dealing additional damage. The astral construct deals extra damage equal to its Hit Dice to this target until the target is dead, the astral construct's duration is destroyed, expired, or dismissed, or the manifester who summoned it rests to regain daily power points.

Trample (Ex): As a standard action during its turn each round, a Large or larger astral construct can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal to 1d8 + its Str modifier. The target can attempt a Reflex save (DC 10 + 1/2 astral construct's Hit Dice + astral construct's Str modifier) to negate the damage, or it can instead choose to make an attack of opportunity at a –4 penalty.

Astral Construct Menu C

A manifester creating a 7th-level, 8th-level, or 9th-level astral construct can choose one special ability from this menu. Alternatively, the astral construct can

have two special abilities from Menu B. (One or both of the Menu B choices can be swapped for two choices from Menu A.)

Blindsight (Ex): The astral construct has blindsight out to 60 feet.

Concussion (Sp): The astral construct can manifest *concussion blast* (manifest level 7th) as a free action once per round.

Constrict (Ex): The astral construct has the improved grab ability with its slam attack. In addition, on a successful grapple check, the astral construct deals damage equal to its slam damage.

Dimension Slide (Sp): The astral construct can manifest *dimension slide* (manifest level equal to Hit Dice) as a move action once per round.

Energy Bolt (Sp): The astral construct can manifest *energy bolt* (manifest level 8th) as a standard action once per round. The creator's active energy type determines the type of energy used. Kineticists are not restricted to an active energy type when choosing this menu option.

Extra Buff (Ex): The astral construct gains an extra 30 hit points.

Extreme Damage Reduction (Ex): The astral construct's surface forms hard, armor-like plates and provides an additional 6 points of damage reduction.

Extreme Deflection (Ex): The astral construct gains a +8 deflection bonus to Armor Class.

Natural Invisibility (Su): The astral construct is constantly invisible, even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Power Resistance (Ex): The astral construct gains power resistance equal to 10 + its Hit Dice.

Rend (Ex): The astral construct makes claw attacks instead of slam attacks (it deals the same amount of damage as it would with its slam damage, but does slashing damage instead of bludgeoning damage). An astral construct that hits the same opponent with two claw attacks in the same round rends its foe, which deals extra damage equal to 2d6 + 1-1/2 times its Str modifier.

Spring Attack (Ex): The astral construct gains the Spring Attack feat.

Whirlwind Attack (Ex): The astral construct gains the Whirlwind Attack feat.

1st-Level Astral Construct CR ½
0 XP (included with master)
N Small construct
Init +2; **Senses** darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)
HP 15 (1d10+10)
Fort +0, **Ref** +2, **Will** +0
Construct traits

OFFENSE

Speed 30 ft.
Melee Slam +4 melee (1d4+3)
Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 15, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10
BAB +1, **CMB** +2; **CMD** 14
Feats -
Skills -

ECOLOGY

Environment Any
Organization Solitary
Treasure none

SPECIAL ABILITIES

One ability from Menu A

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

2nd-Level Astral Construct CR 1
0 XP (included with master)
N Medium construct
Init +2; **Senses** darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
HP 31 (2d10+20)
Fort +0, **Ref** +2, **Will** +0
Construct traits

OFFENSE

Speed 40 ft.
Melee Slam +5 melee (1d6+4)
Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 17, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10
BAB +2, **CMB** +5; **CMD** 17
Feats -
Skills -

ECOLOGY

Environment Any
Organization Solitary
Treasure none

SPECIAL ABILITIES

One ability from Menu A

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

3rd-Level Astral Construct

CR 2

0 XP (included with master)

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

HP 36 (3d10+20)

Fort +1, **Ref** +3, **Will** +1

Construct traits

OFFENSE

Speed 40 ft.

Melee Slam +8 melee (1d6+7)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 21, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10

BAB +3, **CMB** +8; **CMD** 20

Feats -

Skills -

ECOLOGY

Environment Any

Organization Solitary

Treasure none

SPECIAL ABILITIES

One ability from Menu A

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

4th-Level Astral Construct

CR 3

0 XP (included with master)

N Medium construct

Init +2 **Senses** darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural)

HP 47 (5d10+20)

Fort +1, **Ref** +3, **Will** +1

Construct traits

OFFENSE

Speed 40 ft.

Melee Slam +12 melee (1d6+10)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 25, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10

BAB +5, **CMB** +12; **CMD** 24

Feats -

Skills -

ECOLOGY

Environment Any

Organization Solitary

Treasure none

SPECIAL ABILITIES

One ability from Menu B

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

5th-Level Astral Construct

CR 5

0 XP (included with master)

N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC 23, touch 10, flat-footed 22 (+1 Dex, +13 natural, -1 size)

HP 68 (7d10+30)

Fort +2, **Ref** +3, **Will** +2

DR 5/magic; Construct traits

OFFENSE

Speed 40 ft.

Melee 2 slams +15 melee (1d8+9)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 29, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 10

BAB +7, CMB +17; CMD 28

Feats -

Skills -

ECOLOGY

Environment Any

Organization Solitary

Treasure none

SPECIAL ABILITIES

One ability from Menu B

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

6th-Level Astral Construct

CR 7

0 XP (included with master)

N Large construct

Init +1 **Senses** darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)

HP 85 (10d10+30)

Fort +3, **Ref** +4, **Will** +3

DR 10/magic; Construct traits

OFFENSE

Speed 40 ft.

Melee 2 slams +20 melee (1d8+11)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 33, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 10

BAB +10, **CMB** +22; **CMD** 33

Feats -

Skills -

ECOLOGY

Environment Any

Organization Solitary

Treasure none

SPECIAL ABILITIES

One ability from Menu B

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is

harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

7th-Level Astral Construct

CR 8

0 XP (included with master)

N Large construct

Init +1 **Senses** darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

HP 101 (13d10+30)

Fort +4, **Ref** +5, **Will** +4

DR 10/magic; Construct traits

OFFENSE

Speed 40 ft.

Melee 2 slams +24 melee (1d8+12)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 35, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 10

BAB +13, **CMB** +26; **CMD** 37

Feats -

Skills -

ECOLOGY

Environment Any

Organization Solitary

Treasure none

SPECIAL ABILITIES

One ability from Menu C

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

8th-Level Astral Construct

CR 9

0 XP (included with master)

N Large construct

Init +1 **Senses** darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC 29, touch 10, flat-footed 28 (+1 Dex, +19 natural, -1 size)

HP 118 (16d10+30)

Fort +5, **Ref** +6, **Will** +5

DR 15/magic; Construct traits

OFFENSE

Speed 40 ft.
Melee 2 slams +29 melee (1d8+14)
Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 39, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 10
BAB +16, **CMB** +31; **CMD** 42
Feats -
Skills -

ECOLOGY

Environment Any
Organization Solitary
Treasure none

SPECIAL ABILITIES

One ability from Menu C

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

9th-Level Astral Construct CR 10
 0 XP (included with master)
 N Huge construct
Init +0; **Senses** darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC 33, touch 8, flat-footed 33 (+25 natural, -2 size)
HP 144 (19d10+40)
Fort +6, **Ref** +6, **Will** +6
DR 15/magic; Construct traits

OFFENSE

Speed 50 ft.
Melee 2 slams +33 melee (2d6+16)
Space 15 ft.; **Reach** 15ft.

STATISTICS

Str 43, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 10
BAB +19, **CMB** +37; **CMD** 47
Feats -
Skills -

ECOLOGY

Environment Any
Organization Solitary
Treasure none

SPECIAL ABILITIES

Two abilities from Menu C

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

BRAIN MOLE

A small, furry creature lies partially covered in the earth before you.

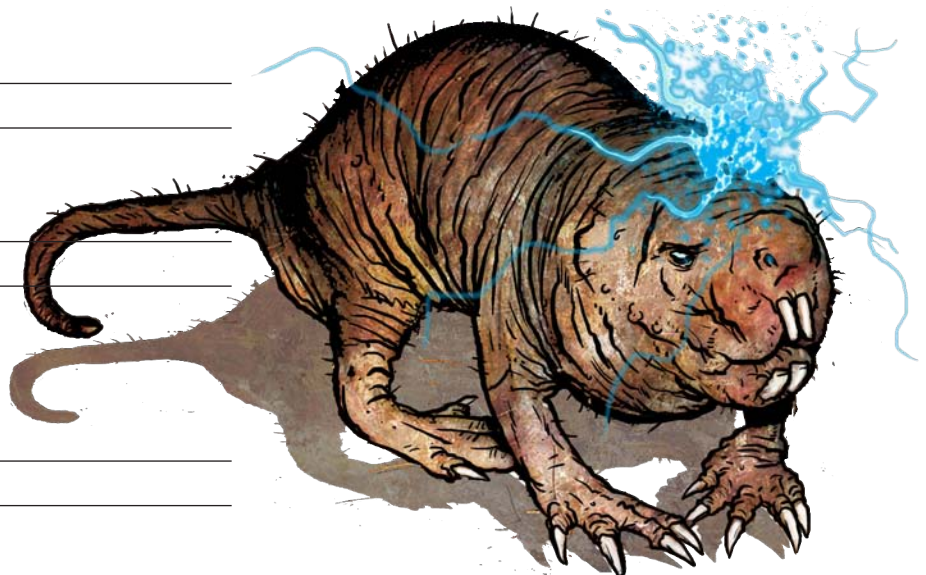
BRAIN MOLE CR ½
 200 XP
 N Tiny Magical Beast (psionic)
Init +2 **Senses** darkvision 60 ft., low-light vision, scent, Perception +2

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 size, +2 Dex)
HP 3 (1d10-2)
Fort +0, **Ref** +4, **Will** +2
Defensive Abilities hide mind

OFFENSE

Speed 15 ft., **burrow** 15 ft.
Melee Bite +5 melee (1d3-4 plus cascade flu)
Space 2 ½ ft.; **Reach** 0 ft.
Special Attacks power conversion
Psi-like Abilities: At will—*detect psionics*, *power leech* (ML 5th, DC 14); 3/day—*aversion* (DC 12), *mind*



A brain mole

thrust (DC 11). Manifester level 1st. The save DCs are Charisma-based.

STATISTICS

Str 2, **Dex** 14, **Con** 7, **Int** 2, **Wis** 14, **Cha** 11

BAB +1; **CMB** -5; **CMD** 7 (11 vs trip)

Feats Alertness; Weapon Finesse^B

Skills Perception + 2, Stealth +15; **Racial Modifiers** +4 Stealth, -2 visual Perception

ECOLOGY

Environment temperate forest

Organization Nest (3-5)

Treasure none

SPECIAL ABILITIES

Cascade Flu (Ex): Disease—bite; Fortitude DC 9, onset one day, damage psionic cascade (every time an afflicted character manifests a power, she must make a DC 16 concentration check; on a failed check, a psionic cascade is triggered [see Psionic Maladies]). The save DC is Constitution-based.

Hide Mind (Su): A brain mole cannot be identified as psionic by divination spells or clairsentience powers.

Power Conversion (Su): When a brain mole drains a power point by means of its *power leech* power, it immediately heals 1 hit point. If it is already at full normal hit points, it instead gains psionic sustenance sufficient to supply its need for nourishment for 24 hours.

Burrowing animals that feed off psionic energy, brain moles are not easily distinguished from normal moles. If a brain mole cannot find psionic energy, they typically survive by eating insects.

