

ACADEME MENTUS

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3.5 Fantasy



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INTRODUCTION

This file represents a radical new concept in 3.5 edition psionics, the total departure from the “spell look-alike” problems that has plagued them since their introduction during 3rd edition.

Inside you will find the core of a new psionics system that is not only stable and reliable, but also **feels** very different from magic. This is by far not a complete recap of psionics, but instead serves as a kind of player’s primer on them. Any player after reading this can make and play a balanced and flavorful psionic character. Any Game Master can handle the presence of psionics at his table without difficulty after doing the same. However, there *ARE* elements missing that would be necessary to fully incorporate psionics into a campaign.

The missing elements will be released in the upcoming product *Psionics Ascendant*, also from DaemonEye publishing. That book will contain expansions on the items introduced in *Academe Mentus*, as well as (but not limited to) the following:

- * Psionic races, and how many races adapt to the existence of psionics.
- * More psionic prestige classes, including adaptations of all those released to date by DaemonEye Publishing.
- * More Psionic and Metapower feats, as well as more feats that affect them.
- * A new psionic item creation system, complete with random treasure tables.
- * Full adaptations of all psionic monsters previously covered by DaemonEye Publishing.
- * Several psionic organizations and civilizations.
- * A chapter on psionic theory.
- * A chapter discussing psionic campaigns.
- * Several example psionic NPCs.

In the meantime, as always, if you have any questions or concerns feel free to e-mail them to me.

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CHAPTER 1: CORE CLASSES

This chapter goes over the core classes involved in the use of psionics. This includes one base class and seven easy to get into prestige classes. These classes constitute the foundation of the new psionic system presented in this book, and allow it to be used without any reference to other works, to an extent. More advanced prestige classes will be presented in *Psionics Ascendant*, including translations of the 3.0 SRD psionic prestige classes, and all the psionic prestige classes presented in the *Psionics Companion 3.5* and *Molokai Source Book*!

PSIONICIST

Masters of mental arts and mysteries that most don't even know about, these philosophical masters are often confused for sorcerers by those who do not have any knowledge of psionics.

It would be unwise to categorize any psion, however. They all may use the same map on their personal ways to self-empowerment, but they each follow a path that is clear only to them. No two practitioners of this mental art are the same; many are violently antisocial, while others are unbelievably gregarious. Some are voracious intellectuals, while others are content to let somebody else do their thinking for them. When it comes to psions, the only similarity is that they are all very dissimilar.

Adventures: Psionic characters tend to go on adventures where their particular style of powers will come in the handiest. Egoists take combat missions, mindbenders are more inclined to social and city adventures, seers prefer investigations, and so forth. While their varying array of powers lets almost any psionicist be useful in any type of adventure, playing to his strengths is one of the things a psionicist does best.

Characteristics: Psionicist are ultimately mutable, having not only a wide array of abilities, but also the ability to use whatever is handiest as often as might be needed. While their total number of effects, and the strength of each of them, tends to be lesser than with spellcasting classes, the total mutability of how often they can use these effects makes up for the disadvantage. Even the more combat-oriented of the psionicist subtypes are still primarily special-ability dependant classes, and avoid "straight up" fights whenever possible.

Alignment: Psionicist are of all types of alignments, although the rigor and discipline this class requires is most attractive to lawful characters.

Religion: Psionics, and its prime practitioner the psion, are about understanding the nature of the universe for oneself. This understanding, and rigorous mental discipline, allows them to manipulate the very fabric of existence. This leads to a philosophy of self-reliance and personal ability among psions, which is the anti-thesis of most religions. This tends to make them less likely to have *any* strong religious beliefs at all. They know the gods exist, but they seek to understand the nature of reality for themselves, rejecting any easy answers.

Background: Psionicist usually discover their penchant for psychic ability early in life. At a young age they are questioning and inquisitive, wondering about the "how"s more than the "why"s. This subtle distinction leads them to slowly question the nature of everything in their experience, and eventually to discovering that with a focused will they can change this nature. While psionicist often come together to trade discoveries and creations, in the end each psionicist follows a personal path of enlightenment.

Races: Humans are by far the most inclined towards taking levels in psion, being the most adaptable of the races.

halflings come a close second, due mainly to their inquisitive nature. While all races boast psionic members, these two can boast the highest *ratio* of psionic characters.

Other Classes: Psionicist get along best with wizards and sorcerers, as they each share many of the psionicist core beliefs and personality traits. They can be comfortable with clerics, providing they keep the proselytizing to a minimum, but the over-whelming personalities of bards and paladins tend to grate on a psion's nerves.

Role: Psionicist tend to fill any role in a party that another party member could fill, just in a different manner. Fleshchangers and Sensei make great muscle. Travelers make amazing skirmishers. Kinetics are decent artillery. Seers are awesome information gatherers. Creators are the best at utility effects. Mindbenders are the best "face" a group could have. The versatility of a psion's power selection usually means that, in addition to filling most of one party role, they can also make-do in at least one other party role.

Game Rule Information

Abilities: Psionicist typically value their mental abilities, as well as their overall physical health. This is because those abilities directly effect how well they can use their psionic powers.

Alignment: Psionicist can be of any alignment, but tend to stray from being chaotic, as that does not mesh well with their philosophy of self-discipline and study.

Hit Die: d6.

TABLE 1-1: THE PSIONICIST

Level	BAB	Fort	Ref	Will	Abilities	Base Power Points
1	+0	+1	+0	+2	Combat Modes, Bonus Feat	2
2	+1	+1	+0	+3		4
3	+1	+2	+1	+3	Bonus Feat	7
4	+2	+2	+1	+4	Combat Mode	11
5	+2	+3	+1	+4	Bonus Feat	16
6	+3	+3	+2	+5		22
7	+3	+4	+2	+5	Bonus Feat	29
8	+4	+4	+2	+6	Combat Mode	37
9	+4	+5	+3	+6	Bonus Feat	46
10	+5	+5	+3	+7		56
11	+5	+6	+3	+7	Bonus Feat	67
12	+6	+6	+4	+8	Combat Mode	79
13	+6	+7	+4	+8	Bonus Feat	92
14	+7	+7	+4	+9		106
15	+7	+8	+5	+9	Bonus Feat	121
16	+8	+8	+5	+10	Combat Mode	137
17	+8	+9	+5	+10	Bonus Feat	154
18	+9	+9	+6	+11		172
19	+9	+10	+6	+11	Bonus Feat	191
20	+10	+10	+6	+12	Combat Mode	211

Skill Points at 1st Level: (4 + Int Mod) x4

Skill Points Each Level: 4 + Int Mod

Class Skills (and Key Ability): Autohypnosis (Wis), Concentration (Con), Craft (Int), Diplomacy (Cha), Harness Subconscious (Wis), Intimidate (Cha), Knowledge (Int), Profession (Wis), Psicraft (Int), Sense Motive (Wis), Stabilize Self (Con), Twist (Wis), and Use Psionic Device (Cha).

Class Abilities

All of the following are class features of the psychic warrior.

Weapon and Armor Proficiency: Psionicist are proficient with all simple weapons. They are not proficient with any type of armor or shield. If they wear armor or use a shield they are not proficient with, apply the Armor Check Penalty to their rolls to set the saving throws of their psionic powers and attack modes.

Manifesting: Levels in Psionicist count as manifester levels for the purpose of determining power characteristics.

Base Power Points: The Power Points given on Table 1-1: the Psionicist are the character's base Power Points. The amount listed for each level is not cumulative with prior levels. Extra Psionicist manifester levels gained from other psionic classes add to the character's actual psionicist level for purposes of determining their total level on Table 1-1: The Psionicist, but only in so far as base Power Points, feat characteristics, and total manifester level are concerned.

Bonus Power Points: Psionicists receive their Wisdom modifier in bonus Power Points every odd Psionicist level. Manifester levels gained from other psionic classes *do not* count towards Psionicist levels when determining bonus Power Points.

Only the character's Wisdom modifier when he wakes each day is used to determine his bonus Power Points. Any alterations to his Wisdom during the day do not retroactively alter his bonus Power Points. If his Wisdom is penalized or damaged when he wakes, then he must retroactively figure his bonus Power Points for the remainder of the day.

Combat Modes: At first level, a Psionicist learns enough psionic combat modes to bring his total up to five. If he has psionic combat modes from other classes, the amount known *do not* stack! Every four levels after first, a psionicist learns an additional psionic combat mode.

Bonus Feats: Choose any Psionic or Metapower feat you fulfill the prerequisites for.

Starting Gold: 3d4 x 10 gp.

CREATOR

Master of the summoning and shaping of ectoplasm.

Hit Die: d6.

Requirements

Skills: Appraise 3+ ranks, Concentration 6+ ranks, Craft 6+ ranks, Knowledge (psionics) 6+ ranks, Psicraft 6+ ranks.

Feats: Ectocreation, Pyrogenesis.

Base Power Points: 7+.

TABLE 1-2: THE CREATOR

Lvl	BAB	Fort	Ref	Will	Special	Manifesting
1	+0	+1	+0	+1	<i>Astral Construct</i>	+1 Psionicist Level
2	+1	+1	+0	+1	Combat Mode	+1 Psionicist Level
3	+1	+2	+1	+2	<i>Imbuement</i>	+1 Psionicist Level
4	+2	+2	+1	+2		+1 Psionicist Level
5	+2	+3	+1	+3	<i>Spreading Flames</i>	+1 Psionicist Level
6	+3	+3	+2	+3	Combat Mode	+1 Psionicist Level
7	+3	+4	+2	+4	Construction	+1 Psionicist Level
8	+4	+4	+2	+4		+1 Psionicist Level
9	+4	+5	+3	+5	<i>Automatons</i>	+1 Psionicist Level
10	+5	+5	+3	+5	Combat Mode	+1 Psionicist Level

Skill Points Each Level: 4 + Int Mod

Class Skills (and Key Ability): Appraise (Int), Concentration (Con), Craft (Int), Harness Subconscious (Wis), Knowledge (Int), Profession (Wis), Psicraft (Int), Twist (Wis), and Use Psionic Device (Cha).

Class Abilities

Manifesting: Creator levels count as Psionicist manifester levels, but do not provide the bonus Power Points, bonus feats, combat modes, saving throws, or base attack bonuses that the Psionicist levels provide.

Astral Construct (psionic) [Ectoplasm]: The creator can make semi-independent servants called *astral constructs* (see Monsters).

Manifestation Time: Full Action

Range: Close (25 ft + 5 ft/2 creator levels)

Effect: Manifester level in HD total

Duration: 1 minute/Creator level (D)

Saving Throw: None

Spell Resistance: None

Cost: 1 per HD created

The creatures created with this power are the same as the Astral Constructs detailed in the Monsters chapter. They can travel outside of the power's range after they are created. Their creator telepathically commands them as a free action on his turn, but can only do so as long as they are within the power's range. He is always aware of their current location and condition, even if they are not within range.

Imbuement (psionic): The creator can instill more substance into an object than it normally possesses, by investing it with semi-tangible ectoplasm.

Manifestation Time: Standard Action

Range: Touch

Target: One creature, object, or 10 ammunition

Duration: 1 minute/Creator level (D)

Saving Throw: Will negates (harmless)

[10 + Intelligence mod + 1/2 Creator level]

Spell Resistance: Yes (harmless)

Cost: 5

Imbuement grants a creature either the manifester's level x Creator level in temporary hit points, or half the manifester's Creator level as a Natural Armor bonus to its Armor Class. *Imbuement* grants an object the *ghost touch* ability, and half the manifester's Creator level as an enhancement bonus to all dice rolls using it (making this an enhancement bonus of a weapon or armor if used on such).

Spreading Flames (psionic) [Fire]: The creator can use an existing Pyrogenesis effect over a much wider area or greater range.

Manifestation Time: Pyrogenesis

Range: Close (25 ft + 5 ft/2 Creator levels), or Long (400 ft + 40 ft/Creator level)

Area: Cone, or 20-ft radius burst

Duration: instantaneous

Saving Throw: Reflex negates [Cone and Burst only]

[10 + Intelligence mod + 1/2 Creator level]

Spell Resistance: Yes

Cost: Pyrogenesis +5 for Medium range, +10 for Long range, +5 for Cone area, +10 for Burst area

This power is used simultaneously with the manifestation of the *Pyrogenesis* Metapower feat. It can only be used once each time *Pyrogenesis* is manifested, but multiple options can be paid for with the one use. It represents a number of additional abilities that can be created with that feat, by increasing its Cost. Of all the abilities listed, making the Area into a Cone is only possible if the range is left at "Close". Use of this power with *Pyrogenesis* gives *Pyrogenesis* an Instantaneous Duration.

Construction (psionic): Whenever making an object with the Ectocreation feat, the creator multiplies the amount of material he can create by his Creator level!

Automaton (psionic) [Ectoplasm]: The creator can make permanent astral constructs.

Manifestation Time: Astral Construct

Duration: Permanent

Cost: Astral Construct + (5 x HD x CR) XP

This power is used simultaneously with the manifestation of the *Astral Construct* power. It can only be used once each time the *Astral Construct* power is manifested, but can affect any number of creatures created with the manifestation. By spending experience points when manifesting astral constructs, the Creator makes them permanent. Each creature affected must be paid for separately. Permanent Astral Constructs can only be healed by means of the *Imbuement* ability, with the temporary hit points it grants going first to heal any damage taken.

FLESHCHANGER

Your flesh is the raw stuff of your craft, and your will is the tool by which you shape it.

Hit Die: d6.

Requirements

Skills: Balance 3+ ranks, Concentration 6+ ranks, Knowledge (psionics) 6+ ranks, Heal 3+ ranks, Stabilize Self 6+ ranks.

Feats: Autorestitution, Biocontrol.

Base Power Points: 7+.

Special: Cannot be of the Construct, Elemental, or Undead creature types. Characters that gain those creature types lose all levels in Fleshchanger, and replace them with Psionicist levels.