Brain moles prefer psionic energy, and will use their *detect psionics* ability to seek out prey. Once the target is within reach, they will use their *power leech* ability, staying hidden as long as possible. When threatened, a brain mole will use *aversion* to try to keep opponents from attacking, and resort to *mind thrust* if forced into combat. Their bite ability is only used as a last resort.

CALLER IN DARKNESS

What appears to be a sudden fog rolls towards you, a feeling of dread sinking into your bones. As the fog forms into a thousand faces, all stuck in the middle of silent screams, you understand why.

CALLER IN DARKNESS

CR 9

6,400 XP

CE Large undead (incorporeal, psionic)

Init +7 **Senses** darkvision 60 ft., Perception +16

Aura unnatural (DC18)

DEFENSE

AC 14, touch 14, flat-footed 11 (-1 size, +3 Dex, +2 deflection)

HP 71 (11d8+22)

Fort +5, **Ref** +6, **Will** +9

Defensive Abilities incorporeal **Immune** undead traits

Weaknesses vulnerability to sunlight

OFFENSE

Speed 30 ft.; fly 60 ft. (good)

Melee incorporeal touch +10 (2d6 plus steal essence if lethal)

Space 10 ft.; **Reach** 10 ft.

Special Attacks steal essence

Psi-like Abilities (ML 7th)

At will—*clairvoyant sense*, *concussion blast* (two targets, 3d6*), *detect psionics*, *ego whip* (2d4, DC 16*), *mind thrust* (7d10, DC 16*)

3/day—*death urge* (DC 16), *psychic crush* (DC 13**), *psionic suggestion* (three targets, DC 14*)

1/day—*co-opt concentration* (DC 18)

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 15

BAB +8; **CMB** +12; **CMD** 24

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Autonomous, Iron Will, Ability Focus (Unnatural Aura)

Skills Intimidate +16, Knowledge (Psionics) +16, Perception +16, Sense Motive +16, Spellcraft +16, Stealth +17 **Racial modifiers** Knowledge (psionics) is a class skill



A caller in darkness

Languages Common

ECOLOGY

Environment underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Unnatural Aura (Su): Animals can sense the unnatural presence of a caller in darkness. Any animal within 30 feet must make a DC 18 Will save or become panicked until it is no longer within 30 feet of the caller in darkness. A panicked creature that is cornered begins cowering. The save DC is Charisma-based. The listed DC includes the caller in darkness' Ability Focus feat.

Vulnerability to Sunlight (Ex): Callers in darkness are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A caller caught in sunlight cannot attack and can take only a single move action or standard action each turn, but not both (nor can it take full-round actions).

Steal Essence (Su): Any living, intelligent creature slain by a caller in darkness's touch attack is mentally absorbed into the monster's consciousness. (The physical body of the victim remains intact). Stealing a victim's essence is a free action; it grants the caller 12 temporary hit points, and a permanent new screaming face appears within its cloud.

A caller in darkness can also steal the essence of living, intelligent creatures within 30 feet that are paralyzed or sleeping, or that are helpless due to having a mental ability score reduced to 0 (often by the caller's *ego whip* attack). Doing so is a standard action that provokes attacks of opportunity. The victim dies, and the caller gains 12 temporary hit points.

Horrifying in ways that would break the minds of most humans, callers in darkness are thankfully rare. Usually formed upon the death of an innocent who was slowly and painfully tortured until its demise, a caller in the darkness exists with an urge to bring others into its own miserable existence. This is not a method of gaining power. The caller in the darkness is simply incapable of fighting its desire to force others to feel its torment.

A mind captured by a caller of darkness is forever trapped within the creature, forced to relive its own personal nightmares for as long as the entity that absorbed it exists. Few things will shake someone as quickly as seeing the face of someone they recognize coming out of the fog, trying to scream.

CEREBRILITH

The creature before you looks like a furless ape that has been crossed with some sort of reptile. Its skull is far longer than it should be, and it does not appear to have a neck, the skull simply continuing directly into

the creatures severely hunched back. The skull is not a solid piece, appearing more like a thick ribcage on top, and you can see the enormous brain that also appears to continue into the creature's back. Long arms appear to keep it balanced, but as it stands up, you realize that they are only kept on the ground for ease of movement, and it appears more than capable of using them in a fight.

CEREBRILITH

CR 10

9,600 XP

CE Large outsider (chaotic, demon, evil, extraplanar, psionic)

Init +1; **Senses** darkvision 60 ft., Perception +24

DEFENSE

AC 25, touch 10, flat-footed 24 (–1 size, +1 Dex, +15 natural)

HP 112 (9d10+63)

Fort +13, **Ref** +4, **Will** +10

Defensive Abilities DR 10/good; **Immune** electricity and poison; **Resist** acid 10, cold 10, fire 10; **PR** 20



A cerebrilith

OFFENSE

Speed 30 ft.

Melee Bite +14 (1d8+6) and 2 claws +14 (1d6+6)

Space 10 ft.; **Reach** 10 ft.

Spell-like Abilities (CL9)

At will—*deeper darkness*, *desecrate*, *detect good*, *dispel good* (DC 20), *greater teleport* (self plus 50 pounds of objects only), *magic circle against good*, *unholy blight* (DC 19).

1/day – summon (level 4, 1 cerebrilith, 35%)

Psi-like Abilities (ML 9th)

At will—*brain lock* (any nonmindless, DC 17*), *detect psionics*, *ego whip* (2d4, DC 19*), *id insinuation* (four targets, DC 20*), *mind trap* (5 rounds*)

3/day—*mind control* (24 hours, DC 20*), *ectoplasmic form*, *mind probe* (DC 20)

1/day—*mind thrust* (9d10, DC 20*)

*Includes augmentation for the cerebrilith's manifester level.

STATISTICS

Str 22, **Dex** 13, **Con** 25, **Int** 15, **Wis** 18, **Cha** 21

BAB +9; **CMB** +16; **CMD** 27

Feats Power Attack, Psionic Meditation, Psionic Fist, Unavoidable Strike, Greater Psionic Fist, Wild Talent^B

Skills Autohypnosis +16, Knowledge (arcane) +14, Knowledge (the planes) +14, Knowledge (psionics) +14, Perception +24, Sense Motive +16, Spellcraft +14, Stealth +13 **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary

Treasure standard

Cerebriliths are specialized demons, augmenting their demonic abilities with psionic might. Cerebriliths are more concerned with their own power than anything else, and very rarely join in demonic armies unless they are needed for a specific purpose. Much of a cerebrilith's time is spent perfecting its own abilities, generally by using mortals as prey.

Cerebriliths are absolute monstrosities, the largest rivaling balors in size when fully erect. A typical cerebrilith stands around 15 feet tall, and weighs around 5,000 lbs. They're constantly hunched nature means most cerebriliths appear to only be around 11 to 12 feet high. They form from the souls of powerful psionics, although only the soles of true psionic masters are capable fueling the creation of one cerebrilith, which otherwise may take as many as a dozen souls of psionic mortals to form.

CRYSMAL

The small scorpion-like creature appears to be made of crystal, looking more like someone's pet construct than anything else - until it attacks.

CRYSMAL

CR 3

800 XP

LN Small outsider (earth, elemental, psionic)

Init +2 **Senses** darkvision 60 ft., Perception +19

DEFENSE

AC 21, touch 13, flat-footed 19 (+1 size, +2 Dex, +8 natural)

HP 39 (6d10+6)

Fort +8, **Ref** +6, **Will** +2

DR 5/bludgeoning; **Immune** elemental traits, fire, cold; **Resist** electricity 15

OFFENSE

Speed 30 ft.; burrow 20 ft.

Melee Sting +8 melee (1d3+3)

Psi-Like Abilities (ML 2nd)

At will—*control object*, *control sound*, *detect psionics*, *empty mind*, *mind thrust* (2d10, DC 13*)
3/day—*fold space*

STATISTICS

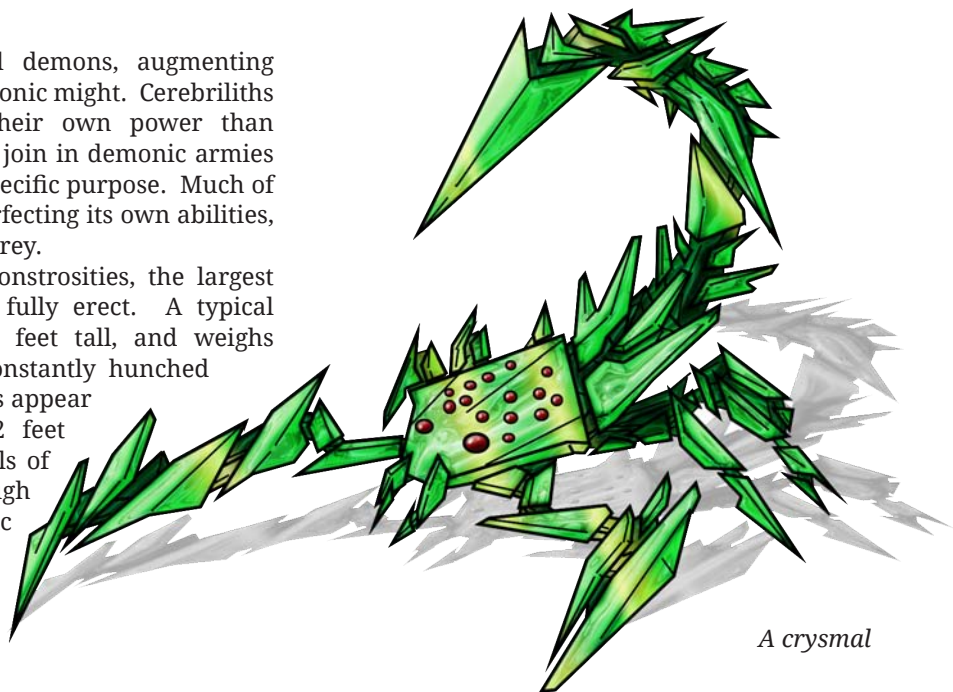
Str 15, **Dex** 14, **Con** 12, **Int** 6, **Wis** 10, **Cha** 14

Feats Alertness, Great Fortitude, Lightning Reflexes

Skills Acrobatics +11, Appraise +15, Climb +11, Perception +19 **Racial Modifiers** +8 Appraise, +8 Perception

ECOLOGY

Environment Underground



A crysmal

Organization Solitary or facet (2-5)

Treasure Double goods (gems only)

A crysmal exists for one thing – to reproduce. Single-minded in the extreme, they spend the vast majority of their time searching out gems, which they have learned bipedal creatures often carry.

Not outright evil, handing a crysmal the gems it is looking for will leave you unharmed. A crysmal requires 8 to 10 gemstones worth 25 gp or more to create a juvenile crysmal.

FOLUGUB

An enormous beetle walks toward you. Its carapace glitters as though it were crystalline in nature, and what appears to be a large tongue flickers out between its mandibles periodically, as though tasting the air around it.

FOLUGUB

CR 2

600 XP

N Medium Aberration

Init +3 **Senses** darkvision 60 ft., scent crystal 90 ft., Perception + 11

DEFENSE

AC 18, 13 touch, 15 flat-footed (+3 Dex, +5 natural)

HP 30 (4d8+12)

Fort +4, **Ref** +4, **Will** +5

OFFENSE

Speed 40 ft.

Melee Bite +6 (2d4), Tongue +3 touch (liquefy crystal)

STATISTICS

Str 10, **Dex** 17, **Con** 17, **Int** 2, **Wis** 13, **Cha** 11

BAB +3; **CMB** +3; **CMD** 16 (20 vs trip)

Feats Skill Focus (Perception), Weapon Finesse

Skills Perception +11

ECOLOGY

Environment any underground

Organization solitary, pair, or nest (3-10)

Treasure incidental (no crystalline treasure)

SPECIAL ABILITIES

Liquefy Crystal (Su): A folugub's tongue is a primary touch attack that causes any crystalline item it touches to begin to liquefy. The item takes half its maximum HP in damage and gains the broken condition – a second hit destroys the item. A folugub never provokes an attack of opportunity by attempting to strike a weapon with its tongue. Against creatures made of crystal, the folugub deals 3d6+4 points of damage. An attended object, any psionic object, or a crystalline creature can attempt a DC 15 Reflex save to negate this effect. The DC is Constitution-based.

Scent Crystal (Ex): This ability functions much like the scent ability, except that the range is 90 ft. and the folugub can only use it to sense crystal objects (including creatures wearing or carrying crystal objects).

Six feet long and nearing 300 pounds, they have absolutely no fear of humanoids, though they do not bother to attack anything that is not bearing crystals of some sort.

Folugubs are to crystal what rust monsters are to metal. Nearly always hungry, the folugub will stop at nothing to make a dinner of the largest crystal it can find.

Folugubs can detect a crystal object by smell from up to 90 feet. Once a folugub has detected a crystal, it has almost a single-minded determination to find and devour the object. If a folugub acquires a crystal object, it will typically stop any attack to devour the crystal, unless it is attacked or threatened.



A folugub

GRAY GLUTTON

The vaguely humanoid creature before you has rough and warty skin, with a mouth full of needle-like teeth. If not for its bestial crouch, it looks like it would stand about 18 feet tall.

GRAY GLUTTON

CR 7

3,200 XP

N Huge Magical Beast

Init -1 **Senses** darkvision 60 ft., low-light vision, scent, Perception +8

DEFENSE

AC 20, 7 touch, 20 flat-footed (-2 size, -1 Dex, +13 natural)

HP 85 (9d10+36)

Fort +10, **Ref** +7, **Will** +7

PR 20

OFFENSE

Speed 40 ft.

Melee Bite +15 (2d8+8) and 2 Claws +15 (2d6+8)

Space 15 ft.; **Reach** 10 ft.

Special Attacks null psionic exhalation

STATISTICS

Str 27, **Dex** 9, **Con** 19, **Int** 2, **Wis** 15, **Cha** 20

BAB +9; **CMB** +19; **CMD** 28

Feats Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Survival)^B, Step Up

Skills Perception +5, Survival +14

ECOLOGY

Environment Any underground

Organization solitary, pair, or cluster (3-5)

Treasure none

SPECIAL ABILITIES

Null Psionic Exhalation (Su): As a free action useable once per round, a gray glutton can breathe forth a cloud of pale blue translucent gas into an adjacent 10-foot cube. The gas is poisonous to anyone with power points. Any character possessing power points is effected by gray glutton poison.

Poison (Su): null psionic exhalation – inhaled; *save* Fort DC 18; *frequency* 1/round for 4 rounds; *effect* 1d4 power points; *cure* 1 save

The gray glutton's sole purpose is to destroy psionic creatures and characters. The tenacity and rage it harnesses to track down and annihilate psionic creatures is terrifying.

Gray gluttons are rare, being the offspring of the victims of experimentation by manifesters. The hatred for their tormentors has been passed from generation to generation, leading to an instinctual hatred for any creature with psionic power. Although their hide is gray, the creature is named for its hunger for gray matter.

In combat, a gray glutton makes any creature with psionic power its priority target, and will attack any creature who gets in its way to reach its prey. A gray glutton will always break off an attack with a nonpsionic creature if a psionic creature is nearby.

INTELLECT DEVOURER

This creature is the size of a dog, but with a head entirely made of exposed brain. It moves with astonishing grace despite having no discernable eyes. A glistening membrane or mucus covers its form.

INTELLECT DEVOURER

CR 7

3,200 XP

CE Small aberration (evil, psionic)

Init +5 **Senses** blindsight 60 ft., darkvision 60 ft., Perception +18

DEFENSE

AC 21, touch 16, flat-footed 16 (+1 size, +5 Dex, +5 natural)

HP 45 (6d8+18)

Fort +4, **Ref** +7, **Will** +6

DR 10/adamantine; **Immune** fire; **Resist** electricity 15; **PR** 23



A gray glutton

Weakness vulnerability to *protection from evil*

OFFENSE

Speed 40 ft.

Melee 4 claws +6 (1d3+1)

Special Attacks body thief

Psi-like Abilities (ML 7th)

At will—*cloud mind*, *compression*, *detect psionics*, *ego whip* (2d4, DC 16*), *empty mind* (+5 on Will saves*), *id insinuation* (three targets, DC 16*); 3/day—*body adjustment* (2d12*), *intellect fortress*, *painful strike*.

The save DCs are Charisma-based.

*Includes augmentation for the intellect devourer's manifester level.

STATISTICS

Str 13, **Dex** 21, **Con** 15, **Int** 12, **Wis** 12, **Cha** 14

BAB +4; **CMB** +4; **CMD** 19

Feats Combat Manifestation, Toughness, Up the Walls, Wild Talent^B

Skills Autohypnosis +7, Bluff +16, Perception +18, Perform (Act) +8, Stealth +26 **Racial Modifiers** +8 Bluff, +8 Perception, +8 Stealth

ECOLOGY

Environment underground

Organization solitary or pod (2-4)

Treasure 1/2 coins; double goods; standard items

SPECIAL ABILITIES

Vulnerability to Protection from Evil (Ex): An intellect devourer is treated as a summoned creature for the purpose of determining how it is affected by a *protection from evil* spell.

Body Thief (Su): As a full-round action that provokes an attack of opportunity, an intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt that inflicts 8d4+3d6+8 points of damage. If the victim is slain (or already dead), the intellect devourer usurps control of the body and may use it as its own, as if it controlled the target via *mind control*. The intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting, manifesting, spell-like abilities, and psi-like abilities (although the intellect devourer can still use its own psi-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via effects such as *gentle repose*). As long as the intellect devourer occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity

and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, the intellect devourer emerges and is dazed for 1 round. *Raise dead* cannot restore a victim of body theft, but *resurrection* or more powerful magic can.

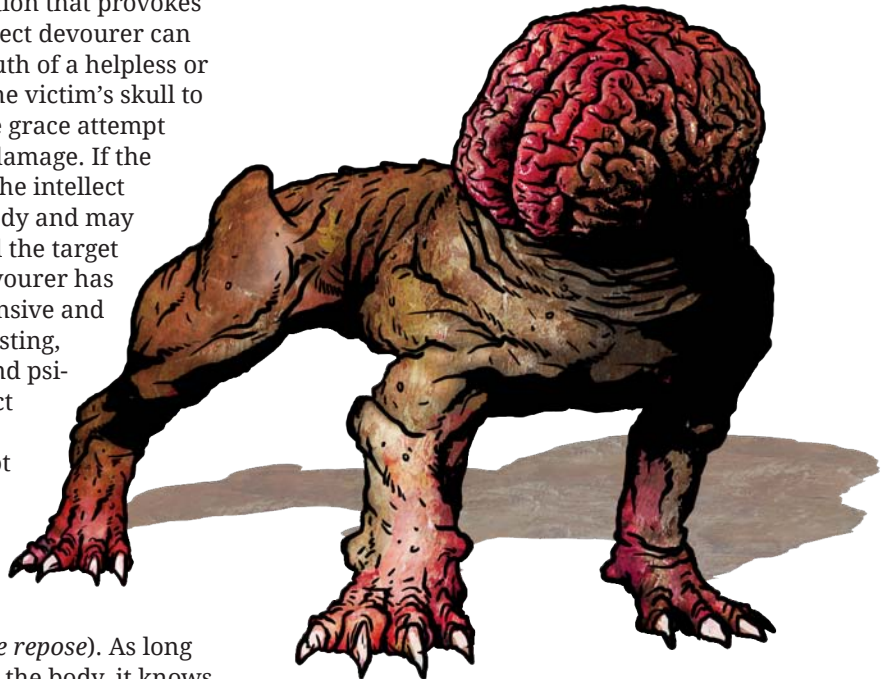
Intellect devourers prey on sentient creatures, using their body thief ability to disguise themselves as their victims. This allows an intellect devourer the ability to hide within populated areas to seek out new prey.

Intellect devourers have the ability to understand Common, but cannot speak unless they are in possession of a body that has the ability to speak. An intellect devourer in possession of a body knows all the languages that the victim knows.

Intellect devourers stalk their prey, relying on stealth and psionic powers to remain undetected and catch their victims unaware. It will use its psi-like abilities to overcome an enemy if it can catch them by surprise, then using its body thief ability to inhabit and control the corpse, pretending to be the victim while it seeks out new prey.

PHRENIC SCOURGE

The creature before you stands in a dark robe, its face hidden by a cowl and its hands seem to twitch in unnatural ways as you view it. As you realize that it is not what it seems, its form collapses and it slithers into the darkness, leaving an empty robe even as you feel it stretching its predatory mind out towards you.



An intellect devourer

PHRENIC SCOURGE

4,800 XP

LE Medium Aberration (Evil, Lawful, Psionic)

Init +3 **Senses** Telepathy 100 ft., unnatural vision

DEFENSE

AC 16, 13 touch, 13 flat-footed (+3 Dex, +3 natural)

HP 44 (8d8+8)

Fort +3, **Ref** +5, **Will** +9

DR 5/bludgeoning or slashing, **PR** 25

OFFENSE

Speed 30 ft.; burrow 15 ft., climb 30 ft.

Melee 2 tendril clusters +9 melee (1d8 plus implant)

Space 5 ft.; **Reach** 5 ft.

Special Attacks Implant, psi-like abilities, sap will
Psi-Like Abilities (ML 9th)

At will - *empathic connection* (affects animal, fey, giant, magical beast, monstrous humanoid, aberration, dragon, elemental and outsider types, duration 9 days, DC 19), *aversion* (duration 13 hours, DC 19), *read thoughts* (DC 16), *psionic suggestion* (duration 9 hours, 5 targets, DC 16), *psionic teleport*.

The save DCs are Intelligence based; see below.

STATISTICS

Str 10, Dex 16, Con 12, Int 19, Wis 17, Cha 15

BAB +6; **CMB** +6; **CMD** 19

Feats Ability Focus (implant), Ability Focus (sap will),
Weapon Finesse

Skills Autohypnosis +5, Bluff +10, Climb +8, Diplomacy
+6, Disguise +2 (+4 acting), Intimidate +4, Knowledge
(psionics) +12, Perception +11 (+17 if unclothed),
Stealth +11, Spellcraft +12, Sense Motive +7

ECOLOGY

Environment Underground or temperate plains

Organization Solitary, pair, brood (3–5), or hoard (3–5
plus servants, in any combination of duergar, gnolls,
troglodytes, or similar humanoids)

Treasure Double standard

SPECIAL ABILITIES

Implant (Ex): The tips of a phrenic scourge's tendrils constantly die and regrow, much like a human's fingernails. In any round in which the scourge successfully strikes the same victim with both tendril attacks, the tip of a tendril breaks off in the flesh and begins to burrow, unless the victim succeeds on a DC 17 Fortitude save. The larva burrows through the host, following its nervous system until it reaches the brain. This takes 1d4+1 rounds, causing 2d4 points of damage per round. When the larva reaches the brain, the subject dies instantly. At any point in this process, the larva can be destroyed with *remove disease* or *heal*.