TABLE 1-3: THE FLESHCHANGER

Lvl	BAB	Fort	Ref	Will	Special	Manifesting
1	+0	+2	+0	+1	<i>Superficial Morph</i>	+1 Psionicist Level
2	+1	+3	+0	+1	Combat Mode	+1 Psionicist Level
3	+1	+4	+1	+2	<i>Powerful Morph</i>	+1 Psionicist Level
4	+2	+4	+1	+2		+1 Psionicist Level
5	+2	+4	+1	+3	<i>Partial Morph</i>	+1 Psionicist Level
6	+3	+5	+2	+3	Combat Mode	+1 Psionicist Level
7	+3	+5	+2	+4	<i>Full Morph</i>	+1 Psionicist Level
8	+4	+6	+2	+4		+1 Psionicist Level
9	+4	+6	+3	+5	<i>Total Morph</i>	+1 Psionicist Level
10	+5	+7	+3	+5	Combat Mode	+1 Psionicist Level

Skill Points Each Level: 4 + Int Mod

Class Skills (and Key Ability): Balance (Dex), Concentration (Con), Climb (Str), Craft (Int), Heal (Wis), Jump (Str), Knowledge (Int), Profession (Wis), Psicraft (Int), Stabilize Self (Con), and Use Psionic Device (Cha).

Class Abilities

Manifesting: Fleshchanger levels count as Psionicist manifester levels, but do not provide the bonus Power Points, bonus feats, combat modes, saving throws, or base attack bonuses that the Psionicist levels provide.

Combat Mode: At 2nd, 6th, and 10th level the Fleshchanger learns an additional psionic combat mode.

Superficial Morph (Psi): The Fleshchanger can alter the appearance, and to some degree the function, of parts of his body.

Manifestation Time: Standard Action

Range: Personal

Target: Manifester

Duration: 1 hour/Fleshchanger level (D)

Saving Throw: None

Spell Resistance: No

Cost: 3

Many changes are possible, with an example list given below. After this power's duration ends, it takes 1 full round for the Fleshchanger's body to become normal again. During this time he cannot use any other *Morph* powers, and loses the benefits of this one.

* **Breathing Adaptation:** The Fleshchanger can breathe one inimical type of atmosphere, such as poison gas or water, without any harm.

* **Camouflage:** The Fleshchanger can alter his coloration, pattern, and hair length in order to gain a circumstance Hide bonus equal to his Fleshchanger level.

* **Climbing:** The Fleshchanger grows rigid cilia along his forearms and lower legs that allow him to climb any surface at half his walking Speed, without a skill check! They also provide him with a circumstance bonus to resist being disarmed equal to his Fleshchanger level.

* **Natural Weapons:** The Fleshchanger either grows elongated jaws filled with sharp teeth, or savagely clawed hands. The jaws deal 2d6 points of damage as a bite attack, while the claws deal 1d10 points of damage as a claw attack.

* **Photosynthesis:** An hour in contact with fertile soil while in the sun allows the character's green-tinted skin to produce a day's worth of food. Multiple hours can be used to offset malnutrition, or saved up for future need, to a maximum of the Fleshchanger's level in total days of food saved.

Powerful Morph (Psi): The Fleshchanger can make minor alterations to the form part of his body takes.

Manifestation Time: Standard Action

Range: Personal

Target: Manifester

Duration: 1 hour/Fleshchanger level (D)

Saving Throw: None

Spell Resistance: No

Cost: 5

Many changes are possible, with an example list given below. After this power's duration ends, it takes 1 minute for the Fleshchanger's body to become normal again. During this time he cannot use any other *Morph* powers, and loses the benefits of this one.

* **Armored Hide:** The Fleshchanger's skin becomes thick and leathery, providing Natural Armor +3 and Energy Resistance 4.

* **Disguise:** The Fleshchanger can exude a thin layer of cilia-covered skin over himself and his clothing, then altering the shape, color, and texture to create a convincing disguise. He cannot change any actual game statistics, and must look primarily like he normally does (i.e. no changing from a 150 lb human to a 50 lb dog), but within these limitations he gains a +10 circumstance bonus to his Disguise skill checks while using this ability!

* *Gliding Wings*: The Fleshchanger can alter his arms into a set of wings, dropping anything he is holding as well as any bracers or rings. While his arms are altered, he can fly at his normal ground Speed with Poor maneuverability, but cannot grasp or manipulate objects as he has no hands!

* *Reach*: The Fleshchanger can alter one of his arms, trading density for length. This alteration extends his reach by 5 ft, but lowers his effective Strength with that arm by -2.

Partial Morph (Psi): The Fleshchanger can make major alterations to the form part of his body takes.

Manifestation Time: Standard Action

Range: Personal

Target: Manifester

Duration: 1 hour/Fleshchanger level (D)

Saving Throw: None

Spell Resistance: No

Cost: 7

Many changes are possible, with an example list given below. After this power's duration ends, it takes 10 minutes for the Fleshchanger's body to become normal again. During this time he cannot use any other *Morph* powers, and loses the benefits of this one.

* *Exoskeleton*: The Fleshchanger's skin turns into a thick bony carapace, providing Natural Armor +5, and Energy Resistance 5.

* *Extra Arms*: By pulling mass from his skeletons and muscles, the Fleshchanger can grow an extra set of arms just below his normal pair. This extra pair of arms count as additional off hands, and provide a +4 circumstance bonus to all grapple and climb checks. The loss of bone and muscle tissue over the rest of his body imposes a -2 penalty to his Fortitude saving throws while he has these extra limbs.

* *Extra Legs*: By pulling mass from his skeleton and muscles, the Fleshchanger can grow an extra set of back-bent legs and extend his pelvis to accommodate them in front of his normal legs. This extra pair of legs provide him with a +4 circumstance bonus to all of his Balance, bull rush, and Jump checks, as well as a +2 circumstance bonus to damage on charge attacks. The loss of bone and muscle tissue over the rest of his body imposes a -2 penalty to his Fortitude saving throws while he has these extra limbs.

* *True Wings*: By pulling mass from his skeleton and muscles, the Fleshchanger can grow a full-functional set of membrane wings and both the skeletal and muscle groups to use them properly! While he has these wings he cannot wear any type of cloak, otherwise they tangle up with it and prevent flight. The wings allow him to fly at twice his normal ground Speed, with Average maneuverability. The loss of bone and muscle tissue over the rest of his body imposes a -2 penalty to his Fortitude saving throws while he has these extra limbs.

Full Morph (Psi): The Fleshchanger can make minor alterations to his entire body.

Manifestation Time: Standard Action

Range: Personal

Target: Manifester

Duration: 1 hour/Fleshchanger level (D)

Saving Throw: None

Spell Resistance: No

Cost: 9

Many changes are possible, with an example list given below. After this power's duration ends, it takes 30 minutes for the Fleshchanger's body to become normal again. During this time he cannot use any other *Morph* powers, and loses the benefits of this one.

* *Altered Race*: The character can alter his race to any other race that is the same creature type. All of the other race's Extraordinary (but not supernatural, spell-like, or psionic) abilities are gained, but his normal racial abilities are not lost in the process.

* *Poisonous Bile*: The character excretes poison through his bite and unarmed attacks. This injury vector poison deals of temporary 1d4 Strength and 1d4 Dexterity as both Initial and Secondary damage. Its Fortitude save DC is equal to 10 + Constitution mod + 1/2 Fleshchanger level. It loses all potency after it has lost contact with the Fleshchanger's body for 1 minute.

* *Wooden Flesh*: The character's flesh takes on the consistency and appearance of oak, providing Damage Reduction 3/-, Natural Armor +5, and Energy Resistance 5.

Total Morph (Psi): The Fleshchanger can make major alterations to his entire body.

Manifestation Time: Standard Action

Range: Personal

Target: Manifester

Duration: 1 hour/Fleshchanger level (D)

Saving Throw: None

Spell Resistance: No

Cost: 11

Many changes are possible, with an example list given below. After this power's duration ends, it takes 1 hour for the Fleshchanger's body to become normal again. During this time he cannot use any other *Morph* powers, and loses the benefits of this one.

* *Altered Species*: The character can alter his race to any other race of any creature type except Construct, Elemental, or Undead. All of the other race's Extraordinary (but not supernatural, spell-like, or psionic) abilities are gained, but his normal racial abilities are not lost in the process.

* *Stone Flesh*: The character's flesh takes on the consistency and appearance of granite, providing Damage Reduction 5/-, Natural Armor +7, and Energy Resistance 7.

KINETIC

Your mental strength allows you to perform acts of incredible physical power...without touching anything.

Hit Die: d6.

Requirements

Skills: Concentration 6+ ranks, Craft 6+ ranks (total), Knowledge (psionics) 6+ ranks.

Feats: Force-Blast, Matter Distortion.

Base Power Points: 7+.

TABLE 1-4: THE KINETIC

Lvl	BAB	Fort	Ref	Will	Special	Manifesting
1	+0	+1	+0	+1	<i>Mental Hands</i>	+1 Psionicist Level
2	+1	+1	+0	+1	Combat Mode	+1 Psionicist Level
3	+1	+2	+1	+2	Piercing Blast +1	+1 Psionicist Level
4	+2	+2	+1	+2		+1 Psionicist Level
5	+2	+3	+1	+3	<i>Telekinesis</i>	+1 Psionicist Level
6	+3	+3	+2	+3	Combat Mode	+1 Psionicist Level
7	+3	+4	+2	+4	Piercing Blast +2	+1 Psionicist Level
8	+4	+4	+2	+4		+1 Psionicist Level
9	+4	+5	+3	+5	<i>Megakinesis</i>	+1 Psionicist Level
10	+5	+5	+3	+5	Combat Mode	+1 Psionicist Level

Skill Points Each Level: 4 + Int Mod

Class Skills (and Key Ability): Concentration (Con), Craft (Int), Harness Subconscious (Wis), Knowledge (Int), Profession (Wis), Psicraft (Int), Twist (Wis), and Use Psionic Device (Cha).

Class Abilities

Manifesting: Kinetic levels count as Psionicist manifester levels, but do not provide the bonus Power Points, bonus feats, combat modes, saving throws, or base attack bonuses that the Psionicist levels provide.

Combat Mode: At 2nd, 6th, and 10th level the Kinetics learns an additional psionic combat mode.

Mental Hands (Psi) [Force]: As a standard action the Kinetic can move around one or more objects as if they were capable of independent flight.

Manifestation Time: Standard Action

Range: Close (25 ft + 5 ft/2 Kinetic levels)

Target: Up to 50 lbs x Kinetic level

Duration: Special (D)

Saving Throw: Will negates (object)

[10 + Intelligence mod + 1/2 Kinetic level]

Spell Resistance: Yes (object)

Cost: 3

The objects affected with this power move with a Speed of 10, plus an additional 5 ft for every full 50 lbs below the maximum weight limit that is being affected. If moving multiple objects, no two can be more than 15 ft apart. Creatures can be moved, but are allowed a Will save to resist this ability. If manipulating a single object the Kinetic can wield it as a melee weapon with an effective Strength equal to 8 + Kinetic level, dealing a base damage of 1d4 or whatever damage the item would normally deal if it is a weapon. Things in motion are treated as if flying with Good maneuverability, including the character if he can exert enough force to carry his own weight! Once activated, new objects can be affected but the only way to "drop" something from the effect is to end its Duration. Using this ability once it is activated only requires a Move action, and it can be used twice as such. If using this ability to wield a weapon it is instead an Attack or Full Attack action. It only takes conscious will to use this ability once it is activated, not concentration.

Piercing Blast (Ex): The character knowledge of how things are put together, gives him a better understanding of how to take them apart. He gets to add this number as a competence bonus to *each* die of damage from the use of Force-Blast, as well as to his manifester level checks to overcome Spell Resistance with it.

Telekinesis (Psi) [Force]: As with *Mental Hands* but with more power and range.

Range: Medium (100 ft + 10 ft/level)

Target: Up to 100 lbs x Kinetic level

Saving Throw: Will negates (object)

[12 + Intelligence mod + 1/2 Kinetic level]

Cost: 7

The objects move with a Speed of 20, plus an additional 10 ft for every full 100 lbs below the maximum weight limit that is being affected. If moving multiple objects, no two can be more than 30 ft apart. If manipulating a single object the Kinetic can wield it as a melee weapon with an effective Strength equal to 8 + (Kinetic level x2), dealing a base damage of 1d6 or whatever damage the item would normally deal if it is a weapon.

Megakinesis (Psi) [Force]: As with *Mental Hands* but with more power and range.

Range: Long (400 ft + 40 ft/level)

Target: Up to 500 lbs x Kinetic level

Saving Throw: Will negates (object)

[14 + Intelligence mod + 1/2 Kinetic level]

Cost: 11

The objects move with a Speed of 40, plus an additional 20 ft for every full 500 lbs below the maximum weight limit that is being affected. If moving multiple objects, no two can be more than 60 ft apart. If manipulating a single object the Kinetic can wield it as a melee weapon with an effective Strength equal to 8 + (Kinetic level x4), dealing a base damage of 1d8 or whatever damage the item would normally deal if it is a weapon.

MINDBENDER

Master of mental communication, combat, and control.

Hit Die: d6.

Requirements

Skills: Bluff 3+ ranks, Concentration 6+ ranks, Diplomacy 3+ ranks, Gather Information 3+ ranks, Knowledge (psionics) 6+ ranks.

Feats: Teleprojection, Thought Sensing.

Base Power Points: 7+.

TABLE 1-5: THE MINDBENDER

Lvl	BAB	Fort	Ref	Will	Special	Manifesting
1	+0	+1	+0	+2	<i>Mindlink</i>	+1 Psionicist Level
2	+1	+1	+0	+3	Combat Mode	+1 Psionicist Level
3	+1	+2	+1	+3	<i>Sense Link</i>	+1 Psionicist Level
4	+2	+2	+1	+4		+1 Psionicist Level
5	+2	+3	+1	+4	<i>Aura Alteration</i>	+1 Psionicist Level
6	+3	+3	+2	+5	Combat Mode	+1 Psionicist Level
7	+3	+4	+2	+5	<i>Imbue Thoughts</i>	+1 Psionicist Level
8	+4	+4	+2	+6		+1 Psionicist Level
9	+4	+5	+3	+6	<i>Psychic Surgery</i>	+1 Psionicist Level
10	+5	+5	+3	+7	Combat Mode	+1 Psionicist Level

Skill Points Each Level: 4 + Int Mod

Class Skills (and Key Ability): Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Harness Subconscious (Wis), Intimidate (Cha), Knowledge (Int), Profession (Wis), Psicraft (Int), Sense Motive (Wis), Twist (Wis), and Use Psionic Device (Cha).

Class Abilities

Manifesting: Mindbender levels count as Psionicist manifester levels, but do not provide the bonus Power Points, bonus feats, combat modes, saving throws, or base attack bonuses that the Psionicist levels provide.

Combat Mode: At 2nd, 6th, and 10th level the Mindbender learns an additional psionic combat mode.

Mindlink (Psi) [Mind-Affecting]: The Mindbender forms a stable link from his mind to another's.

Manifestation Time: Unfettered Free Action

Range: Medium (100 ft + 10 ft/Mindbender level)

Target: 1 creature with a language

Duration: Unlimited (D)

Saving Throw: Will negates (harmless)

[10 + Charisma mod + 1/2 Mindbender level]

Spell Resistance: Yes (harmless)

Cost: 0 to activate, 1 per hour to maintain

While active, this power allows simple verbal communication between the Mindbender and whoever he is using it on. This

communication is ten times as fast as regular speech. It is a free action for either participant to send a message to the other, and it does not cause distraction. This power is free to maintain so long as the subject is within the power's Range, and both he and the Mindbender are conscious. While both participants must have the ability to communicate linguistically, the lack of a shared language is not an impediment to communication via *Mindlink*.

Sense Link (Psi) [Illusion, Mind-Affecting]: You can intrude mental fingers into the mind of a living creature, and either force a sensory impression on it or share in its senses.

Manifestation Time: Standard Action

Range: Medium (100 ft + 10 ft/Mindbender level)

Target: 1 creature

Duration: Concentration

Saving Throw: Will negates

[11 + Wisdom modifier + 1/2 Mindbender level]

Spell Resistance: Yes

Cost: 5

You can choose to have the target experience one or more of your sensory inputs, experience one or more of its sensory inputs, or craft new sensory input for it to experience. If creating false sensory input, you can try to make it either realistic and thereby deceive them, or overwhelming and cause 1d6 per Mindbender level in nonlethal damage. Deceptive sensory input requires that you succeed at an opposed check between your Mindbender level + Charisma modifier and the target's Mindbender level + Wisdom modifier, otherwise they can tell that it is false, but not necessarily what the REALITY is. This check is in addition to the saving throw. This is a mind-affecting ability, and automatically fails if used on any unwilling mind with even a single Power Point left in reserve.

Aura Alteration (Psi) [Mind-Affecting]: By expending psionic energy you can forcibly alter somebody's aura in order to hide their nature, or break the hold of a supernatural force on their spirit.

Manifestation Time: Standard Action

Range: Touch

Target: 1 creature

Duration: Instantaneous, or 1 hour/Mindbender level (D)

Saving Throw: Will negates

[12 + Charisma modifier + 1/2 Mindbender level]

Spell Resistance: Yes

Cost: 7

This ability can be used to do *one* of the following: allow another saving throw against a mind-affecting ability using the mindbender's saving throw bonus, cover the subject's true alignment with a false one, disguise the subject's creature type and subtypes as another's, or provide them with an enhancement bonus to resist any mind-affecting or divination effects equal to the Mindbender's level. Except in the case of permitting an another saving throw, these effects last for one hour per Mindbender level or until dismissed by the Mindbender. They are all mind-affecting ability's, so another mindbender could conceivably break them by using *Aura Alteration* himself! This is a mind-affecting ability, and automatically fails if used on any unwilling mind with even a single Power Point left in reserve.

Imbue Thoughts (Psi) [Compulsion, Mind-Affecting]:

You can invest the mind of another with a thought-form from your own mind.

Manifestation Time: Standard Action

Range: Close (25 ft + 5 ft/2 Mindbender level)

Target: 1 creature

Duration: Up to 24 hours, 1 day/Mindbender level, or until worn down

Saving Throw: Will negates

[12 + Charisma mod + 1/2 Mindbender level]

Spell Resistance: Yes

Cost: Up to 1/Mindbender level, or 9

This can be used to grant them the ability to manifest one or more of your psionic abilities for a short time, to implant a situation under which they suffer soul-wracking pain, or to create a post-hypnotic suggestion.

You can expend up to your Mindbender level in Power Points to give them the ability to utilize one of your Metapower feats at a manifester level equal to the Power Points you spent, powering it off of *only* those same power points. These power points are in addition to those spent to activate this ability, and are lost to the target after 24 hours have passed.

You can implant a "trainer" in their mind that will cause up to 1d6 x Mindbender level in nonlethal damage whenever they encounter something or perform a specific act. The trigger for the damage must be something they have voluntary control over sensing or doing (i.e. "whenever you see your husband", or "whenever you disobey anybody of house Contrain"). The effect lasts for your Mindbender level in days, and can be activated an unlimited number of times. It can never result in actual hit point damage, only unconsciousness. This costs 1 Power Point per 1d6 of nonlethal damage.

A post-hypnotic suggestion works like a trainer, but is both more subtle and longer lasting. In addition to the trigger can be *any* occurrence, experience, or action. Once it occurs, they command is activated. The command can be any action summed up in ten words (i.e. "Kill him, then eat the body", or "tear out your hair and beg for forgiveness"). Every time the trigger is activated, they get a new Will save to resist this ability. Every such successful save lowers the DC for the next save by 1. This ability's duration only ends when they are subjected to a *break enchantment*, *remove curse*, or *aura alteration* effect, or the DC becomes equal to or lower than their Will save. This costs 9 Power Points.

This is a mind-affecting ability, and automatically fails if used on any unwilling mind with even a single Power Point left in reserve.

Psychic Surgery (Psi) [Charm, Compulsion, Mind-Affecting]: This is a more powerful version of *aura alteration*, one with a *permanent* duration!

Duration: Permanent

Saving Throw: Will negates

[13 + Charisma mod + 1/2 Mindbender level]

Cost: 11, variable XP cost

It can be used to do any one of the following things when it is activated.

- * Bestow 1/2 your Mindbender level in Negative Levels.
- * Grant an additional language (costs the subject 100 XP).
- * Permanently alter their alignment (costs you 50 XP).
- * Permanently force the subject to obey your will whenever you let it be known (costs you 250 XP x target's CR or level).
- * Permanently forge a *Mindlink* bond to the target, that costs no Power Points for either of you to use (costs you 500 XP).
- * Permanently forge a *Sense Link* bond to the target, that costs you no Power Points to use when they are within range

(otherwise it only costs 1 Power Point per hour), and can be used as a Free Action (costs you 1,000 XP).

* Permanently plant a post-hypnotic suggestion, like using *Imbue Thoughts* but without the lowering of the DC (costs you 1,000 XP).

* Remove all Negative Levels from the subject.

* Restore a level lost to Energy Drain.

* Remove a *curse*, or *geas*.

* Remove any mind-affecting condition.

The permanent effects of *Psychic Surgery* can only be removed by means of *Psychic Surgery*, *wish*, or *miracle*, and cost the person removing them at least as much XP as it took to implant them (the XP cost for *wish* or *miracle* counts towards this amount). This is a mind-affecting ability, and automatically fails if used on any unwilling mind with even a single Power Point left in reserve.

SEER

Nothing is hidden from you.

Hit Die: d6.

Requirements

Skills: Concentration 6+ ranks, Knowledge (psionics) 6+ ranks, Listen 3+ ranks, Psicraft 6+ ranks, Search 3+ ranks, Spot 3+ ranks.

Feats: Second Sight.

Base Power Points: 7+.

TABLE 1-6: THE SEER

Lvl	BAB	Fort	Ref	Will	Special	Manifesting
1	+0	+0	+1	+1	<i>Distant Senses</i>	+1 Psionicist Level
2	+1	+0	+1	+1	Combat Mode	+1 Psionicist Level
3	+1	+1	+2	+2	<i>Psychometry</i>	+1 Psionicist Level
4	+2	+1	+2	+2		+1 Psionicist Level
5	+2	+1	+3	+3	<i>Remote Viewing</i>	+1 Psionicist Level
6	+3	+2	+3	+3	Combat Mode	+1 Psionicist Level
7	+3	+2	+4	+4	<i>Precognition</i>	+1 Psionicist Level
8	+4	+2	+4	+4		+1 Psionicist Level
9	+4	+3	+5	+5	<i>Omniscience</i>	+1 Psionicist Level
10	+5	+3	+5	+5	Combat Mode	+1 Psionicist Level

Skill Points Each Level: 4 + Int Mod

Class Skills (and Key Ability): Concentration (Con), Craft (Int), Harness Subconscious (Wis), Knowledge (Int), Listen (Wis), Profession (Wis), Psicraft (Int), Search (Int), Spot (Wis), Twist (Wis), and Use Psionic Device (Cha).

Class Abilities

Manifesting: Seers levels count as Psionicist manifester levels, but do not provide the bonus Power Points, bonus feats, combat modes, saving throws, or base attack bonuses that the Psionicist levels provide.

Combat Mode: At 2nd, 6th, and 10th level the Seer learns an additional psionic combat mode.

Distant Senses (Psi) [Divination, Scrying]: The Seer can remove one or more of his senses and send it roving about within a certain range.

Manifestation Time: Standard Action

Range: Long (400 ft + 40 ft/Seer level)

Effect: One sensor within range

Duration: Concentration

Saving Throw: None

Spell Resistance: No

Cost: 3 for sight or hearing, 5 for both

While this ability is in use, the Seer's body is treated as if it were blind and/or deaf, with the missing senses transferred to

the sensor. The Seer can move the sensor at a Speed of 100 anywhere within Long range (400 ft + 40 ft/Seer level). If using both sight and hearing in the sensor the senses must be moved in conjunction to the same location. While in use the Seer gets a Listen bonus to his hearing through the sensor equal to his Seer level, and an equal bonus to his Spot through the sensor.

Psychometry (Psi) [Divination]: By touch the Seer can pick up information about an object, person, place, or those who have been in recent contact with it.

Manifestation Time: Full Action

Range:

Target/Area: One object, creature, or 20-ft radius area

Duration: Instantaneous

Saving Throw: Will negates (object)

[11 + Wisdom modifier + 1/2 Seer level]

Spell Resistance: Yes (object)

Cost: 5

The Seer can only use this power on something he is touching, or a place he can see (even if using another Seer ability to see it). The Seer gets to make Wisdom + Seer level checks against a DC of 15 to gain the answer to one of the questions listed below. If he succeeds, he can ask another question but the DC goes up by +1 each time. Once he fails the check, the effect ends. No matter how many questions he gets the answers to, this ability still only takes only one Full Action to use! Some questions can only be asked if a previous question was answered. In such cases, the subsequent questions are indented below the prerequisite question. If this ability is used on an object more than once, the seer cannot leave of where he was, and must start asking subsequent questions from the beginning.

Is this thing magical?

What's the highest level of spells the thing casts?

What is its most powerful spell?

Next most powerful? (repeat for each spell)

What school and type of magic?

What are the exact properties of the magic?

What was the item's last owner's race?

What was their gender?

What was their age?

What was their alignment?

How did they lose this item?

(Repeat for successive owners)

Is this thing psionic?

What is its Manifestation Level?

What psionic powers does it have?

Is there something hidden in a 30 ft radius?

Where is each hidden thing?

What is one of those hidden things?

Remote Viewing (Psi) [Divination, Scrying]: The Seer can now perceive a specific item, location, or creature no matter where it may be.

Manifestation Time: Standard Action

Range: Unlimited

Target/Effect/Area: One creature, item, or location

Duration: Concentration

Saving Throw: Will negates (object)

[12 + Wisdom modifier + 1/2 Seer level] + Special

Spell Resistance: Yes (object)

Cost: 7

The seer can pick any item, location, or creature to be the target of this ability. The DC is further modified by how well you know the target, and whether or not you have any sort of physical connection to it. It is possible to *Remote View* something you have absolutely NO prior experience with, but only if you have some sort of connection to it!

<i>Knowledge</i>	<i>Will Save Mod</i>
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met or seen 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.

<i>Connection</i>	<i>Will Save Mod</i>
Likeness or picture	-2
Possession, garment, or non-integral keepsake	-4
body part, lock of hair, bit of nail, piece of a wall, etc.	-10

If the save fails, you can see and hear the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

Precognition (Psi) [Divination]: The most likely future reveals itself to the Seer whenever he desires it.

Manifestation Time: Standard Action

Range: 30 ft

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Cost: 9

The Seer can peer into the future realms of probability in order to discern the most likely outcome of a choice, event, or action. He makes a Seer + Wisdom mod check against a DC based on the distance into the future he chooses to peer into. The Seer must be within 30 ft of something or creature directly involved in the incident, and the incident must be no more than one minute into the future at the time of the check. The GM should give the character a single-word answer if he passes the check, and an additional word for every point he beat the DC by. Multiple checks on the same subject are allowed, but the knowledge gained is not cumulative. The amount of time he attempts to see also determines the Power Point cost of this ability. Use of this ability requires allot of GM judgment, and should not be considered lightly.

<i>Distance into the Future</i>	<i>DC</i>	<i>Cost</i>
Incident + 1 minute	10	3
Incident + 10 minutes	15	5
Incident + 30 minutes	20	7
Incident + 1 hour	25	9
Incident + 1 day	30	11
Incident + 1 month	35	13
Incident + 1 year	40	15
Incident + 10 years	45	17
Incident + 1 century	50	19

Omniscience (Psi) [Divination]: The Seer can know anything about...almost anything!

Manifestation Time: 1 minute

Range: Personal, and up to 20 ft

Target: Manifester

Duration: 1 hour/Seer level

Saving Throw: Will negates (object) [Psychometry only]

[14 + Wisdom mod + 1/2 Seer level]

Spell Resistance: Yes (object)

Cost: 11

When active this ability allows you to Maintain up to half your Seer level in Power Points worth of Second Sight effects for the duration of *Omniscience*, as well as granting you other abilities. It prevents you from being flanked, surprised, caught flat-footed, and allows you to ask any three questions by means of *Psychometry* on one thing within 20 ft every round as a Free Action! The questions you get, unlike those of *Psychometry*, cannot be stacked together for more detailed information.

SENSEI

Meditative master who blends psychic ability with martial prowess.

Hit Die: d8.

Requirements

Base Attack: +3.

Skills: Concentration 6+ ranks, Knowledge (psionics) 6+ ranks.

Feats: Improved Initiative; and at least one of Improved Unarmed Combat, Point Blank Shot, or Power Attack; any Metapower or Psionic feat.

Base Power Points: 4+.