CR 8

This ability does not function against constructs, elementals, oozes, plants, or undead, and is not instantly fatal to foes with multiple heads. Any creature with natural regeneration or fast healing resists the effects of the implanted larva. The larva is not expelled, but neither can it proceed to the brain. It does continue to cause damage every round, however, as it tries to burrow (assuming the damage it causes exceeds the fast healing or regeneration, of course). This continues until the larva is destroyed, as above, or until 2d10+1 rounds have passed, at which point it dies on its own. The save DC is Constitution-based.

Dispassionate Insight (Ex): Despite having emotions, phrenic scourges don't interact with the world through them, but through cold, piercing logic; thus, all psi-like and supernatural abilities a phrenic scourge has use its Intelligence instead of its Charisma for all purposes.

Sap Will (Su): As a standard action, a phrenic scourge can use this psionic attack to manifest a 20-ft.-radius sphere, which the scourge can center anywhere within 30 ft. (a common tactic is to center the ability on itself, as a scourge is immune to its own sap will ability). Anyone caught in this sphere must succeed on a

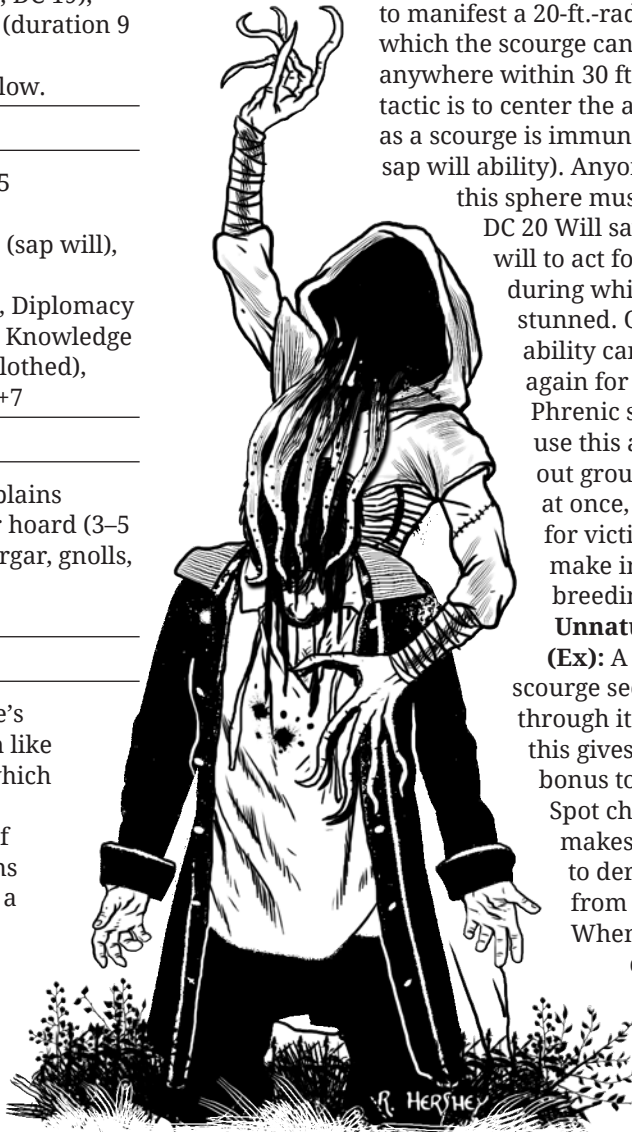
DC 20 Will save or lose the will to act for 3d4 rounds, during which they are stunned. Once used, this ability can't be used again for 2 rounds.

Phrenic scourges often use this ability to take out groups of enemies at once, or to hunt for victims they can make into slaves or breeding vessels.

Unnatural Vision

(Ex): A phrenic scourge sees and hears through its entire body; this gives it a +6 racial bonus to Listen and Spot checks, and makes it impossible to derive any benefit from flanking it.

When a scourge is disguised as a humanoid, and thus wearing clothes, these benefits are lost.



A phrenic scourge

Compress (Ex): Although they normally stand as humanoid, phrenic scourges are not bound to that form. By shifting and relaxing their tendrils, they can thin themselves out, or flatten themselves into a mass of writhing limbs no thicker than a snake. As a full-round action, a phrenic scourge can move up to its speed through a space as narrow as two or three inches in one dimension, as long as it is at least a foot or more in the other dimension. For instance, a scourge could fit through a hole that was two inches by fourteen inches, but not one two inches by four inches.

Skills: Phrenic scourges have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Most phrenic scourges take to wearing humanoid robes, which easily hide their alien features for the casual observer, allowing them to disorient potential attackers and often giving them the upper hand. As combat is joined, they often slither away from these robes to reveal their true natures: writhing coils of tendrils and tentacles, like some madman's dream had leapt from his mind and taken physical form.

A phrenic scourge is a cunning foe who will turn friend against friend, playing on weaker minds with the use of powerful suggestions, aversions, and charms that make almost any creature regard the scourge as their erstwhile friend. Ideally, this reaches the point where the scourge implants their "true friends" with larvae, dooming them to painful deaths as the breeding grounds for more of their ilk.

Phrenic scourges prefer to hang back out of melee, battering foes with their psionic abilities or sending thralls to fight in their stead. When facing weaker or lone foes, however, they close and attempt to lash the victim with their tendrils, in hopes of implanting him with larvae and breeding a new scourge.

PTHISIC

Covered in a hide of frost crystals with dagger-like claws and spikes, the creature before you stands 10 feet tall and vaguely reminds you of someone familiar.

PTHISIC

CR 6

2,400 XP

CE Large monstrous humanoid (psionic)

Init +5 **Senses** darkvision 60 ft., scent, Perception +14

DEFENSE

AC 18, touch 10, flat-footed 17 (–1 size, +1 Dex, +8 natural)

HP 63 (6d10 + 30); regeneration 5 (acid or fire)

Fort +9, **Ref** +6, **Will** +8

DR 10/magic **Resist** cold 10

OFFENSE

Speed 30 ft.

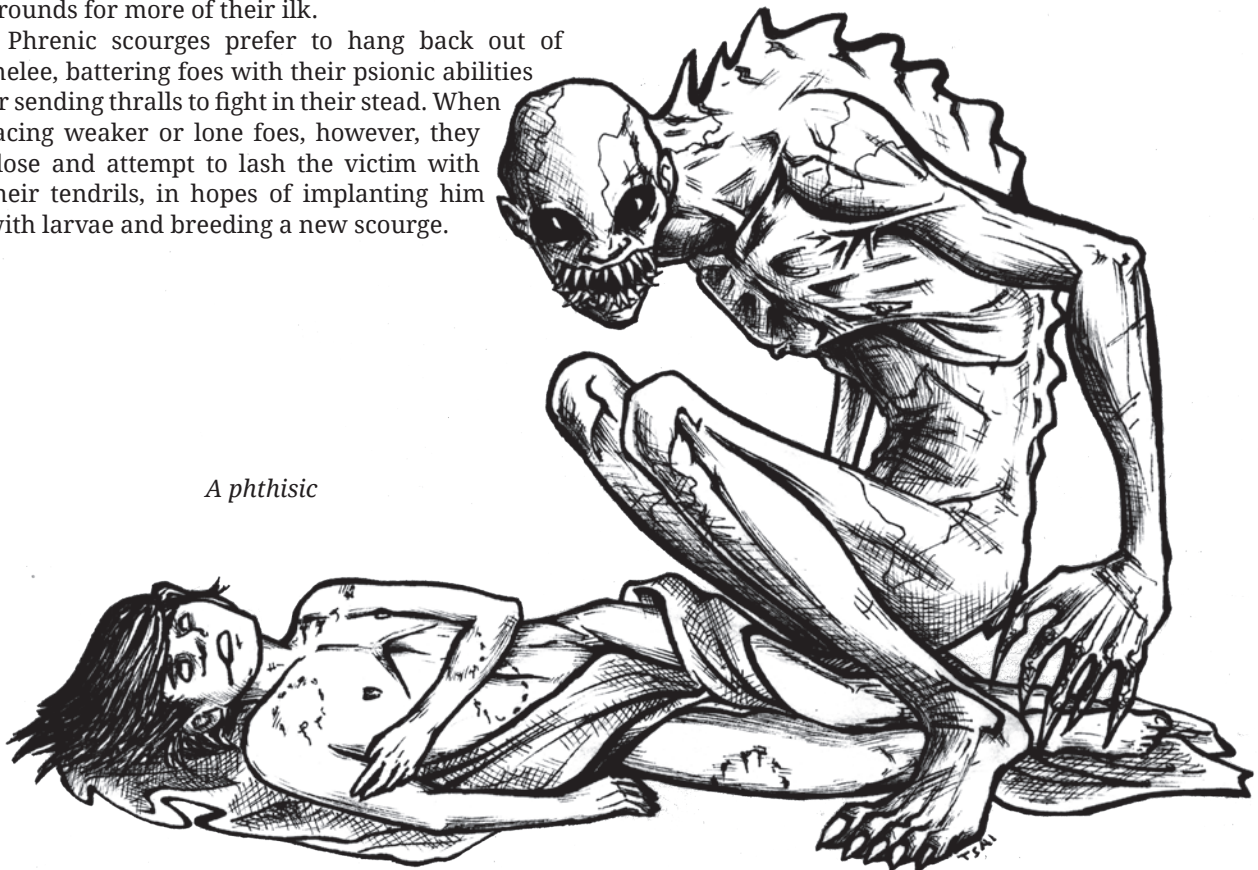
Melee 2 claws +11 (1d6+6) and bite +11 (1d6+6 plus mind feed)

Space 10 ft.; **Reach** 10 ft.

Special Attacks mind feed

Psi-like Abilities: 3/day—*brain lock* (affects animals, fey, giants, humanoids, magical beasts, and monstrous humanoids, DC 15*), *dimension slide*, *ego whip* (1d4, DC 15*), *mental barrier*, *mind thrust* (ML 4th, 4d10, DC 15*), *skate*; 1/day—*body adjustment* (heal 1d12*), *catapsi* (DC 18). Manifest level 6th. The save DCs are Charisma-based.

A phthisic



*Includes augmentation for the phthisic's manifester level.

STATISTICS

Str 23, **Dex** 12, **Con** 21, **Int** 10, **Wis** 16, **Cha** 16

BAB +6; **CMB** +13; **CMD** 24

Feats Alertness, Great Fortitude, Improved Initiative

Skills Climb +15, Perception +14, Stealth +10, Swim +15

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure standard

SPECIAL ABILITIES

Mind Feed (Ex): A phthisic that hits with its bite attack deals 1d4 points of Intelligence damage. If this effect reduces the opponent's Intelligence score to 0, the ability damage becomes ability drain.

Standing 10 feet tall and weighing over 600 pounds, a phthisic is a repressed neurosis that has been forcefully shunted from the subconscious and turned into a living creature. They feed off mental energy, permanently

damaging the psyches of their victims.

A phthisic will faintly resemble the person from whose mind it came, but is a warped, twisted version of that person (a DC 25 Perception check to note the resemblance allows someone who knows the source individual to recognize the source of the phthisic).

A phthisic feeds off the intelligence of a living creature, temporarily assuaging its constant craving for the sanity that can calm its own mental torment.

PSICRYSTAL

A small crystal, about the size of a hand, walks on spidery legs and glows with an inner light.