TABLE 1-7: THE SENSEI

Lvl	BAB	Fort	Ref	Will	Special	Manifesting
1	+0	+2	+0	+1	<i>Intuitive Assault</i>	+1 Psionicist Level
2	+1	+3	+0	+1	<i>Virtual Reserve</i>	+1 Psionicist Level
3	+2	+3	+1	+2	Psionic Feat	---
4	+3	+4	+1	+2	Combat Mode	+1 Psionicist Level
5	+3	+4	+1	+3	<i>Ethereal Assault</i>	+1 Psionicist Level
6	+4	+5	+2	+3	Fighter Feat	+1 Psionicist Level
7	+5	+5	+2	+4	Psionic Feat	---
8	+6	+6	+2	+4	Combat Mode	+1 Psionicist Level
9	+6	+6	+3	+5		+1 Psionicist Level
10	+7	+7	+3	+5	Fighter Feat	+1 Psionicist Level

Skill Points Each Level: 4 + Int Mod

Class Skills (and Key Ability): Autohypnosis (Wis), Craft (Int), Diplomacy (Cha), Harness Subconscious (Wis), Intimidate (Cha), Knowledge (Int), Profession (Wis), Psicraft (Int), Sense Motive (Wis), Stabilize Self (Con), Twist (Wis).

Class Abilities

Manifesting: Sensei levels count as Psionicist manifester levels, but do not provide the bonus Power Points, bonus feats, combat modes, saving throws, or base attack bonuses that the Psionicist levels provide. Sensei gain no Psionicist manifester levels at 3rd and 7th Sensei level.

Combat Mode: At 4th and 8th level the Sensei learns an additional psionic combat mode.

Weapons and Armor Proficiency: Sensei gain no new proficiencies with weapons or armor.

Intuitive Assault (Psionic): The Sensei gains an intuitive understanding of combat.

Manifestation Time: Unfettered Free Action

Range: Personal

Effect: One attack roll

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Cost: 1

The Sensei adds his Sensei level to his next attack roll as an insight bonus. This power must be manifested immediately before the attack roll is made.

Virtual Reserve (Psionic): The Sensei's constant practice and discipline allow him to maintain Psionic feat, even if he has a Power Point Reserve to low to do so. No matter how many Power Points he *actually* has left, he is treated as if he had a reserve of *at least* half his Sensei level. If his actual reserve is higher than this, then use the actual amount instead. This Virtual Reserve does not stack with any actual power points he has remaining, does not protect from mind-affecting psionic abilities, and cannot be spent on any activation costs.

Psionic Feat: At these levels a sensei gains an additional "Psionic" type feat.

Fighter Feat: At this level a sensei gains an additional feat from the list of those available to fighters. He cannot take Weapon Specialization or Improved Weapon Specialization unless he has the ability to do so from another class.

Ethereal Assault (Psionic) [Ethereal]: The Sensei can transmit his attacks through the ethereal plane.

Manifestation Time: Unfettered Free Action

Range: Personal

Effect: One attack roll

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Cost: 5

This power must be manifested immediately before the attack roll is made. The attack ignores all AC bonuses from armor, shields, and natural armor unless the bonus has the Force descriptor. It also can strike *incorporeal* creatures without any miss chance. The Sensei must have the ability to channel psionic energy into the attack in order to use this power, but need not have done so. To use this power on an unarmed or natural weapon attack, he must have the Psionic Fist feat. To be able to use it on a melee weapon attack he must have the Psionic Weapon feat. To be able to use it on a ranged weapon attack he must have the Psionic Shot feat.

Combat Mode: At these levels the character learns an additional combat mode.

TRAVELER

No prison can hold you, no ocean can stop you, no mountains can block you from your goal.

Hit Die: d6.

Requirements

Skills: Concentration 6+ ranks, Knowledge (geography) 6+ ranks, Knowledge (planes) 6+ ranks, Knowledge (psionics) 6+ ranks, Survival 3+ ranks.

Feats: Translocation.

Base Power Points: 7+.

TABLE 1-8: THE TRAVELER

Lvl	BAB	Fort	Ref	Will	Special	Manifesting
1	+0	+1	+0	+1	<i>Defy Gravity</i>	+1 Psionicist Level
2	+1	+1	+0	+1	<i>Combat Mode</i>	+1 Psionicist Level
3	+1	+2	+1	+2	<i>Flight</i>	+1 Psionicist Level
4	+2	+2	+1	+2		+1 Psionicist Level
5	+2	+3	+1	+3	<i>Dismissal</i>	+1 Psionicist Level
6	+3	+3	+2	+3	<i>Combat Mode</i>	+1 Psionicist Level
7	+3	+4	+2	+4	<i>Snatch Item</i>	+1 Psionicist Level
8	+4	+4	+2	+4		+1 Psionicist Level
9	+4	+5	+3	+5	<i>Portal</i>	+1 Psionicist Level
10	+5	+5	+3	+5	<i>Combat Mode</i>	+1 Psionicist Level

Skill Points Each Level: 4 + Int Mod

Class Skills (and Key Ability): Concentration (Con), Craft (Int), Harness Subconscious (Wis), Knowledge (Int), Profession (Wis), Psicraft (Int), Survival (Wis), Twist (Wis), and Use Psionic Device (Cha).

Class Abilities

Manifesting: Travelers levels count as Psionicist manifester levels, but do not provide the bonus Power Points, bonus feats, combat modes, saving throws, or base attack bonuses that the Psionicist levels provide.

Combat Mode: At 2nd, 6th, and 10th level the Traveler learns an additional psionic combat mode.

Defy Gravity (Psionic): You can alter your personal gravity field, allowing you to stick to any surface capable of supporting your weight, and event to float in air!

Manifestation Time: Standard Action, or Free Action

Range: Personal

Target: Manifester plus 50 lbs x Traveler level

Duration: 10 minutes/Traveler level

Saving Throw: Will negates (object)

[10 + Wisdom mod + 1/2 Traveler level]

Spell Resistance: Yes (object)

Cost: 3

Activating this ability is a standard action if you are redirecting your personal gravity, or a free action if you are just negating it. Redirecting your personal gravity allows you to designate "down" to be in the direction of any surface you are in contact with, at any time during your turn. The surface must be able to support your weight (no running along spider webs), or you fall through it for 10 ft, then regular gravity asserts itself and you plummet until you strike the *actual* ground! This allows you to move normally across any solid surface that fits the criteria, including along walls and even *ceilings*. You can only redirect your gravity so long as you are not carrying more than your light encumbrance limit. If negating your gravity you cease to fall immediately, but without damage, and instead float in mid-air. Will negating gravity you can push yourself upwards or downwards by an act of will, at a Speed of 20 maximum, as a Move-equivalent action. In addition to yourself and your light encumbrance limit, you can negate the gravity on 50 lbs x Traveler level of matter you are touching, including one or more other creatures but only if they are willing.

Flight (Psionic): You can control the placement of yourself in relative space, and your personal gravity, to such a fine degree that flight comes naturally to you.

Manifestation Time: Move Action

Range: Personal

Target: Manifester

Duration: 10 minutes/Traveler level

Saving Throw: None

Spell Resistance: No

Cost: 5

It is a move action to initiate this control, which does not provoke an attack of opportunity. Once initiated you gain the ability to fly with Perfect maneuverability at a Speed equivalent to 20 x Manifester level.

Dismissal (Psionic) [Teleportation]: You can force beings from other planes of existence back to their home plane, by weakening this plane's hold over them.

Manifestation Time: Standard Action

Range: Medium (100 ft + 10 ft/Traveler level)

Target: One or more Elementals or Outsiders, no two of which can be more than 30 ft apart

Duration: Instantaneous

Saving Throw: Will negates

[12 + Wisdom mod + 1/2 Traveler level]

Spell Resistance: No

Cost: 1 per HD affected

If the targets fail to resist this power, it immediately leaves the plane you and they are on and is forcibly returned to its home plane. It cost 1 Power Point for every Hit Die of creatures you are trying to *Dismiss*, information which you are given as soon as you target the creatures for *Dismissal*. You cannot choose to not activate this ability once you know the amount of Power Points you must spend, unless you do not have the necessary amount in reserve. In such an instance you spend the

maximum amount you can, then only get to *Dismiss* the lowest-HD target. If you simply do not have enough Power Points to *Dismiss* any of them, then you wasted your Power Points and action.

Snatch Item (Psionic) [Teleportation]: You can retrieve any item that you know the location of, and have had prior physical contact with.

Manifestation Time: Translocation

Range: As per Translocation

Target: One item up to 10 lb x Traveler level

Duration: Instantaneous

Saving Throw: Will negates (object)

[13 + Wisdom mod + 1/2 Traveler level]

Spell Resistance: Yes (object)

Cost: Translocation +2

This power is actually an extra use of the *Translocation* Metapower feat. It allows you to envision the item you desire and its location when you manifest it. If the item is still at that location, then it is teleported to rest in contact with your hand. If it is attended then the creature who has it can make a Will save to resist this ability. You can only *Snatch Item* one item at a time, although this can be a container and its contents. This ability is often combined with the Seer's *Distant Senses* ability.

Portal (Psionic) [Teleportation]: When you activate the Teleprojection feat to travel to another location, you can choose to either send another creature or object while not traveling yourself, send different creatures or objects to different locations, or to create a stable portal that is visible and allows passage from both sides.

Manifestation Time: Translocation

Range: Touch

Target/Effect: Manifester, creatures touched, or portal

Duration: Instantaneous or 1 round/Traveler level (portal) (D)

Saving Throw: As per Translocation

Spell Resistance: Yes

Cost: Translocation +1 (per extra destination), +2 (not traveling yourself), +5/5 ft (portal)

Additional destinations can be used to send one or more creatures or items using your manifestation of the *Translocation* Metapower feat to a destination separate from the one the rest are traveling to, just as long as all destinations are within your Translocation limit. You can also choose to send only other items and creatures with a manifestation of *Translocation*, not traveling anywhere yourself, but do not get to replace your weight with other mass when using this option. You can also choose to forge a stable portal between two points which will last for up to 1 round/Traveler level, longer if you pay an additional 1 Power Point per 5 ft of the portal's width each round thereafter.

CHAPTER 2: SKILLS

This chapter details all the skills that psionic characters have invented, or find very useful no matter their areas of expertise. Some skills are listed as "Psionic". A Psionic skill is a skill that nobody can take any ranks in, even as a cross-class skill, unless they have at least one daily Power Point. This is because a psionic skill works by manipulating the pathways that store the character's power points, and without those pathways the skill is impossible to develop.

Autohypnosis (Wis; Trained Only; Psionic)

Through meditation and mental discipline you have learned techniques which allow you to overcome many debilitating effects.

Check: The DC and effect depend on the task attempted. You cannot take 10 or 20 on any Autohypnosis check, except for Memorize.

Task	DC
Resist fear	15
Memorize	13
Ignore caltrop wound	13
Tolerate poison	Poison's DC
Willpower	15

Resist Fear: In response to a fear effect, the character can make an Autohypnosis check on his or her next round even if overcome by fear. A successful check grants another saving throw with a +4 morale bonus to resist the fear effect. Use of this ability is a free action, but it can only be made at the very end of the character's action.

Resist Fear gives you a second chance to stop running away from the fight, or to avoid continuing to cower in fear as the bad guy eats your companions. On top of this second chance, you even get a bonus!

Memorize: The character can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information (but can't memorize magical spells or similarly exotic scripts). Each successful check allows the character to memorize up to 800 words (or strange sigils or numbers that would fill one piece of regular parchment, though multiple checks allow the character to remember multiples of 800). A character always retain this information; however, he or she can only recall it with another successful Autohypnosis check. use of this ability is a standard action.

Ignore Caltrop Wound: If the character is wounded by stepping on a caltrop, his or her speed is reduced to one-half of normal. A successful Autohypnosis check removes this movement penalty for a period of 10 minutes. The wound doesn't go away—it is just ignored through self-persuasion. use of this ability is a free action, but it can only be attempted once whenever the character's movement is reduced due to a caltrop wound.

Tolerate Poison: In response to being poisoned, the character can make an Autohypnosis check on his or her next action. A successful check grants a +4 morale bonus on the saving throw to resist the poison's secondary damage, or allows a second saving throw against the poison to eliminate any durable condition, such as paralysis or blindness. Use of this skill ability takes the character's full turn that round.

Tolerate Poison's main benefit is that it gives you a chance to bolster your Fortitude save, probably your worst one. The nicest thing about it is that this is a morale bonus, so it stacks with the bonus you can get from the various *body adjustment* powers.

Willpower: If reduced to 0 hit points (staggered), the character may make an Autohypnosis check. If successful, he or she can take a normal action while at 0 hit points without taking 1 point of damage. The character must make a check for each strenuous action taken. A failed willpower check carries no penalties other than failure—the character can choose not to take that strenuous action. If the character does so anyway, he or she drops to -1 hit points. Use of this ability is a free action.

Willpower will let you play dead, then slink off when nobody is looking. Or clobber the bad guy when his back is turned (i.e. flat-footed). Player's choice.

Retry: See above.

Concentration (Con)

This skill uses the same rules as for spellcasting when manifesting psionic powers, only the spell's level is replaced with the power's level. In addition to this, using a psionic attack mode is also a distracting action. Psionic attack modes use their power point cost in place of a power level for purposes of Concentration checks. psionic Gifts are not distracting actions, and therefore do not require Concentration checks.

Craft (Int)

This skill is useful to more than just Shapers. During long sea voyages, it can be used to repair or make better gear. Having a hard time finding that masterwork long sword to use with Craft Psionic Arms and Armor? Make one yourself. Need some cash? Use Craft (sculpture) to make and sell artwork. Then there's always the benefit you should get for being able to *honestly* disguise yourself as an armorer when investigating something.

Perhaps the most important use of this skill is for characters with *creation*, *construction*, and *fabricate* powers. This skill allows them to use these powers with larger degrees of success.

Using the various *creation* and *construction* powers to make items such as bows, boats, and such will require a Craft check to do so successfully. Only one Craft check is required no matter what the finished item would cost normally.

Using *fabricate* powers allows for unbelievably fast shortcuts in item manufacturing. For smaller objects, those that can fit entirely within the *fabricate*'s affected volume, a single manifestation of this power completes the item in the amount of time it takes to affect the item's volume. For items that require Craft checks to make normally, only one Craft check is required to make the item. For items that do not fit entirely within the *fabricate* power's volume (usually large structures such as buildings), each cubic foot counts as an entire *day's* work by one person, and every 7 as an entire *week's!* Even using the basic *fabricate* power in this manner would allow a character to build entire castles in a fraction of the time!

Fabricate powers cannot be used to accelerate chemical changes, so any Craft skill that would rely on such changes cannot be affected by *fabricate*. Mainly this only prevents Craft (alchemy), and Craft (metalworking) for ore processing, from being aided with the *fabricate* powers.

3.0 Alchemy

In 3.0 all classes given in the Core Classes chapter have access to the Alchemy skill.

3.5 Alchemy

In 3.5 all classes given in the Core Classes chapter have access to the Craft (alchemy) skill. They can use this skill even though they do not possess any ability to cast spells.