PSICRYSTAL

CR Included in Master's

0 XP

Diminutive construct (alignment as master)

Init +2 **Senses** Sighted 40 ft., Perception +6

DEFENSE

AC 16, 16 touch, 14 flat-footed (+4 size, +2 Dex*)

HP ½ master's

Fort *, **Ref** *, **Will** * - * as master's saves

Hardness 8

OFFENSE

Speed 30 ft., climb 20 ft.*

Melee -

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 1*, **Dex** 15*, **Con** -, **Int** 6, **Wis** 10, **Cha** 10

BAB +0; **CMB** -9; **CMD** +3

Feats -

Skills Climb +10*, Perception +6, Stealth +6

ECOLOGY

Environment Any

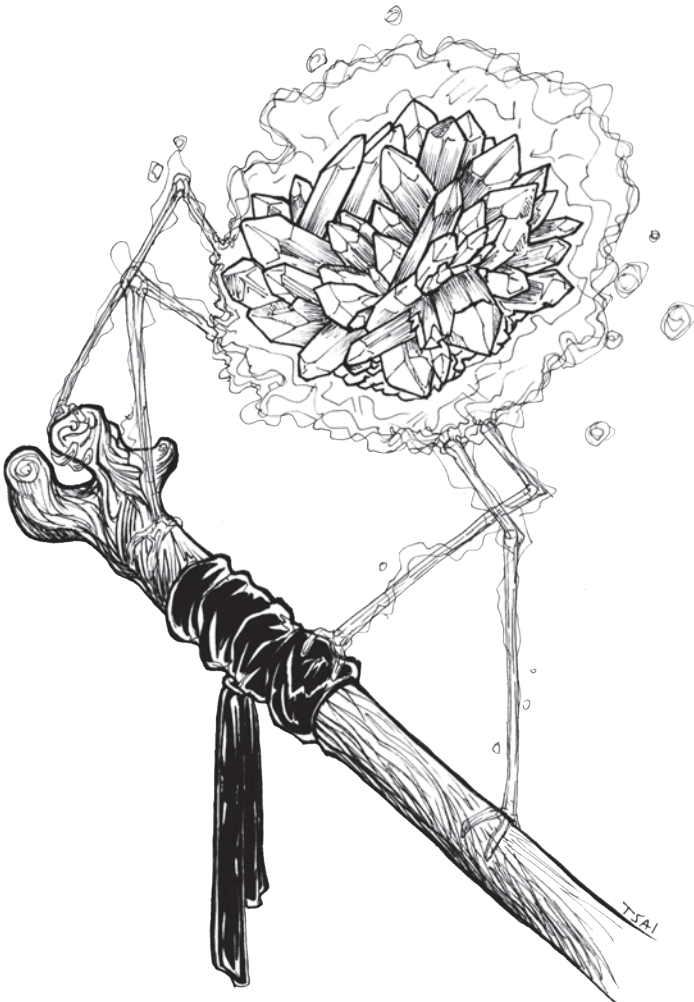
Organization Solitary

Treasure None

SPECIAL ABILITIES

Construct traits: A psicrystal has immunity to poison, sleep, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired. Psicrystals do not have the usual construct traits of darkvision and low-light vision.

Psicrystal Granted Abilities: The psicrystal described here has the special abilities of self-propulsion, alertness, improved evasion, share powers, telepathic link, sighted, and personality (If its master chooses not to activate the self-propulsion ability,



A psicrystal

the psicrystal reverts to a speed of 0 feet and has no Strength score and no Dexterity score.)

Skills: A psicrystal (with its self-propulsion ability activated) uses its Dexterity modifier instead of its Strength modifier on Climb checks. It has a +8 racial bonus on Climb checks and can always choose to take 10, even if rushed or threatened.

*With self-propulsion ability activated.

The psicrystal described here is that of a 1st-level manifester.

The externalization of a fragment of a manifester's consciousness, a psicrystal is rarely found far from a character with the ability to manifest psionic powers.

A psicrystal's characteristics depend on its master. For the purpose of effects related to number of Hit Dice, use the master's total level in psionic classes. The psicrystal's hit points are equal to half its master's and its saving throw bonuses are the same as its master's.

PSION-KILLER

The creature before you appears to be formed or grown out of blood-red crystal. Standing 10 feet tall, its deadly appearance is heightened by the sharp facets of its crystalline form.

PSION-KILLER CR 12

19,200 XP

N Large construct

Init +0; **Senses** darkvision 60 ft., low-light vision, Perception +0

DEFENSE

AC 28, touch 9, flat-footed 28 (–1 size, +19 natural)

HP 15d10+30 (112 hp)

Fort +5, **Ref** +5, **Will** +5

DR 10/adamantine, **immunities** construct traits, immunity to psionics

OFFENSE

Speed 20 ft.

Melee 2 slams +24 (2d10+10)

Space 10 ft.; **Reach** 10 ft.

Special Attacks dispel psionics

STATISTICS

Str 31, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

BAB +15; **CMB** +26; **CMD** 35

ECOLOGY

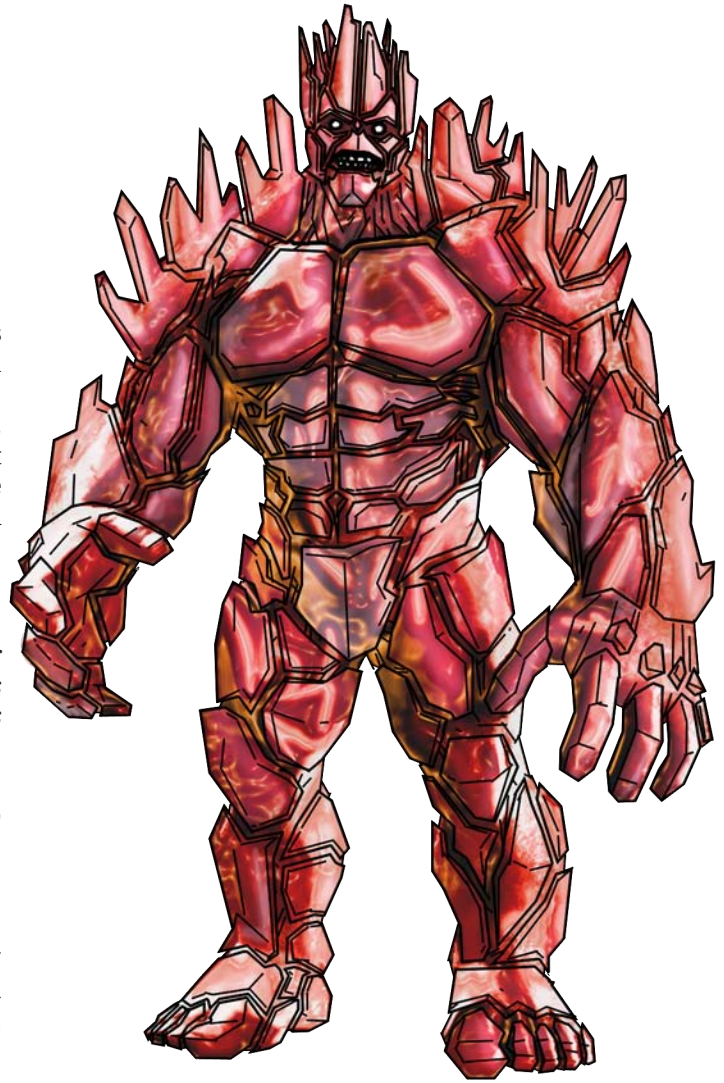
Environment any

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Dispel Psionics (Su): As a free action once per round, the psion-killer can use an area effect *dispel psionics* with a 30-ft. radius. Its effective manifester level for



A psion-killer

the dispel check is 10.

Immunity to Psionics (Ex): A psion-killer is immune to any psionic effects that are subject to power resistance.

Sometimes referred to as crystal golems, psion-killers are typically between 9 and 10 feet tall, weighing in excess of 2,500 pounds. Composed entirely of crystal, they are created as the antithesis of manifesters.

Psion-killers require explicit orders from their creator in order to do anything. They follow instructions literally and are incapable of using tactics or interpreting strategy. The creator can command the psion-killer if within 60 feet of the construct and the construct can see and hear its creator. In the absence of its creator, the psion-killer will follow its last instruction to the best of its ability, although if attacked, it will defend itself. Simple, persistent commands work to keep the psion-killer governed if the creator must be absent, including commands such as, "Attack any creatures other than me if they enter this room."

PUPPETEER

You notice a small, purplish slug at the base of the neck of the person in front of you. Only the slight pulse of the slug gives evidence that it is alive.

PUPPETEER

400 XP

LE Fine Magical Beast (psionic)

Init +2; **Senses** blindsight 60 ft., Perception +7

DEFENSE

AC 20, touch 20, flat-footed 18 (+8 size, +2 Dex)

HP 5 (1d10)

Fort +2, **Ref** +4, **Will** +5

Defensive Abilities hide mind, host protection

OFFENSE

Speed 5 ft.

Melee Bite +5 (1d2-5)

Space ½ ft.; **Reach** 0 ft.

Special Attacks Entrhall

Psi-like Abilities (ML 1st)

3/day— *detect psionics, mental barrier, empathic connection* (DC 13).

The save DCs are Charisma-based.

STATISTICS

Str 1, **Dex** 15, **Con** 11, **Int** 14, **Wis** 16, **Cha** 14

CR 1

BAB +1; **CMB** -12; **CMD** -1

Feats Iron Will

Skills Bluff +3, Perception +7, Sense Motive +7, Stealth +22

Languages telepathy 20 ft.

ECOLOGY

Environment underground

Organization solitary or pack (2-8)

Treasure none

SPECIAL ABILITIES

Entrhall (Ex): If a puppeteer is in physical contact with a person it has charmed (the puppeteer establishes a physical hold by means of slender infiltrating tendrils), the subject acts as if dominated. (Puppeteers often seek to charm victims first and then “ask” to be picked up.) So long as the puppeteer remains in contact with the victim, the domination remains in effect, even if a check would normally indicate that the effect is broken.

Hide Mind (Su): A puppeteer cannot be identified as psionic by divination spells or clairsentience powers.

Host Protection (Ex): A puppeteer in control of a host is treated as an attended magic item for the purpose of making saving throws, even if the puppeteer is specifically targeted. A puppeteer that is attached to its host is treated as a creature in a grapple for the purpose of striking at the puppeteer instead of the host (but the host is not considered grappled in turn).

With large, fleshy bodies, puppeteers resemble large, slightly purple slugs.

Created by the phrenic scourges, puppeteers seek out suitable slaves and breeding grounds for their phrenic scourge masters and then bring these hosts back to their nest. Most puppeteers will drop down onto a passerby from a tree or precipice, or use their psionic powers to coerce a target, mentally asking them to come pick up the seemingly harmless slug. Once they establish physical contact, the puppeteer takes over its host by inserting very thin infiltrating tendrils into the flesh of the target.

A puppeteer rarely fights; if attacked, it will try to charm an attacker and ask to be protected, hoping to find a guardian amongst its assailants. Otherwise, it will try to flee, but in direct combat a puppeteer is rarely dangerous. If it can, it will manifest mental barrier as a last ditch effort to save itself.

PUPPETEER, FLESH HARROWER

This dark brown, 4-foot long creature has a tail that ends in two protruding, chitinous blades. Its mouth doesn't open so much as it seems to unfold, revealing a cavernous maw filled with rows of sharp teeth.



A puppeteer

PUPPETEER, FLESH HARROWER

600 XP

N Small Magical Beast (psionic)

Init +3 **Senses** blindsight 60 ft.; Perception +9

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

HP 31 (3d10+15)

Fort +8, **Ref** +6, **Will** +4

OFFENSE

Speed 20 ft.

Melee Bite +6 (1d6+2) and 2 tail blades +1 (1d4+1)

Psi-like Abilities (ML 3rd)

3/day—*concealing amorpha*, *hustle*, *mental barrier*; 1/day—*vigor* (+15 hp*).

*Includes augmentation for the flesh harrower's manifester level.

STATISTICS

Str 14, **Dex** 17, **Con** 21, **Int** 11, **Wis** 12, **Cha** 12

BAB +1; **CMB** +2; **CMD** 15

Feats Alertness, Iron Will

Skills Perception +9, Stealth +13

Languages telepathy 20 ft.

ECOLOGY

Environment underground

Organization solitary or cluster (2-5)

Treasure none

When separated from a nest of scourges for a long time, a puppeteer can form a colony to protect itself, awaiting the arrival of its psionic masters. When it establishes a colony, it uses a host as a breeding ground, not unlike the way the scourges reproduce, but half of the numerous offspring bursting from the poor host, will be flesh harrowers. In a colony, the flesh harrower is the soldier and worker, protecting the brood mother puppeteer and its siblings. When fully grown, the flesh harrower looks like a gigantic slug where one side ends in a terrible slit filled with sharp teeth and the other in two bony, but wickedly sharp, blades. A flesh harrower also looks somewhat like a single scourge and the resemblance is striking for anyone who have seen both.

A flesh harrower will generally retreat until it has more soldiers which can help it, or if cornered or protecting a puppeteer, will target the weakest looking enemy. Flesh harrowers are quite intelligent, just like normal puppeteers and will therefore start battle by manifesting vigor, using hustle to stay away from immediate danger. Usually, that is followed by concealing amorpha before the flesh harrower enters combat in truth, saving one manifestation for mental barrier against enemy attacks after it has been reduced to ½ its hit points.

CR 2

TEMPORAL FILCHER

The single-horned creature before you stands 8 feet tall and is balanced on a single leg, a leg which appears to end in a prehensile foot. Four elongated, multijointed arms extend outward from its body, its clawed hands reaching toward you.

TEMPORAL FILCHER

CR 3

800 XP

NE Large aberration (psionic)

Init +7 **Senses** darkvision 60 ft., Perception +12

DEFENSE

AC 16, touch 13, flat-footed 12 (–1 size, +3 Dex, +1 dodge, +3 natural)

HP 52 (8d8+16)

Fort +4, **Ref** +5, **Will** +7

OFFENSE

Speed 40 ft.

Melee 4 claws +6 (1d6+1 plus grab) and bite +6 (1d8+1) and horn +1 (1d4)



A temporal filcher

Space 10 ft.; **Reach** 10 ft.

Special Attacks time filch

Psi-like Abilities (ML 8th)

At will—*chameleon*, *distract* (DC 13), *fold space*, *defy gravity*, *wall walker*; 3/ day—*mental barrier*.

The save DC is Charisma-based.

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 7, **Wis** 12, **Cha** 14

BAB +6; **CMB** +8 (+12 to grapple); **CMD** 22

Feats Alertness, Dodge, Improved Initiative, Mobility

Skills Acrobatics +14, Perception +12

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Time Filch (Su): If a temporal filcher successfully grapples a Large or smaller creature, it latches onto the opponent's body and shifts 7 minutes forward in time as a free action. Observers (if any) see the temporal filcher and its prey disappear in a shimmer, then reappear 7 minutes later in exactly the orientation and condition they left. For the filcher and its prey, no time passes at all. The victim must succeed on a Will save (DC 16) or be dazed for 1 round from temporal disorientation. The ability is otherwise identical to *time hop* manifested by an 8th-level manifester.

Grab (Ex): To use this ability, a temporal filcher must

hit a creature of Large size or smaller with two claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and uses its time filch ability.

Yellowish in appearance, with gray and blue markings, temporal filchers use their psionic abilities to hop their prey forward in time, preventing the prey's allies, should there be any, from offering aid.

Large, aggressive, and dangerous, temporal filchers are predators that hunt by using its chameleon power, waiting for prey. Preferring to ambush the rear of a group, the temporal filcher uses surprise as part of its strategy, then hopping forward in time to confuse any other possible opponents.

If wounded, a temporal filcher will use its time filch ability on itself in an attempt to confuse its opponents and then retreat to safety once its enemies have departed.

THOUGHT EATER

This small creature appears to be roughly three feet in length, and its skeleton is visible through the wispy, ethereal flesh that covers its form. Its body resembles a feline, while its head has a decidedly avian cast.

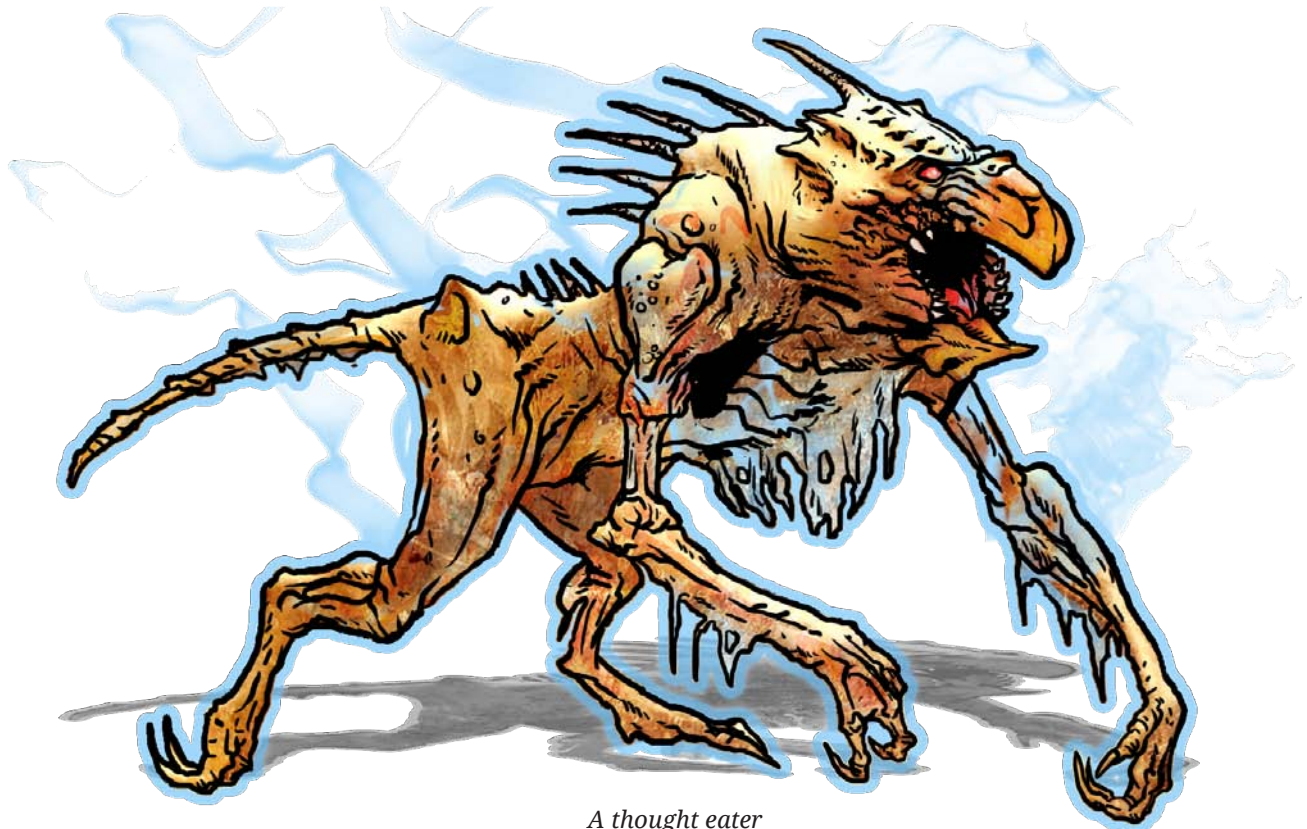
THOUGHT EATER

CR 2

600 XP

N Small aberration (psionic)

Init +8; **Senses** darkvision 60 ft., Perception



A thought eater

DEFENSE

AC 17, touch 15, flatfooted 13 (+1 size, +4 Dex, +2 natural)

HP 13 (3d8)

Fort +1, **Ref** +5, **Will** +4

Defensive Abilities ethereal jaunt

OFFENSE

Speed 40 ft.

Melee touch +4 (eat thoughts)

Psi-like Abilities (ML 3rd)

At will—*detect psionics*, *distract* (DC 13), *precognition*, *telepathic lash* (DC 13*); 3/day—*thought shield*.

The save DCs are Charisma-based.

*Includes augmentation for the thought eater's manifester level.

STATISTICS

Str 12, **Dex** 18, **Con** 11, **Int** 7, **Wis** 12, **Cha** 14

BAB +2; **CMB** +2; **CMD** 14

Feats Alertness, Improved Initiative

Skills Perception +7, Stealth +14

ECOLOGY

Environment Ethereal Plane

Organization solitary or group (1-3)

Treasure none

SPECIAL ABILITIES

Eat Thoughts (Su): A thought eater can drain psionic power points with a successful melee touch attack. Each touch drains 6 power points from the opponent (or fewer, if the opponent has fewer than 6 points remaining). Against a nonpsionic creature or a psionic creature that currently has no power points, this touch attack instead deals 1 point of Intelligence damage, which provides nourishment equivalent to 6 power points.

A thought eater requires 12 power points per day to survive but will gorge itself on weak prey.

Ethereal Jaunt (Su): A thought eater can shift from the Ethereal Plane to the Material Plane as part of any move action, and then shift back again as a free action. The ability is otherwise identical to the *psionic ethereal jaunt* power.

Bizarre in appearance, thought eaters feed on the mental energy of creatures. They are capable of transporting rapidly between the Material Plane and the Ethereal Plane and use this to deadly effect.

Although they possess intelligence, thought eaters do not speak.

Thought eater tactics revolve around waiting in the Ethereal Plane for intelligent, or preferably psionic, creatures to come near. It will then shift to the Material Plane in an attempt to ambush its intended victim. If this ambush proves successful, the thought eater returns back to the Ethereal Plane to digest its newly acquired meal.

A thought eater can only stay in the Material Plane continuously for one minute before it dies due to its flesh dissipating. A thought eater prefers to retreat back to the Ethereal Plane rather than continuing to fight if it is badly injured.

THOUGHT SLAYER

Towering over you, the creature has transparent skin that seems to flow away from its body, allowing you to see its internal organs and bones. Glowing eyes peer out from an avian head, topping a notably feline form.

THOUGHT SLAYER

CR 13

25,600 XP

CN Huge aberration (psionic)

Init +5; **Senses** Darkvision 60 ft. Perception +20

DEFENSE

AC 23, touch 9, flatfooted 22 (–2 size, +1 Dex, +14 natural)

HP 133 (14d8+70)

Fort +11, **Ref** +5, **Will** +10

Defensive Abilities ethereal jaunt; **PR** 21

OFFENSE

Speed 50 ft.

Melee Bite +17 (3d6+12)

Space 15 ft.; **Reach** 15 ft.