Any character with access to a psionic power, whether by the Wild Talent feat or by having levels in a psionic class, can use Craft (alchemy) to make alchemical items, even if they do not have the ability to cast spells.

Harness Subconscious (Wis; Trained Only; Psionic)

The character has practiced meditative techniques that allow him to delve deep into himself for reserves of psionic power he cannot normally access. This comes at a price; the character's normal power point maximum is lost from the stress of the act.

To use this ability, the character must spend a full round in deep meditation. This provokes an attack of opportunity, and he is helpless while making the attempt. He then makes a skill check at the beginning of his next action.

He lowers his *maximum* power points by an amount up to half the check result (rounding down), but not lower than one power point. This is applied as a penalty, and does not cause him to lose access to abilities and prestige class levels that have prerequisites of a certain amount of power points maximum. This penalty is reduced by an amount equal to the total of all his manifester levels after each day of rest. Magic, psionics, and medicines that provide accelerated resting time, or eliminate penalties, cannot affect this recovery rate.

Knowledge (arcana) (Int; Trained Only)

Psionics does not exist in a vacuum. The world and universe psionic powers inhabit is also filled with things beyond the scope of mental powers: magic, extra-planar beings, magical beasts, among others. This skill is often very important to psionic characters, because it lets them know what they face when dealing with magical or supernatural forces that are not psionic in origin.

This not only makes it vitally important for a psionic character to possess, but when used in conjunction with their Knowledge: Arcana skill, can provide them with important information about how to fight magical threats, or when to flee from them.

Knowledge (psionics) (Int; Trained Only)

It's always nice to know what the heck you are doing, and this is the skill that lets you do that. Besides which, it is also the prerequisite skill for most psionic prestige classes. Might as well bone up on it.

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

Check: Answering a question about psionics has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Retry: No. The check represents what a character knows, and thinking about a particular question regarding psionics a second time doesn't let a character know something he or she never learned in the first place.

Synergy: If you have 5 or more ranks in Knowledge (psionics), you get a +2 bonus on Psicraft checks.

Psicraft (Int; Trained Only)

The other skill most commonly used as a prestige class prerequisite. This is also the skill that lets you use power stones, and decipher displays. At least one rank is practically mandatory, even for psychic warriors.

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

Check: The character can identify psionic powers and psionic effects.

<i>DC</i>	<i>Task</i>
15 + Power Points spent	Identify a power as it manifests. (The character must sense the power's activation, or see some visible effect, to identify a power.) No retry.
15 + Manifester Level	Identify what powers are encoded in a psionic item.
15 + Power Points spent	Identify a power that's already in place and in effect. (The character must be able to see or detect the effects of the power.) No retry.
15 + Power Points spent	Identify materials created or shaped by psionics. No retry.
20 + Power Point in reserve	Identify the use of a psionic feat that has been sensed, if it requires a Power Point reserve.
30 - Power Points spent or in reserve	Sense the manifestation of a psionic power or use of a Psionic feat within 20 ft. Penalized by -1 per 10 ft of distance. Free action. Retry as a move-equivalent action.
30 or higher	Understand a strange or unique psionic effect. No retry.

Additionally, certain powers allow a character to gain information about psionics provided that he or she makes a Psicraft check as detailed in the psionic power description.

Retry: See above.

Synergy: If you have 5 or more ranks in Knowledge (psionics), you get a +2 bonus on Psicraft checks.

If you have 5 or more ranks in Use Psionic Device, you get a +2 bonus on Psicraft checks to identify what powers are encoded in a psionic item.

If you have 5 or more ranks in Psicraft, you get a +2 bonus on Spellcraft checks on Use Psionic Device checks related to decoding psionic items.

Stabilize Self (Con; Trained Only; Psionic)

Another skill you simply can't live without, but this time literally. Normally you have a 5% chance to stabilize each round your hit points are at -1 or lower. With just a rank or two in this skill, your percentage chance to stabilize will double, or more! "Whatever doesn't kill me makes me stronger". Even more useful if your party doesn't believe in using the "aid other" action during combat.

Use this skill to keep from succumbing to a mortal wound.

Check: A character can attempt to subconsciously prevent him or herself from dying. If the character has negative hit points and are losing hit points (at 1 per round, 1 per hour, or 1 per day), he or she can substitute a Stabilize Self check (DC 15) for his or her first normal stabilization roll to become stable. If successful, the character regains no hit points, but does stop losing them. If the first Stabilize Self check is unsuccessful, the character makes subsequent Stabilize Self checks to stabilize at DC 20.

Tumble (Dex; Trained only)

An often-underestimated skill. It can be used to position for flanking, without drawing attacks of opportunity, stand up while still moving and receiving a standard action, and a plethora of other things. Definitely worth a rank or two just for the *chance* of success in desperate situations.

Twist (Int; Trained Only; Psionic)

The character has practiced altering his mental pathways at will, and become so proficient at it that he can manipulate the characteristics of his powers with great effort. This ability carries its own price, as the alterations are not only temporary but also hazardous. It is possible for a character to severely harm themselves while attempting this dangerous act of will.

Once a round, as a free action, the character can attempt to use Twist when he manifests a power or psionic attack mode. He makes his skill check immediately before applying the power/mode's effects, and after checking for Trigger Power (if he is using that feat), or similar abilities.

The character chooses an effective manifester level he wishes to manifest the power or attack mode at, but he must choose a manifester level greater than he has. He must then pay an amount of power points equal to the difference between his current manifester level and this new manifester level. He must also make a Twist check, with a DC equal to 15 + the new manifester level.

If he is successful, then he manifests the power or psionic attack mode as if his manifester level was the chosen manifester level. If he fails, then he is not only out the extra power points, but also takes temporary ability score damage to the power's key ability (Charisma for psionic attack modes) equal to the amount he failed by. If he rolls a natural "1" on this check, then he *also* takes an extra 1d6 points of temporary ability damage to the key ability!

The manifester has to pay power points for the increased manifester level, which prevents him from taking advantage of the higher manifester level in order to add more Metapsionic enhancements.

Use Psionic Device (Cha; Trained Only)

You are adept at getting a psionic device to work, even if it would not normally work for you.

Check: Use this skill to activate psionic devices, including power stones and dorjes, that otherwise the character could not activate. If a character rolls a natural "1" on any Use Psionic Device check, they suffer Brainburn (see below).

Task	DC
Activate blindly	25
Decode a psionic item	20 + manifester level
Emulate class feature	20
Emulate a feat	20
Emulate ability score	see text
Emulate a race	25
Emulate alignment	30

Activate Blindly: Some psionic items are activated by class abilities, special thoughts, or actions. You can activate such an item as if you were using the command thought, or action, even when you're not and even if you don't know it. You do have to perform some equivalent activity in order to make the check. That is, you must concentrate, wave the item around, or otherwise attempt to get it to activate. You get a special +2 bonus on your Use Psionic Device check if you've activated the item in question at least once before. If you fail by 9 or less, you can't activate the device. If you fail by 10 or more, you suffer a mishap. A mishap means that psionic energy gets released but it doesn't do what you wanted it to do. The default mishaps are that the item affects the wrong target or that uncontrolled psionic energy is released, dealing 2d6 points of damage to you. This mishap is in addition to the chance for Brainburn that you normally run when you manifest a power from a *power stone* that you could not otherwise manifest yourself. So if you roll a natural "1" AND fail by 10 or more....ouch!

Decode a Psionic Item: This usage works just like decoding a psionic item with the Psicraft skill, except that the DC is 5 points higher. Decoding a psionic item requires 1 minute of concentration.

Emulate a Feat: To activate some items, you need to have a particular Psionic or Metapower feat. This allows you to activate that item even if you do not have that feat. If the item augments your effective manifester level with that feat, then you are treated as having it with a total manifester level equal to the bonus from the item. A separate skill check is required per use of a Metapower feat, and per minute of a Psionic feat.

Emulate an Ability Score: To manifest a power from a psionic item, you sometimes need a high score in the appropriate ability (determined by the power of the item). Your effective ability score (appropriate for the item you're emulating when you try to manifest the power from the psionic item) is your Use Psionic Device 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 the user's alignment. Use Psionic 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 magic item. In this case, your effective level in the emulated class equals your Use Psionic Device check result minus 20. This skill does not let you actually use the class feature of another class. It just lets you activate items as if you had that 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 with a separate Use Psionic Device check (see above).

Emulate a Race: Some psionic items work only for members of certain races, or work better for members of those 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.

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

Brainburn: When things go awry, the user of a psionic item sometimes improperly manifests the stored power. The resultant psionic surge persists for 1d4 rounds, unless the item is flung 15 feet or feet away or destroyed. The surge deals 1d4 points of electricity damage per power stored per round and arcs across multiple targets. The user is the primary target, and one ally within 15 feet is the secondary target (chosen at random).

Special: You cannot take 10 with this skill.

You can't aid another on Use Psionic Device checks. Only the user of the item may attempt such a check.

If you have the Magical Aptitude feat, you get a +2 bonus on Use Psionic Device checks.

Synergy: If you have 5 or more ranks in Psicraft, you get a +2 bonus on Use Psionic Device checks related to decoding psionic items.

If you have 5 or more ranks in Use Psionic Device, you get a +2 bonus to Psicraft checks made to identify what powers are encoded in a psionic item.

Note: This is a class skill for bards and rogues.

CHAPTER 3: FEATS

These are a selection of specialized types of training and abilities your psionic characters can have. They should be added to those of the *PHB* as character options for new characters, and advancing characters. Most can only be taken by psionic characters however.

PREREQUISITES

Some feats have prerequisites. A character must have the specified ability score, feat, skill, base attack bonus, or other listed item in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite.

A character can't use a feat if he or she has lost one of its prerequisites.

TYPES OF FEATS

Two types of feats are presented here: general and psionic. Metapsionic feats are given their own chapter. Item Creation feats will be detailed in the *Psionics Ascendant* product.

General Feats

Any class can take a general feat as one of their feats for going up character levels. many general feats are oriented towards psionics, and often unusable by people without psionic abilities.

Psionic Feats

To nonpsionic characters, all psionic feats are treated as special (only psionic characters and creatures may take them). Psionic feats allow the psionic character to enhance combat, augment psionic powers, and manipulate psionic attack and defense modes. "Psionic" in this sense means a character or creature that possesses at least 1 maximum Power Point.

Many psionic feats require the character to spend Power Points to activate some effect. Even though this resembles using a Metapower feat, it follows none of the rules for Metapower feats. The effect does not require concentration to use. They are still psionic abilities and are suppressed within a *null psionics field* or *anti magic field*. If *negate psionics* is used on a person with an active Psionic feat, the psionic feat's effects are suppressed for 1 round per manifester level.

A few psionic feats neither require the expenditure of Power Points, or having Power Points in reserve. They just use the channels the character's Power Points have opened to generate some kind of durable effect. Such abilities are *totally* internal, and cannot be negated or suppressed for as long as they have the feat.

Some psionic feats do not directly use the Power Points of a psionic character, but the mere presence of those Power Points and psionic potential allow psionic characters access to these feats. Feats that have a prerequisite of "reserve Power Points [some number+]" require the psionic character or creature to possess a number of unused Power Points equal to or greater than the given number to use the feat in any given round. These Power Points are not used to power the feat; however, if they are not held in reserve the feat is temporarily unavailable.

A character with multiple psionic feats that require reserve Power Points does not have to add the reserve Power Point limits together, as long as they have enough reserve Power Points to maintain the highest cost feat then all the feats are

active. Some feats add to the Power Point reserves of other feats.

Note: If a psionic character's total Power Point maximum never equals the reserve Power Point prerequisite, the character cannot take the feat.

DESCRIPTORS

Psionic feats can have descriptors similar to spells. The most common of these is the "Force" descriptor. The feat's effects are always treated as being supernatural effects with that kind of descriptor.

TABLE 3-1: PSIONIC FEATS

Cerebral Homunculus [Psionic] *Intelligence 13+, Wisdom 13+, Charisma 13+, Manifester Level 3+.*

Inner Strength [Psionic]

Body Fuel [Psionic]

Inertial Armor [Psionic] [Force] *Reserve Power Points 1+.*

Force Blade [Psionic] [Force] *Str 13+, Power Attack,*

Psionic Weapon, Reserve Power Points 5+.

Bladelash [Psionic] *Reserve Power Points 12+.*

Flickering Blades [General] *Base Attack +5.*

Inertial Shield [Psionic] [Force] *Reserve Power Points 3+.*

Knack [General, Psionic] *Concentration 4+ ranks, Knowledge (psionics) 4+ ranks, Psicraft 4+ ranks.*

Mental Adversary [Psionic] *Cha 13+.*

Disarm Mind [Psionic]

Mental Leap [Psionic] *Str 13+, 6 ranks of the Jump skill, reserve Power Points 3+.*

Power Penetration [Psionic]

Greater Power Penetration [Psionic]

Psicrystal [Psionic] *Manifester level 1+.*

Improved Psicrystal [Psionic]

Psionic Aptitude [General]

Psionic Body [Psionic]

Psionic Flesh [Psionic] *Reserve Power Points 1+.*

Psionic Dodge [Psionic] *Dex 13+, Dodge, Reserve Power Points 5+.*

Psionic Fist [Psionic] [Force] *Int 13+.*

Psionic Shot [Psionic] [Force] *Int 13+, Point Blank Shot.*

Psionic Sunder [Psionic] *Str 13+, Power Attack, Improved Sunder, reserve Power Points 5+.*

Psionic Weapon [Psionic] [Force] *Str 13+, Int 13+, Power Attack.*

Psychic Bastion [Psionic]

Mind Trap [Psionic]

Psychoanalyst [Psionic] *Cha 13+.*

Psychic Inquisitor [Psionic] *Wis 13+.*

Rapid Metabolism [Psionic] *Con 13+.*

Psionic Metabolism [Psionic] *Reserve Power Points 1+.*

Return Shot [Psionic] *Wis 13+, Alertness, reserve Power Points 5+.*

Self Sufficient [General]

Speed of Thought [Psionic] *Wis 13+, reserve Power Points 1+.*

Psionic Charge [Psionic] *Reserve Power Points 3+.*

Up the Walls [Psionic] *Reserve Power Points 5+.*

Stand Still [Psionic] *Str 13+, reserve Power Points 1+.*

FEAT DESCRIPTIONS

This is the format for feat descriptions.

Feat Name [Type of Feat]

Description of what the feat does or represents in plain language.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a skill, a base number of Power Points, or a level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character to do.

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: Any special rules concerning the feat, such as rules for taking the feat multiple times (normally not allowed).

Bladelash [Psionic]

Your psionic blade can be used to attack foes even further away.

Prerequisite: Force Blade, Reserve Power Points 12+.

Cost: Force Blade +4 per weapon (R)

Benefit: Your Force Blade can now be used as either a normal or reach weapon.

Body Fuel [Psionic]

You can harness your body's living energy to fuel your psionic powers.

Prerequisite: Inner Strength.

Benefit: You can pay for some or all of the Power Point cost of a psionic ability by expending health to do so. As you gain manifester levels, you naturally get better at converting health to energy. Using this feat discounts the Power Point cost of activating a psionic power by an amount equal to your total manifester level, but at the cost of a cumulative -1 penalty to your Constitution. This penalty fades at a rate of one point per day. You cannot regain Power Points by use of this feat.

Cerebral Homunculus [Psionic]

You have learned to partition your mind in such a manner that you can create a fragmented consciousness to serve you as a minion, a consciousness that expresses itself outside of your mind, but is fueled by your own consciousness.

Prerequisite: Intelligence 13+, Wisdom 13+, Charisma 13+, Manifester Level 3+.

Benefit: You can create an incorporeal and invisible servant, called a cerebral homunculus, by spending XP to partition off a segment of your mind in order to maintain and project the minion. To do so you must spend a day in meditation, and spend 20 XP. Once this is done, you constantly project the minion out to a maximum distance of 100 feet times your total manifester level. The minion acts of its own accord, and is treated as a separate creature in all respects. It is fanatically loyal to you, because if you die it is destroyed. If the cerebral homunculus is destroyed, the partitioned segment of your mind is destroyed along with it. This has no side effects to you, because it was already blocked off. You can immediately create a new partition, and another cerebral homunculus, as soon as you repeat the creation process. You can only have one partition/cerebral homunculus at a time.

Disarm Mind [Psionic]

You can use your own Power Points to assault the minds of your psionic enemies to even greater effect.

Prerequisite: Cha 13+, Mental Adversary.

Benefit: If the target of one of your psionic attack modes fails its Will save, you can choose to deplete its mind of an additional number of Power Points equal to four times your Charisma modifier. To do so, you must spend three Power Points, and still maintain the minimum necessary to keep Mental Adversary active. This is in addition to the amount depleted by use of the Mental Adversary feat, and is subtracted at the same time as those from Mental Adversary.

Flickering Blades [General]

You have practiced the finer points of fighting with your psionic weapons, until you have become a cyclone of destruction.

Prerequisites: Force Blade, Base Attack +5.

Benefit: When using your Force Blade, gained from the feat or Soul Knife ability, you can make extra attacks at a -4 modifier to your Base Attack bonus.

Normal: Your extra attacks only come at a -5 modifier to your Base Attack bonus.

Force Blade [Psionic] [Force]

You can exert your psionic energies into a blade-like plane of psionic force.

Prerequisites: Str 13+, Inertial Armor, Power Attack, Psionic Weapon, and Reserve Power Points 5+.

Manifestation Time: Move Action

Range: Touch

Effect: Melee weapons

Duration: Until dismissed

Saving Throw: None

Spell Resistance: Yes

Cost: 5 per weapon (R)

Benefit: You can create a faintly glowing blade of Force in your hand, which vanishes instantly if you let it go. This Blade is a light one-handed melee weapon, and counts as a Force-effect. The blade deals damage based on your size: Tiny deals 1d4, Small 1d6, Medium 1d8, Large 1d10, and Huge 1d12. They have a critical of 19-20/x2. If you have at least ten reserve Power Points, you can choose to manifest an additional blade in your off-hand at the same time you manifest the original blade. You are always proficient with your force blades.

Note: If you have levels in the Soulnife prestige Class, you can combine this and the Mind-Blade ability for an improved effect. See the Soulnife prestige class for details.

Greater Power Penetration [Psionic]

Your ability to overcome Spell resistance is at the pinnacle of skill.

Prerequisite: Power Penetration.

Benefit: The character gets a +2 bonus on manifester level checks (1d20 + manifester level) to beat a creature's spell resistance. This stacks with the bonus from Power Penetration.

Improved Psicrystal [Psionic]

Your psicrystal can now move about unaided, and even tap into your Power Points to gain the ability to attack others.

Prerequisite: Psicrystal.

Benefit: Your psicrystal gains your character level in hit points. It can use the Self-Propulsion psicrystal ability without expending your Power Points, and without your bidding. It also gains a 30 ft ranged touch attack that deals an amount of electrical damage equal to your manifester level with the psicrystal, and drains you of one Power Point each time it is used. This ability only functions within one mile of you, and uses your base attack bonus, with a +4 modifier for the psicrystal's Diminutive size.

Inertial Armor [Psionic] [Force]

You can surround yourself in a field of solidified psychokinetic energy which helps protect you from harm.

Prerequisite: Reserve Power Points 1+.

Manifestation Time: At Will

Range: Personal

Effect: Protective armor-like field

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Cost: 1 (R)

Benefit: Your mind automatically generates a tangible field of force that provides a +4 armor bonus to AC. 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. The armor bonus provided by Inertial Armor does not stack with the armor bonus provided by a shield or regular armor, it is essentially a skin-tight suit of armor that has the *ghost touch* quality.

The inertial armor can be invisible or appear as a colored glow, at the character's option. If set to glow, the glow is to faint to illuminate nearby objects, unless the character has Low-Light vision in which case he can see any object within 5 ft of himself.

Inertial Shield [Psionic] [Force]

Your mental energies protect you by slipping incoming attacks to the side.

Prerequisites: Inertial Armor, Reserve Power Points 3+.

Manifestation Time: Inertial Armor

Cost: Inertial Armor + (deflection bonus x2) (R)

Benefit: Your Inertial Armor develops a slick layer that knocks attacks to the side. You add up to half your total manifester level, rounded down, to your Armor Class as a deflection bonus. You can only receive a deflection AC bonus equal to half the number of Power Points you have in reserve. This is *in addition* to the reserve Power Points you need for Inertial Armor, and only works if you have Inertial Armor active. All your manifester levels are added together for this benefit.

As an example: a psionicist 3/telepath 4 would have seven total manifester levels, allowing him to get up to a +3 deflection bonus ($7/2 = 3.5$, rounded down to 3). He must maintain Inertial Armor (one reserve Power Point) before he can do so. Each point of AC bonus from Inertial Shield increases the amount of reserve Power Points he requires by another two, so the full amount would require seven reserve Power Points (1 for inertial armor, plus twice the deflection bonus of +3, equals seven).

Inner Strength [Psionic]

You have developed a larger pool of psionic energy.

Benefit: You gain your Wisdom mod +1 additional bonus Power Point.

Special: You can take this feat multiple times. Each time you take it, it provides an additional number of Power Points equal to what it provided the time before, plus two (i.e. Wis +3, Wis +5, Wis +7, ect.). All of these bonus Power Points are cumulative with those previously gained with Inner Strength feats (i.e. a total of Wis +1 the first time, Wis x2 +4 the second, Wis x3 +9 the third, Wis x4 +16 the fourth, ect.). Only your Wisdom modifier when you wake each day applies to this, just like Psionicist bonus Power Points.

Knack [General, Psionic]

You have managed to develop a minor psionic ability that functions like a power, but does not require any Power Points to use!

Prerequisite: Concentration 4+ ranks, Knowledge (psionics) 4+ ranks, Psicraft 4+ ranks.

Manifestation Time: Standard Action

Cost: Special

Benefit: You develop a minor psionic ability often referred to as a "Wild Talent". Whenever you take this feat, choose one of the following abilities. You can activate that ability as a standard action that does not provoke an attack of opportunity, or require any concentration. You can use it once per day for every point of positive ability score modifier you have in its linked ability score. If you have no manifester level, then you are treated as having a manifester level of 1.

Special: You can take this feat multiple times. Each time you take it you either choose a new ability, or double the daily uses of an existing ability. The standard multiplication rules apply.

Special: Characters who gain this feat thanks to having levels in Naturally Talented use their manifester level for their Wild Talents to determine their manifester level for this feat.

* **Aggravate (Cha) [Mind-Affecting]:** This mind-affecting ability causes a creature to feel sensations of pain and disorientation. These sensations cause him to take a -2 circumstance penalty to all his attack rolls and skill checks. Creatures with even 1 Power Point remaining in reserve are unaffected.

Range: Close (25 ft + 5 ft/2 manifester levels)

Target: One Creature

Duration: 1 round/manifester level

Saving Throw: Will negates

[10 + Charisma mod + 1/2 Manifester level]

Spell Resistance: Yes

* **Autorepair (Con) [Healing]:** You heal one hit point of damage you have taken for every manifester level you possess.

Range: Personal

Target: Manifester

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

* **Blindsight (Wis) [Divination]:** You gain the Blindsight ability.

Range: 15 ft radius spread

Target: Manifester

Duration: 1 round/Manifester level

Saving Throw: None

Spell Resistance: No

* **Ectoblast (Int) [Ectoplasm, Force]:** You can make a force-based blast of glowing ectoplasmic goop strike any target you can see, dealing your total manifester level in damage.

Range: Close (25 ft +5 ft/2 manifester levels)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Reflex negates

[10 + Intelligence mod + 1/2 Manifester level]

Spell Resistance: Yes

* **Missive (Cha) [Mind-Affecting]:** With this power you can transmit thoughts to the target. As a free action you can transmit up to ten words of information each round, in addition to any amount you would normally be able to speak. This communication cannot be overheard. Unwilling creatures with even 1 Power Point remaining in reserve are unaffected.

Range: Close (25 ft + 5 ft/2 Manifester levels)

Target: One creature

Duration: 1 minute/Manifester level

Saving Throw: Will negates (harmless)

[10 + Charisma mod + 1/2 Manifester level]

Spell Resistance: Yes (harmless)

* **Skipping (Wis) [Teleportation]:** You can teleport yourself, along with up to your Light encumbrance limit in gear.

Range: 5 ft/Manifester level

Target: Manifester

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

* **Sparky (Int):** This electrical attack strikes any target, dealing your total manifester level in damage.

Range: Close (25 ft +5 ft/2 manifester levels)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Reflex half

[10 + Intelligence mod + 1/2 Manifester level]

Spell Resistance: Yes

Mental Adversary [Psionic]

Your mind is far more efficient at attacking the minds of others.

Prerequisite: Cha 13+.

Benefit: You increase the DC to resist your psionic attack modes by +1, and deal an extra 2 points of Power Point damage, so long as you have at least 3 Power Points in reserve after paying for the psionic attack mode. The extra Power Point damage is subtracted from the target's Power Points before the attack mode's, so if it reduces them to zero Power Points then you get to apply the attack mode's secondary effect instead of its Power Point damage!

Special: You can take this feat multiple times. Each time you do you increase the DC modifier by one, the Power Point damage by two, and the reserve Power Points required by *eight*. If you do not have enough reserve Power Points to use this feat to its maximum benefit, you still get the reduced effect.

Mental Leap [Psionic]

A reservoir of internal psionic energy allows you to partially negate the effects of gravity on yourself, but only for brief periods of time.

Prerequisite: Str 13+, 6 ranks of the Jump skill, reserve Power Points 3+.

Manifestation Time: At Will

Range: Personal

Target: Manifester

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Cost: 3 +8 for each additional time taken (R)

Benefit: The character jumps twice as far or as high as is indicated on his or her Jump check. The character's maximum jump (a function of his or her height) is twice normal, and extra distance jumped (above and beyond the normal distance rolled) is not counted against the character's total allowed movement in the round. When falling, they ignore the first 10 ft of the fall for purposes of determining damage from the fall.

Special: A character can take this feat multiple times. Each time increases his or her jump multiple by one, the ignored fall distance by another 10 ft, and increases the prerequisite of reserve Power Points by +8.

Mind Trap [Psionic]

Your mind has developed baffles and loops that confuse and harm the minds of those that assault you in psionic combat.

Prerequisite: Psychic Bastion.

Benefit: If you fail your Will save against a psionic attack mode, you set up a feedback loop so long you still have a number of Power Points in reserve equal to the amount you lost to the psionic attack. Power Points depleted from the Mental Adversary feat do not count towards the amount of reserve Power Points needed to trigger this feat. If you meet these conditions, then the feedback loop *automatically* deals an amount of Power Points damage to your attacker equal to the amount his psionic combat mode dealt to you.

Power Penetration [Psionic]

You are better at overcoming the Spell resistance of others with your psionic powers.

Benefit: The character gets a +2 bonus on manifester level checks (1d20 + manifester level) to beat a creature's spell resistance.

Special: This feat also applies to checks to overcome natural Spell Resistance with your psionic abilities.

Psicrystal [Psionic]

You can imbue an inanimate crystal with a portion of your own psyche, giving it not only sentience but also using it to boost your own abilities.

Prerequisite: manifester level 1+.

Benefit: You have the ability to create a psicrystal out of a gem worth at least 100 gp, which takes a day of quiet meditation during which he imbues it with a fragment of his own personality. No character can possess more than one psicrystal at a time, although a new one can be created out of a new gem, or an old one "overwritten" with a new personality fragment, at any time. Your manifester level with the psicrystal is equal to all your manifester levels added together.

The character chooses the type of psicrystal he or she gets. As they increases in level, his or her psicrystal also increases in utility, as shown in Chapter x: Psionic Monsters.

If the psicrystal is destroyed the character must attempt a Fortitude save (DC 15). If the saving throw fails, then he loses 200 experience points per manifester level. A successful saving throw reduces the loss by half. However, a character's experience can never go below 0 as the result of a psicrystal's destruction.

Psionic Aptitude [General]

You have a knack for psionics.

Benefit: You get a +2 bonus on all Psicraft and Use Psionic Device checks.

Psionic Body [Psionic]

Your mind augments your flesh, making you strong instead of sickly.

Benefit: At 1st level, the character may use his or her Wisdom modifier instead of his or her Constitution modifier to determine bonus hit points. At higher levels, the character's bonus hit points are determined by his or her Constitution, as normal. However, the character now gains +1 hit point every time he or she learns a Metapower feat.

Special: If the character has both this and the Rapid Metabolism feats, he may choose to use his Wisdom Modifier for Rapid Metabolism instead.

Special: A character may only take this feat as a 1st-level character.

Psionic Charge [Psionic]

You have learned how to curve space while you run, allowing you to make turns that you normally would not be allowed to.

Prerequisite: Wis 13+, Speed of Thought, reserve Power Points 3+.