Special Attacks mind-consuming gaze

Psi-like Abilities (ML 14th)

At will—*brain lock* (any nonmindless, DC 14*), *chameleon*, *detect psionics*, *distract* (DC 13); 3/day—*body adjustment* (5d12*), *mental barrier* (+6 AC, 2 rounds*), *mind trap* (10 rounds*), *precognition*, *wall walker*; 1/day—*escape detection*. The save DCs are Charisma-based.

*Includes augmentation for the thought slayer's manifester level.

STATISTICS

Str 26, **Dex** 13, **Con** 21, **Int** 7, **Wis** 12, **Cha** 15

BAB +10; **CMB** +20; **CMD** 31

Feats Alertness, Cleave, Great Fortitude, Power Attack, Weapon Focus (bite), Great Cleave, Improved Initiative

Skills Climb +25, Perception +20

ECOLOGY

Environment Ethereal Plane

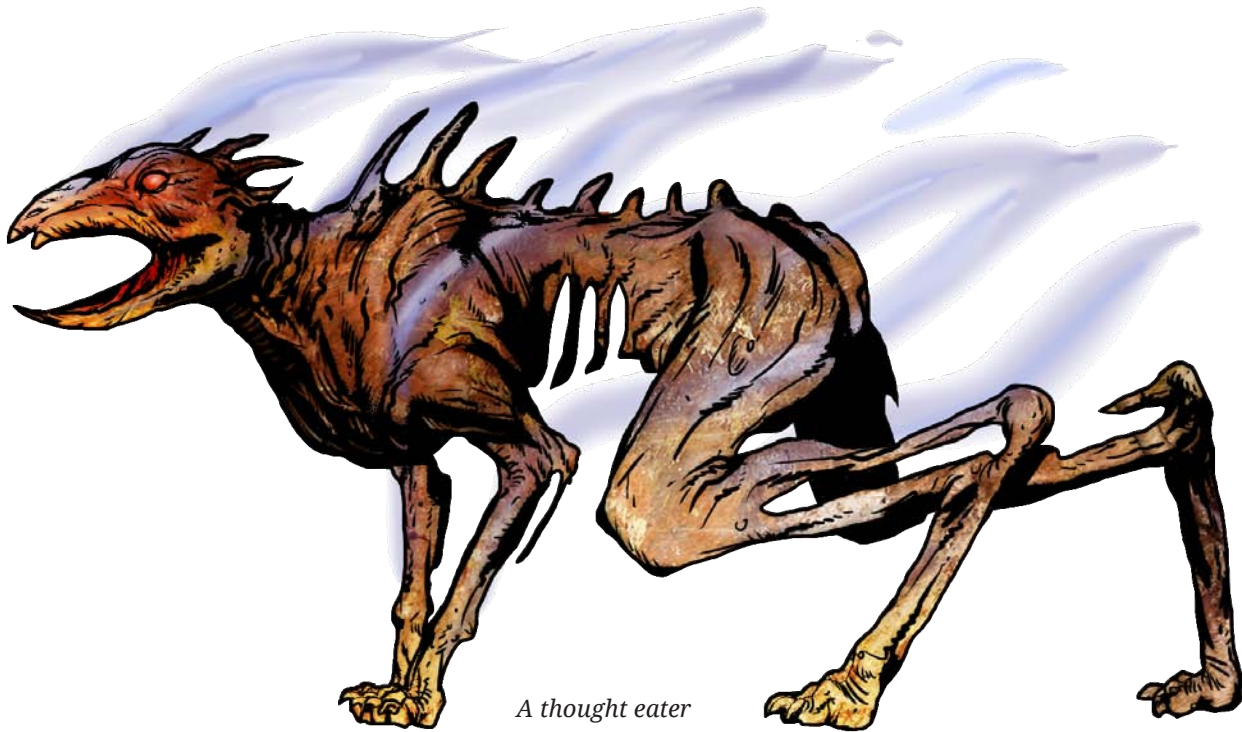
Organization solitary or pack (2-4)

Treasure standard

SPECIAL ABILITIES

Ethereal Jaunt (Su): A thought slayer can shift from the Ethereal Plane to the Material Plane as part of any move action, and then shift back again as a free action. The ability is otherwise identical to the *psionic ethereal jaunt* power.

Mind-Consuming Gaze (Su): Instantly kill (by



A thought eater

draining the mind away), range 30 feet, Fortitude DC 19 negates. The save DC is Charisma-based. This is considered a mind-affecting death effect. If a thought slayer's gaze is met indirectly (such as through a mirror or a reflection in water), the opponent does not die on a failed save but instead is dazed for 14 rounds. This otherwise is a gaze effect. The gaze cannot affect creatures on the Material Plane while the thought slayer remains ethereal, but it can affect ethereal creatures while the thought slayer is on the Material Plane.

A more advanced version of the thought eater, thought slayers also survive by consuming the mental energy of intelligent creatures, but they are far deadlier than their lesser cousins. Like the thought eater, thought slayers are able to quickly travel to and from the Material Plane from the Ethereal Plane, and like thought eaters, thought slayers do not speak.

Thought slayer tactics revolve around waiting in the Ethereal Plane for intelligent, or preferably psionic, creatures to come near. It will then shift to the Material Plane in an attempt to ambush its intended victim. If this ambush proves successful, the thought slayer returns back to the Ethereal Plane to digest its newly acquired meal.

A thought slayer can only stay in the Material Plane continuously for ten minutes before it dies due to its flesh dissipating. A thought slayer prefers to retreat back to the Ethereal Plane rather than continuing to fight if it is badly injured.

UDOROOT

What look to be a handful of sunflowers grow from an empty patch of grass.

UDOROOT CR 5
1,600 XP
N Huge plant (psionic)
Init +0; **Senses** blindsight 60 ft., low-light vision, Perception +10

DEFENSE

AC 11 (–2 size, –5 Dex, +8 natural), touch 3, flatfooted 11
HP 45 (6d8+18)
Fort +10, **Ref** +4, **Will** +5
Immune electricity, plant traits; **Resist** cold and fire 10

OFFENSE

Speed 0ft.
Space 15 ft.; **Reach** 0 ft.
Special Attacks double manifest
Psi-like Abilities (ML 6th)

At will—*energy stun* (electricity, 2d6, DC 15*), *false sensory input* (DC 15), *id insinuation* (two targets, DC 15*), *mind thrust* (ML 4th, 4d10, DC 14*), *telekinetic force* (275 lb., DC 15*), *thought shield* (power resistance 16*); 3/day—*astral construct* (3rd level*), *body adjustment*, *mental barrier*.

The save DCs are Charisma-based.

An udoroot can use its *body adjustment* power to repair damage to one of its crowns, as long as the crown has not been severed or destroyed.

*Includes augmentation for the udoroot's manifester level.

STATISTICS

Str —, **Dex** —, **Con** 16, **Int** 4, **Wis** 13, **Cha** 14
BAB +4; **CMB** +0 (cannot use maneuvers); **CMD** 0
 (cannot be tripped, grappling has no effect)
Feats Iron Will, Lightning Reflexes, Great Fortitude
Skills Perception +10
SQ crown regeneration, udoroot traits

ECOLOGY

Environment temperate forest
Organization solitary or patch (2-4)
Treasure half

SPECIAL ABILITIES

Udoroot Traits (Ex): An udoroot can be killed only if its root is dug up or exposed, then burned, hacked apart, or otherwise destroyed. Severing or destroying all six crowns puts the plant out of commission, allowing excavation of the helpless root. The crowns are Medium objects with a hardness of 5 and 7 hit points. To sever a crown, an opponent must use the sunder action. The crowns can also be affected by spells or effects that affect an area or targeted by spells that affect an individual target.

Crown Regeneration (Ex): An udoroot takes no damage from having a crown severed or destroyed. A severed crown dies and can no longer be used to attack, but the udoroot takes no other penalties. As long as the root system remains intact, the crown regrows in about a month.

Double Manifest (Ex): An udoroot senses its surroundings and manifests its psi-like abilities through its crowns. It can manifest two psi-like abilities per round, as long as it has at least two crowns remaining.

Udoroots are carnivorous plants that use psionic powers to overcome creatures that it then devours. The majority of the udoroot's body is its root system which hides below the surface of the ground, leaving only a few stalks that resemble sunflowers exposed. In subterranean environments, an udoroot can essentially grow upside down, with its stalks coming from the ceiling, rather than the floor.

The exposed stalks of an udoroot have white petals with reddish seeds that are tough, but nutritious and can be made into a bread if ground down and cooked.

UNBODIED

Before you floats a glowing brain composed entirely of light. Wisps of ephemeral tissue coat the brain, wavering like an insubstantial, colorless flame.

UNBODIED CR 5
 1,600 XP
 N Medium monstrous humanoid (incorporeal, psionic)
Init +1; **Senses** darkvision 60 ft., Perception

DEFENSE

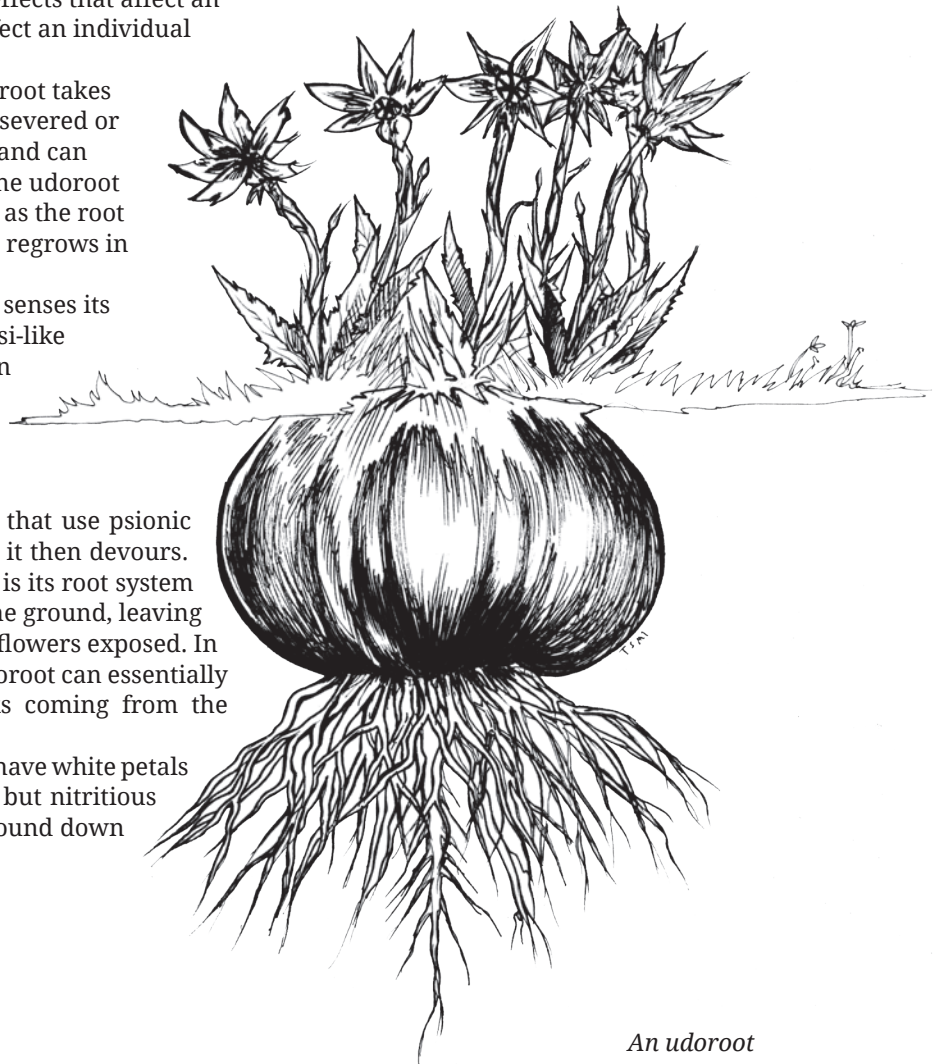
AC 13 (+1 Dex, +2 deflection), touch 13, flatfooted 12
HP 26 (4d10+4)
Fort +2, **Ref** +5, **Will** +6
Defensive Abilities hide mind, incorporeal

OFFENSE

Speed fly 30 ft. (good)
Melee incorporeal touch +6 (1d6)
Special Attacks psionic powers, telekinetic force

STATISTICS

Str —, **Dex** 13, **Con** 12, **Int** 15, **Wis** 14, **Cha** 15



An udoroot

BAB +4; **CMB** +5; **CMD** 17

Feats Overchannel, Wild Talent

Skills Bluff +10, Disguise +10, Diplomacy +6, Intimidate +9, Perception +9, Sense Motive +6 **Racial Modifiers** +4 Bluff, +4 Disguise (additional +4 circumstance bonus to each if capable of reading opponent's mind)

SQ assume likeness

ECOLOGY

Environment any

Organization solitary or illumination (3-6)

Treasure none

SPECIAL ABILITIES

Psionic Powers: An unbodied manifests powers as a 4th-level psion (telepath). The save DCs are Intelligence-based.