Manifestation Time: At will

Range: Personal

Target: Manifester

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Cost: 3 (R)

Benefit: When taking a charge action in combat, or running, the character can make a number of turns, each of not more than 90 degrees, equal to his or her Wisdom modifier. The action still counts as a charge or run.

Psionic Dodge [Psionic]

Feelers of psionic energy extending from your body allow you to sense disturbances near you in time to hopefully evade incoming attacks.

Prerequisites: Dex 13+, Dodge, Reserve Power Points 5+.

Manifestation Time: At will

Range: Personal

Target: Manifester

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Cost: 5 (R)

Benefit: You have a +1 dodge bonus to your AC and Reflex saving throws as long as you are not flat-footed or denied your Dexterity modifier to AC. You also are considered to have the rogue's Evasion ability so long as you succeed the Reflex save by more than three points, or Improved Evasion if you already possess Evasion normally but fail the Reflex save by no more than three points.

Psionic Fist [Psionic] [Force]

By charging your hand or claw with destructive psionic energies, your blow will do more damage.

Prerequisite: Int 13+.

Manifestation Time: Unfettered Free Action

Range: Personal

Target: Unarmed and natural weapon attacks

Duration: 1+ Intelligence modifier

Saving Throw: None

Spell Resistance: no

Cost: 1

Benefit: You can have all your unarmed attacks (including natural weapons) deal an additional 1d4 damage as a psionic bonus. Only one Power Point may be spent on this effect at a time, and it cannot be used again until the previous use's duration elapses.

Psionic Flesh [Psionic]

You have learned to harden the psionic energies that flow through your body, rendering you less vulnerable to attacks.

Prerequisite: Psionic Body, Reserve Power Points 1+.

Manifestation Time: At will

Range: Personal

Target: Manifester

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Cost: 1 +2 each additional time taken (R)

Benefit: As long as you have one Power Point in reserve, and are corporeal, you receive a +1 natural armor bonus to your armor class. This bonus stacks with all other forms of natural armor.

Special: You can take this feat multiple times. Each extra time you take it, you can increase the natural armor bonus by another +1.

Psionic Metabolism [Psionic]

You can use psychic energy to accelerate your body's ability to heal.

Prerequisite: Con 13+, Rapid Metabolism, Reserve Power Points 1+.

Benefit: Once every hour, so long as you are conscious, you can spend a Power Point to heal an amount of lethal damage equal to the total of all your manifester levels, by turning it into nonlethal damage. Note that characters automatically heal their character level nonlethal damage every hour.

Psionic Shot [Psionic] [Force]

By charging your ranged weapon with destructive psionic energies, your blow will do more damage.

Prerequisite: Int 13+, Point Blank Shot.

Manifestation Time: Unfettered Free Action

Range: Personal

Target: Ranged attacks

Duration: 1+ Intelligence modifier

Saving Throw: None

Spell Resistance: no

Cost: 1

Benefit: You can have all your ranged attacks deal an additional 1d4 damage as a psionic bonus. Only one Power Point may be spent on this effect at a time, and it cannot be used again until the previous use's duration elapses.

Psionic Sunder [Psionic]

Your psychic energies allow you to sense the weak spots in objects, making your attacks against them more effective.

Prerequisite: Str 13+, Power Attack, Improved Sunder, reserve Power Points 5+.

Manifestation Time: At Will

Range: Personal

Target: Manifester

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Cost: 5 (R)

Benefit: When the character strikes at an opponent's weapon, he or she ignores half of the weapon's total hardness (round down). "Total hardness" includes any magical or psionic enhancements possessed by the weapon that normally add to its hardness. However, to strike and do any damage to a magically or psionically enhanced weapon, the character still needs a weapon of equal or better enhancement.

Special: A character 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.

Psionic Weapon [Psionic] [Force]

By charging your melee weapon with destructive psionic energies, your blow will do more damage.

Prerequisite: Str 13+, Int 13+, Power Attack.

Manifestation Time: Unfettered Free Action

Range: Personal

Target: Melee weapon attacks

Duration: 1+ Intelligence modifier

Saving Throw: None

Spell Resistance: no

Cost: 1

Benefit: You can have all your melee weapon (not unarmed and natural weapon) attacks deal an additional 1d4 damage as a psionic bonus. Only one Power Point may be spent on this effect at a time, and it cannot be used again until the previous use's duration elapses.

Psychic Bastion [Psionic]

You can harden the psychic energies on the periphery of your consciousness, making it easier to shrug off mental attacks.

Manifestation Time: At will

Range: Personal

Target: Manifester

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Cost: 3 +8 each additional time taken (R)

Benefit: All of your psionic defense modes have +1 mental hardness. In addition to this, you get a +1 bonus to all saves against mind-affecting abilities, including psionic attack modes.

Special: You can take this feat multiple times. Each extra time you take it your defense modes' mental hardness goes up by another +1, as does your save bonus against mind-affecting abilities.

Psychic Inquisitor [Psionic]

You can sense disturbances in the auras of others that indicate when they are trying to be deceptive to you.

Prerequisite: Cha 13+, Wis 13+, Psychoanalyst.

Benefit: When a living humanoid lies directly to the character, he or she perceives it. The character detects a maximum number of lies per conversation equal to his or her Charisma modifier. A conversation with an individual, once concluded, may not be renewed with Psychic Inquisitor active for a period of 8 hours. The character decides when, or if, to begin using this feat during a conversation.

In addition, the character always receives a +2 bonus to their Sense Motive checks made on living creatures.

Psychoanalyst [Psionic]

You can sense the emotional reactions of theirs to your words as you talk, allowing you to alter what you say and how you speak in order to better advantage.

Prerequisite: Cha 13+.

Benefit: The character gets a +2 bonus on all Diplomacy, Bluff, and Intimidate checks against living humanoids with an Intelligence score of 4 or higher. He or she gets the same +2 bonus on Charisma checks used to influence or interact with living humanoids having an Intelligence score of 4 or higher.

Rapid Metabolism [Psionic]

Your psychically augmented body heals a little quicker than normal.

Prerequisite: Con 13+.

Benefit: You naturally heal a number of extra hit points per day of rest equal to your Constitution modifier, multiplied by all your manifester levels. Yes, this counts your manifester levels from multiple classes and prestige classes.

Special: If the character has both this and the Psionic Body feats, he may choose to use his Wisdom Modifier for Rapid Metabolism instead.

Return Shot [Psionic]

By bending space around yourself you are capable of redirecting the path of any incoming ranged attack, even striking the attacker!

Prerequisite: Wis 13+, Alertness, reserve Power Points 5+.

Manifestation Time: At will

Range: Personal

Effect: One ranged attack/round

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Cost: 5 (R)

Benefit: The character need not have a free hand (holding nothing) to use this feat, but he or she must be aware of the attack (not flat-footed or denied their Dex modifier to AC). Once per round when the character would normally be hit with a ranged weapon, he or she may make a Psicraft check (DC equals the attack roll). If the character succeeds, he or she folds space in the attack's path in such a way that the attack misses them, or even strikes another target. To strike another target requires greater precision with the attempt to fold space, and penalizes the Psicraft check by -5. A character may only use this feat once in any given round.

When used to strike another target, the character must roll to his, with an attack bonus equal to his Base Attack bonus plus his Wisdom modifier.

The character can use this feat on almost any attack that requires an attack roll. Hurling weapons, rays, projectiles, it does not matter. Exceptional ranged weapons, such as boulders hurled by giants or spells, are the only things that cannot be intercepted.

Special: If the character also has the Deflect Arrows feat, the character can choose to snatch the projectile out of the air so long as he has a hand free.

Self Sufficient [General]

You find it easier to survive in situations that others would be hard pressed to.

Benefit: You get a +2 bonus on all Autohypnosis and Stabilize Self checks.

Speed of Thought [Psionic]

You constantly affect the expression of space around your body, causing it to slip around you as you move.

Prerequisite: Wis 13+, reserve Power Points 1+.

Manifestation Time: At will

Range: Personal

Target: Manifester

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Cost: 1 +4 each additional time taken (R)

Benefit: The character's base speed is equal to his or her normal speed +10, as an enhancement bonus. This applies to all of their movement types.

Special: A character can take this feat multiple times. Each time increases the bonus to their Speed by 10 feet and increases the prerequisite of reserve Power Points by 4.

Stand Still [Psionic]

Your forceful attacks and psychic awareness combine to grant you greater control over the movements of those you strike when they move.

Prerequisite: Str 13+, reserve Power Points 1+.

Manifestation Time: At will

Range: Touch

Target: Creature attacked

Duration: Permanent

Saving Throw: Fortitude negates
[10 + damage dealt]

Spell Resistance: Yes

Cost: 1 (R)

Benefit: When a foe's movement would otherwise grant the character an attack of opportunity, the character may give up that attack and instead attack the foe prior to the foe's actual movement. This is akin to a readied action, but Stand Still doesn't affect the character's initiative count or actual readied actions, if any. The foe must succeed at a Fortitude save, or be unable to move into or out of the area the character threatens—essentially, this ends the movement of a foe who is closing, and prevents any movement of a foe who is fleeing (if the character is normally allowed an attack of opportunity against the fleeing foe). Since the character uses the Stand Still feat in place of his or her attack of opportunity, the character may only do so a number of times per round equal to the number of times per round he or she could make an attack of opportunity.

Normal: Attacks of opportunity occur after a foe has already moved within the area a character threatens; thus, a character is unable to affect their movement with an attack.

Up the Walls [Psionic]

Your control over the personal expression of space has become so great that you can even defy gravity, for a short period of time.

Prerequisite: Wis 13+, Speed of Thought, Psionic Charge, reserve Power Points 5+.

Manifestation Time: At will

Range: Personal

Target: Manifester

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Cost: 5 (R)

Benefit: The character can take part of one of his or her move actions on a wall if the character begins and ends the move on a horizontal surface. The height the character can achieve on the wall is limited only by this movement restriction. If the character does not end his or her move upright on a horizontal surface, he or she falls prone, taking damage as appropriate for his or her height above the floor. Treat the wall as a normal floor for the purposes of measuring movement. Passing the boundary between horizontal and vertical is equivalent to 5 feet of movement along a normal floor. Opponents on the floor still get attacks of opportunity as the character moves up the wall within areas they threaten.

Special: A character can take other move actions in conjunction with moving on a wall.

CHAPTER 4: METAPOWERS

These feats are similar to Metaspell feats (detailed in the *Molokai Source Book*). Each one mimics a particular type of power. The prerequisites for these feats are dependant on how many of them you already possess. the first Metapower feat requires that you have at least 4 ranks in both Knowledge (Psionics) and Psicraft. Each feat after that requires an additional two ranks in each of those skills (i.e. 4+, 6+, 8+, and so on). In addition to this, each Metapower feat has a minimum ability score required to learn it. When activating a Metapower feat, you cannot spend more Power Points on it than you have manifester levels. The saving throw DC of any Metapower feat's effect equals 10 + prerequisite Ability Score modifier + 1/2 Manifester level, if one is required.

Undead and Metapower Feats

Undead creatures can use any Metapower feat that does not have Constitution as a prerequisite. Likewise they can be affected by any Metapower feat that does not have Constitution as a prerequisite. Undead are immune to mind-affecting Metapower feats as well as psionic combat attack modes, unless they are psionic. Psionic undead have a discernible mental structure, a structure which can be attacked and manipulated by both mind-affecting Metapower feats and psionic combat modes.

TABLE 4-1: METAPOWERS AND RELATED FEATS

Antipsi [Metapower]

Int 13+, Wis 13+, Cha 13+, Skill ranks.

Autorestoration [Metapower] [Healing]

Con 13+, Skill ranks.

Biocontrol [Metapower]

Con 13+, Skill ranks.

Ectocreation [Metapower] [Ectoplasm]

Int 13+, Skill ranks.

Electrokinetics [Metapower] [Electricity]

Con 11+, Int 13+, Skill ranks.

Force-Blast [Metapower] [Force]

Int 13+, Skill ranks.

Innate Psionics [General]

Wis 13+, 1st-level characters only.

Matter Distortion [Metapower]

Int 13+, Skill ranks.

Mastered Metapower [Psionic]

Psicraft 6+, Any Metapower feat.

Metapower Expertise [Psionic]

Any Metapower feat.

Probability Control [Metapower]

Wis 13+, Skill ranks.

Psychic Vampirism [Metapower] [Negative Energy]

Cha 13+, Skill ranks.

Pyrogenesis [Metapower] [Ectoplasm, Fire]

Int 13+, Skill ranks.

Second Sight [Metapower] [Divination]

Wis 13+, Skill ranks.

Teleprojection [Metapower] [Compulsion, Mind-Affecting]

Cha 13+, Skill ranks.

Thoughtsense [Metapower] [Mind-Affecting]

Wis 13+, Skill ranks.

Translocation [Metapower] [Teleportation]

Wis 13+, Skill ranks.

METAPOWERS AFFECTING FEATS

Mastered Metapower: Get pp discount on the point you use on a Metapower feat (chosen individually).

Metapower Expertise: Get DC and Power Penetration bonus to a Metapower feat.

Innate Psionics [General]

You have the inborn ability to develop psionic abilities, even if you do not train in the use of them. If you get training, your innate knack for psionics makes you even more formidable. This is often referred to as a "Wild Talent".

Prerequisites: Wis 13+, 1st-level characters only.

Benefit: You gain one bonus Power Point for every character level, even if you have no base Power Points. These Power Points let you learn Psionic and Metapower feats, so long as you can meet their prerequisites. Your effective manifester level with those abilities equals 1, or your actual manifester level, whichever is higher.

Special: Only characters who are first level can take this feat. It is only available at character creation.

Note: The extra Power Points from this feat add to any the character gets from other sources, including psionic class levels. Even if no Psionic or Metapower feats are taken by the character, they still help buffer him from psionic combat attack modes.

Mastered Metapower [Psionic]

You can create a Metapower effect easier than normal.

Prerequisites: Psicraft 6+, Any Metapower feat.

Benefit: Choose a Metapower feat you already have. When you spend Power Points to activate that feat, you spend one less than you normally would need to. You still must spend one Power Point on the feat, even with this discount.

Special: You can take this feat multiple times. Each time you do, you must apply it to a separate Metapower feat.

Metapower Expertise [Psionic]

You can generate Metapower effects that are harder to resist.

Prerequisites: Any Metapower feat.

Benefit: Choose a Metapower feat that you already have. You get to add +1 to the save DCs for that feat, and to your manifester level checks to overcome power/spell resistance.