Typical Psion Powers Known (power points 21, base save DC 12 + power level): 1st—*detect psionics*, *empty mind*, *mind thrust* (DC 13*), *empathic connection* (DC 13*); 2nd—*brain lock* (DC 14), *cloud mind* (DC 14), *energy push* (DC 14), *read thoughts* (DC 14).

*Power can be augmented.

Telekinetic Force (Su): An unbodied can use *telekinetic force* (DC 15) as a standard action that does not provoke attacks of opportunity. Manifester level 4th. The save DC is Charisma-based.

Assume Likeness (Su): An unbodied can assume the likeness of any Small, Medium, or Large creature as a standard action that does not provoke attacks of opportunity. Its abilities do not change, but it appears to be that creature, relying on its Bluff and Disguise skills to deflect suspicion. An unbodied gets an additional +10 circumstance bonus on Disguise checks when using this ability.

Hide Mind (Su): An unbodied cannot be identified as psionic by divination spells or clairsentience powers.

A race of former humanoids who have transformed themselves fully into purely mental energy, unbodied maintain the ability through their assume likeness ability to return to physical form.

Typically, unbodied will manifest in a physical form as a human of seemingly regal stock, as a disembodied floating brain, or sometimes as a wisp of light, but they have the capacity to assume nearly any form they can conceive.

Unbodied use telepathy to converse with others, rather than relying on physical speech.

Unbodied prefer to use their psionic powers if in combat, although their touch alone can cause physical disruption and pain.

GLOSSARY

Presented below are a variety of commonly-used terms for ease of reference. They are presented in alphabetical order.

Ability Burn: A special form of ability damage that cannot be magically or psionically healed, even by effects that remove ability drain. It is caused by the use of certain psionic feats and powers. It returns only through natural healing.

Active Energy Type: The current selected type of energy (cold, electricity, fire, or sonic). Most psionic powers with the [Energy] descriptor deal damage based on the active energy type. Kineticists may change their active energy type freely, and wilders may temporarily change their active energy type during a wild surge; otherwise, a psionic character may change his active energy type when gaining psionic focus. The psionic character need not maintain psionic focus to maintain an active energy type.

Augment: An optional cost in power points that can be paid during manifestation to improve certain powers. The total power point cost is equal to the base power's cost plus any power points spent on augmentation; this total power cost cannot exceed the character's effective manifester level.

Base Class: A class that progresses from level 1-20.

Character Level: The sum of a character's class levels.

Class Level: The level of a character in a particular class.

Discipline: One of six types of psionic powers. The six disciplines are clairsentience, metacreativity, psychokinesis, psychometabolism, psychoportation, and telepathy.

Discipline Power: A psionic power that usually can only be learned by psions that specialize in that specific discipline.

Display: A cosmetic auditory, material, mental, olfactory, or visual effect that accompanies the primary effect of a psionic power, as indicated in the power's description. No power's display is significant enough to create consequences (such as damage or a distraction) during combat. A manifester may manifest a power without its usual displays with a successful concentration check (DC 15 + the level of the power).

Focus: See Psionic Focus

Incorporeal: Creatures with the incorporeal condition do not have a physical body. Incorporeal creatures are immune to all nonmagical and nonpsionic attack forms. Incorporeal creatures take half damage (50%) from magic and psionic weapons, spells, powers, spell-like effects, psi-like effects, and supernatural effects. Incorporeal creatures take full damage from other incorporeal creatures and effects, as well as all force effects.

Key Ability Modifier: The ability score modifier for the character's key ability score. For psions this is Intelligence, for psychic warriors this is Wisdom, and for wilders this is Charisma.

Key Ability Score: The ability score used to determine bonus power points, the maximum power level a character can manifest, and the save DCs of powers. This is Intelligence for psions, Wisdom for psychic warriors, and Charisma for wilders.

Manifest: To cause a psionic power or psi-like ability to take effect. The process of manifesting a power is akin to casting a spell, but with significant differences. A power is manifested when a psionic character pays its power point cost. Some psionic creatures have psi-like abilities, which they can manifest without paying a power point cost.

Manifester Level: Generally equal to the number of class levels in a given manifesting class. Some prestige classes add manifester levels to an existing class. Manifester levels from multiple base classes do not stack (they are tracked individually, akin to how sorcerer and wizard caster levels are tracked individually). A character with psi-like abilities, but no class levels in any manifesting class, does not have a manifester level for most purposes, including feat and prestige class requirements.

Manifester Level Check: A check made by rolling 1d20 and adding the character's effective manifester level.

Metapsionic Feat: A type of feat which modifies a power being manifested. Using metapsionic feats typically requires expending psionic focus (see Psionic Focus) and may require spending additional power points on the power. Any additional cost to manifest a power using a metapsionic feat may not result in the power costing a total number of power points greater than the character's effective manifester level.

Mind-affecting: A mind-affecting power or effect works only against creatures with an Intelligence score of 1 or higher.

Mindless: A creature with no Intelligence score. Constructs, most oozes, some plants, some undead, and most vermin are mindless.

Negative Levels: For each negative level a creature has, it takes a cumulative -1 penalty on all ability checks, attack rolls, combat maneuver checks, Combat Maneuver Defense, saving throws, and skill checks. In addition, the creature reduces its current and total hit points by 5 for each negative level it possesses. The creature is also treated as one level lower for the purpose of level-dependent variables (such as spellcasting) for each negative level possessed. Spellcasters do not lose any prepared spells or slots as a result of negative levels, and manifesters do not lose access to powers, nor suffer a decreased power point pool. If a creature's negative

levels equal or exceed its total Hit Dice, it dies.

Null Psionics Field: A field where psionics are suppressed. This can be naturally occurring or created via other means, such as the null psionics field power.

Power: A psionic power is a one-time psionic effect. It is akin to a spell, but relies upon psionic energy rather than magical energy.

Power Point: A measure of psionic energy. Power points are spent to manifest powers or use special abilities. Spent power points can be replenished after 8 hours of rest, akin to casters regaining spent spell slots.

Power Point Reserve: A character's personal store of power points. A character with a power point reserve gains the psionic subtype and can gain psionic focus, even if the power point reserve has been depleted.

Power Resistance: Power resistance is the extraordinary ability to avoid being affected by powers. Some powers also grant power resistance. To affect a creature that has power resistance, a manifester must succeed on a manifester level check (1d20 + effective manifester level) at least equal to the creature's power resistance. Only powers and psi-like abilities are subject to power resistance; extraordinary and supernatural abilities (including enhancement bonuses on psionic weapons) are not.

Psicrystal: A fragment of a psionic character's personality given physical form by the Psicrystal Affinity feat. Psicrystal abilities are determined by the character's total levels in psionic classes.

Psionic (descriptor): A power, item, or effect created by or enhanced with psionic energy, such as a weapon or armor with an Enhancement bonus from a psionic crafter.

Psionic (subtype): A creature with a power point reserve or psi-like abilities. A psionic creature can gain psionic focus.

Psionic Class: A class that grants or requires a power point reserve or psi-like abilities. If a character is a member of a psionic race and chooses to gain an extra power point for taking a level in a favored class, or chooses to take a psionic feat, that does not determine a psionic class; the class itself must grant or require the power point reserve or psi-like abilities. Classes that grant the Wild Talent feat or that require the character be of a psionic race or have levels in a psionic class are also considered to be psionic classes.

Psionic Feat: A type of feat which can only be taken by creatures with the psionic subtype.

Psionic Focus: A psionically-empowered state of mind. Some abilities can only be used while a character has psionic focus. Some abilities can only be used by expending psionic focus; only one such ability can be used when psionic focus is expended. Gaining psionic focus is a full-round action that provokes attacks of opportunity.

Psionic-Magic Transparency: The default rule for interaction between psionic effects and magic effects. Under this rule, psionic effects are treated the same as magic effects and vice versa when determining interaction of different effects. Spell resistance is treated as power resistance and vice versa, *dispel magic*

can *dispel psionics* and vice versa, *null psionics fields* are treated the same as *anti-magic fields* and vice versa, bonuses against spells are similarly granted against powers and vice versa, and so on.

Psi-like Ability: A psionic effect which can be manifested without paying a power point cost. When manifesting a psi-like ability, the creature's effective manifester level is equal to its hit dice unless specified otherwise. Some psi-like abilities duplicate existing psionic powers; unless specified otherwise, such psi-like abilities are manifested as if the psionic power were augmented to the limit of the creature's effective manifester level. Psi-like abilities are subject to power resistance and *dispel psionics*. They do not function in areas where psionics are suppressed or negated (such as a *null psionics field*). Psi-like abilities can be dispelled as normal. A creature with psi-like abilities gains the psionic subtype.

Purely Mental Action: An action which can be taken without physical movement, such as casting a spell without somatic or verbal components. All psionic powers and psi-like abilities are purely mental actions to manifest unless specified otherwise, although subsequent actions (such as making a melee touch attack) may not be. A character may take purely mental actions when paralyzed, pinned, or otherwise physically restrained (although a concentration check is required to manifest powers while grappled, pinned, or entangled), but not when stunned, dazed, unconscious, or otherwise mentally incapacitated.

Telepath: A psion who has chosen the Telepathy discipline.

Telepathy (ability): The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language.

Telepathy (discipline): One of the six psion disciplines.

Temporary Hit Points: When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away the character's hit points drop to his current hit point total. If the character's hit points are below his current hit point total at that time, the character's hit point total does not change. Temporary hit points do not stack.

Temporary Power Points: Certain effects give a character temporary power points, usually for a set duration (10 minutes unless specified otherwise). Any power points spent are deducted from these temporary power points first (the manifester may spend both temporary power points and power points from his own power point reserve when manifesting). When the duration wears off, any unspent temporary power points are lost. Spent temporary power points cannot be regained through normal means (although the character could gain additional temporary power points through the same or another effect). If the character gains additional temporary power points while existing power points remain, they overlap (they do not stack) so only the highest total remains, and the duration is reset to the latest temporary power points' duration.

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