Special: You can take this feat multiple times. Each time you do, you must apply it to a separate Metapower feat.

METAPOWER FEATS

Antipsi: You can suppress and destroy psionic, magical, and supernatural effects.

Auto restoration: You can relieve yourself of injuries and pathogens.

Biocontrol: Increased physical ability scores.

Ectocreation: Use shaped ectoplasm to create an inanimate object of varying consistency.

Electrokinetics: Use generated electrical charge to protect from electricity and hurl it.

Force-Blast: Transform psionic energy into hurled kinetic energy.

Matter Distortion: You can use psionic power to mold matter.

Probability Control: Sense and influence the odds.

Psychic Vampirism: Steal the psionic and life energies of others by touch.

Psychokinetics: Move physical objects with your mental might.

Pyrogenesis: Creates flames.

Second Sight: The user's senses are expanded in reliability and scope.

Teleprojection: Send thoughts and images to the minds of others.

Thoughtsense: You can pick up on the mental processes of others, and even delve deeply into their minds.

Translocation: Move a distance based on PP spent.

Antipsi [Metapower]

You can suppress and destroy psionic and supernatural effects.

Prerequisites: Int 13+, Wis 13+, Cha 13+, Skill ranks.

Manifestation Time: Standard Action

Range: Close (25 ft + 5 ft/2 Manifester levels)

Target/Area: One creature, object, or 20 ft/30 ft radius spread

Duration: 1 round/manifester level (*supressed*), instantaneous (*negated*), or permanent (*destroyed*)

Saving Throw: Special

Spell Resistance: No

Cost: varies

Benefit: You can attempt a manifestor level check against an item, creature, or area to try and suppress or destroy any psionic or supernatural effects they might be using. The DC for this check is based on the manifestor level (for psionic class abilities, Psionic and Metapower feats), caster level (for spells and magic items), or hit die (for supernatural or spell-like abilities) of the target. It is equal to 11 + the relevant score. The amount of Power Points it takes to activate this feat depends on the type of effect the user is trying to get rid of, and whether or not he is trying to suppress or destroy it. Entries of the same type from the chart below are cumulative: 7 Power Points allows for the *Negating* of ongoing psionic and spell effects simultaneously! If used on a single creature or object, roll once for *every possible* affected ability (including items carried by the target). If used on an area, roll once for each target but stop rolling for a particular target when a *single* ability has been altered. Any specific ability the manifestor can perceive can be targeted individually, ignoring all other vulnerable effects.

Power

Points	Effect
1	Suppress ongoing Psionic effect, or psionic item
3	Suppress ongoing spell effect, or magical item
5	Suppress ongoing supernatural ability
5	Negate ongoing Psionic effect or psionic item's powers
7	Negate ongoing spell effect or magical item's powers
9	Negate ongoing supernatural ability
9	Destroy the ability to use Psionic abilities (individually)
11	Destroy the ability to cast spells (lowers caster levels)
13	Destroy supernatural abilities (individually)
+2	Affects the all targets in a 20-ft radius spread
+4	Affects the all targets in a 30-ft radius spread
+2	Null Field area affect lasts for 1 round/level

Suppressed effects cannot be used for 1 round per manifestor level.

Negated effects are eliminated as if they were never used.

Destroyed effects are gone until a *restoration*, *remove curse*, or *psychic surgery* is used on the target, or the Antipsi effect itself is destroyed.

Null Field: An area effect is rendered durable, posing a hazard to all abilities of one or more types that pass within it during the duration. Any vulnerable ability entering or used within the area is automatically subjected to the effect when it enters, is used, and at the end of every round!

Auto restoration [Metapower] [Healing]

Your psionic powers can repair your broken body, and relieve harmful pathogens.

Prerequisites: Con 13+, Skill ranks.

Manifestation Time: Standard Action

Range: Personal or touch

Target: Manifestor or creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

[10 + Constitution mod + 1/2 Manifestor level]

Spell Resistance: No

Cost: varies, doubles if using Touch Range

Benefit: You can spend the Power Points from your activation of his feat to heal yourself in many ways, as you see fit. The amount of Power Points required to do achieve each effect, and its result, are given on the table below. Unless otherwise noted, all effects are cumulative and can be chosen multiple times with one activation. All of these effects only apply to you normally, but you can apply them to a willing creature you touch at double the cost.

Power

Points	Effect
1	Heal 1d4 Hit Points (and nonlethal damage)
1	Gain +2 vs. disease/poison for the next minute (or until used)
2	Heal 1 temporary ability score damage
3	Regenerate a digit or scar over a week
4	Heal 1d4 temporary ability score damage
5	Regenerate a digit or scar over a minute
6	Heal all temporary ability score damage to one ability score
7	Regenerate a hand/foot/or facial organ over a week
8	Heal 1d4 points of permanent ability score drain
9	Regenerate a hand/foot/or facial organ over a minute
10	Heal all permanent ability score drain to one ability score
11	Regenerate limb or internal organ over a week
13	Regenerate limb or internal organ over a minute

Biocontrol [Metapower]

You can use psionic energy to augment your physical performance.

Prerequisites: Con 13+, Skill ranks.

Manifestation Time: Standard Action

Range: Personal

Target: Manifester

Duration: 10 minutes/Manifester level or longer (D)

Saving Throw: None

Spell Resistance: No

Cost: Varies

Benefit: You get an Enhancement bonus to divide among your Strength, Dexterity, and Constitution ability scores. The total bonus is equal to the amount of Power Points you spent to activate this feat. For every two points of this bonus you do not use to add to an ability score, you can instead add +100% to the Duration.

Ectocreation [Metapower] [Ectoplasm]

You can sculpt raw ectoplasm into facsimiles of materials and objects.

Prerequisites: Int 13+, Skill ranks.

Manifestation Time: Standard Action

Range: Touch

Effect: Up to 10 lb of matter x Cost/Manifester level (D)

Duration: Varies

Saving Throw: None

Spell Resistance: No

Cost: Varies, possible XP cost

Benefit: You can spend a Power Point to create an amount of any non-living material out of ectoplasm. This material can be of any type you know how to create, and in any shape you can fashion, so long as it is created in contact with your body. Created materials last for a Duration based on their complexity, and the Duration can be increased by creating less material. Materials that would require a Craft check to make normally (such as alchemical items and weapons), require the same Craft check to make with this feat. The table below gives the base duration of an object depending on its primary material.

Material	Duration
Stone	1 hour/manifester level
Common Metal	30 minutes/manifester level
Wood or Bone	20 minutes/manifester level
Silver or Alchemical Item	10 minutes/manifester level
Leather or Flesh	5 minutes/manifester level
Gold or Semi-Precious Gems	1 minute/manifester level
Mithril or Precious Gems	5 rounds/manifester level
Adamantine or True Gems	1 round/manifester level

If a character creates far less of a material than the activation of the feat would allow, then they get to increase the created material's duration. For every multiple of created weight they *could* have made over what they *did* make, they increase the created material's duration by the same multiple.

For example: A level 5 character spending 5 Power Points could create up to 250 lbs of stone. If he creates only 50 lbs of stone, the stone he creates will last 25 hours instead of 5!

Special: If a character spends experience points when he creates an ectoplasmic material, he can give it *real* substance! He must spend 1/5th the finished item's market value in gold pieces in order to do so. Such items have no durations and exist until destroyed.

Note: Items created with this feat, even those made permanent by the expenditure or experience points, cannot be used as spell components or enchanted into magic or psionic items. All attempts to do so cause the spell to fail, and waste the expenses to make the item (not the experience points).

Electrokinetics [Metapower] [Electricity]

You can fill your body with electrical energy, which prevents outside electrical damage and can be used to make attacks.

Prerequisites: Con 11+, Int 13+, Skill ranks.

Manifestation Time: Standard Action

Range: Personal, Touch, or 30 ft range increment

Target/Effect: Manifester, creature touched, attacker, or ranged attack

Duration: Up to 1 minute x Cost or until dissipated

Saving Throw: None

Spell Resistance: Yes

Cost: Varies

Benefit: You can spend Power Points, converting them into electrical potential that you contain within yourself. Every Power Point you spend on this becomes 1d4 points of potential electrical damage. The next time you are struck in melee by a natural attack or metal weapon, the attacker takes the damage as the energy discharges into them! A successful melee attack from you while using a metal weapon or natural attack has the same effect. You can also release any number of dice from this potential as a ranged touch attack with a range increment of 30 ft. You cannot contain more dice of electrical potential than your manifest level, and the energy contained dissipates naturally at a rate of one die every minute. While you contain this energy, you gain Electricity Resistance equal to five times the amount of dice you still contain. You can choose not to discharge dice on melee attacks or ranged attacks, but you cannot avoid the dissipation.

Force-Blast [Metapower] [Force]

You can transform psionic energy into pure kinetic force. While you cannot control the application of this force to a fine degree, the shearing torrent of energy is quite...spectacular...in its effects.

Prerequisites: Int 13+, Skill ranks.

Manifestation Time: Standard Action

Range: Close (25 ft + 5 ft/2 Manifester levels) or longer

Target/Area: One or more creatures or objects, 5-ft line, cone, or 20 ft/30 ft radius burst

Duration: Instantaneous

Saving Throw: Fortitude half

[10 + Intelligence modifier + 1/2 Manifester level]

Spell Resistance: Yes

Cost: 1 per 1d6 damage

Benefit: You deal damage to one or more targets within range. The amount of damage you deal is equal to the number of Power Points you spent to activate this feat in d6s. As you gain manifest levels you can add extra characteristics to the effect, up to a total value of modifiers equal to your manifest level. The list below shows the value of each modifier available. You can have multiple modifiers, but only one "area" and one "range" modifier.

Value	Modifier
2	+1 damage (cumulative)
2	Hits an extra target (divide damage dice)
4	Hits everything in 5-ft Line to the limit of range (Area)
4	Range becomes Medium (100 ft + 10 ft/level) (Range)
6	Hits everything in Cone to the limit of range (Area)
8	Hits everything in 20-ft radius burst of target (Area)
8	Range becomes Long (400 ft + 40 ft/level) (Range)
10	Hits everything in 30-ft radius burst of target (Area)

Examples: A 6th-level Psionicist can spend up to 6 Power Points to manifest Force-Blast. If faced with a large group of weak foes, he could use a Cone effect for only 1 Power Point to deal 1d6 damage to each. If faced with a single powerful foe he could take the +1 damage bonus three times, and pump 6

Power Points into the activation, to deal 6d6+3 damage to the target! If fighting in a tight tunnel, he could panic and devote 6 Power Points to the activation, as well as choosing the damage bonus modifier once and the Line modifier, dealing 6d6+1 points of damage to everything in a 40-ft line 5 ft wide!

Matter Distortion [Metapower]

You can use psionic energies to sculpt inanimate matter into new shapes and substances.

Prerequisites: Int 13+, Skill ranks.

Manifestation Time: Standard Action

Range: Touch or Close (25 ft + 5 ft/2 Manifester levels)

Effect: 1 ounce x Cost, or 5 lbs x Cost/round

Duration: Concentration, up to 1 minute/Manifester level (D)

Saving Throw: None

Spell Resistance: No

Cost: 1/5th lbs altered/round (form), or 1 per ounce altered (substance) and XP cost

Benefit: When you activate this feat you must choose to use it either to alter form or substance. Either use of this feat still requires the user to make appropriate Craft checks if creating an object or substance that would normally require skill to make.

If you are altering form, then this effect has a range of Close and lets you sculpt inanimate matter of up to 5 lb x Cost each round you concentrate, for a total number of rounds up to your manifester level. This same effect can be used to repair a damaged construct or object at the rate of 1 hit point for every PP spent, every round of concentration. It can also be used to tear apart a construct at the same rate.

If used to alter a substance then this effect has a range of touch and allows you to alter up to one ounce of the substance into a new substance for every Power Point spent, which takes a minute of concentration per ounce. Making a substance that has a market value also requires the user to spend 1/5th its market value in experience points.

Probability Control [Metapower]

You can sense and alter the dictates of fate.

Prerequisites: Wis 13+, Skill ranks.

Manifestation Time: Standard Action

Range: Personal

Target: Manifester

Duration: 1 round/Manifester level, or 1 hour/Manifester level (D)

Saving Throw: None

Spell Resistance: No

Cost: Total luck bonus

Benefit: When you spend Power Points to activate this feat you must choose to affect one of the following items: all your skill checks, one skill, all your attack rolls, or one saving throw. The item you choose gains an luck bonus to your checks with it equal to the number of Power Points you spent on the activation. The duration you have this bonus for equals your total manifester levels in rounds, unless you are augmenting a single skill in which case it is in hours. For every 2 points of the bonus you do not apply, you get to instead add +100% to the Duration.

Psychic Vampirism [Metapower] [Negative Energy]

You use psionic power to tear at the vital force of another, stealing it for your own.

Prerequisites: Cha 13+, Skill ranks.

Manifestation Time: Standard Action

Range: Personal

Target: Creatures touched

Duration: 1 attack/Manifester level, up to 1 minute/Manifester level (D)

Saving Throw: None

Spell Resistance: Yes

Cost: 1 per 1d4 touch attack damage

Benefit: You can make melee touch attacks that cause damage to other creatures, refreshing yourself in the process. Every Power Point you spend on this feat makes your touch attack deal 1d4 points of damage. This damage is first subtracted from the target's reserve Power Points, and after those are gone from their hit points. You gain one temporary Power Point for every point of damage that the subject takes from this attack. These temporary points must be spent within the hour, or they are lost. Constructs and undead can lose Power Points to this attack, but not Hit Points.

Pyrogenesis [Metapower] [Ectoplasm, Fire]

You can create ectoplasmic flames in your hands.

Prerequisites: Int 13+, Skill ranks.

Manifestation Time: Standard Action

Range: Touch or 30 ft range increment

Target/Effect/Area: One target, 5 ft x Cost spread (light)

Duration: 1 hour /Manifester level, one melee hit, or one ranged attack (D)

Saving Throw: None

Spell Resistance: Yes

Cost: 1 per 1d6 damage (5 ft light radius)

Benefit: You can spend Power Points to fill one of your hands with ectoplasmic flames. These flames do not burn you or your clothing, and exist until they run out of ectoplasmic fuel or are extinguished. They can be used to make a melee touch attack, or thrown as a grenade-like weapon with a range increment of 30 ft. A successful melee attack or failed ranged attack extinguishes the flames. The flames illuminate a 5 ft radius per Power Point spent, with shadowy illumination out to twice that distance. In an attack, they deal 1d6 points of fire damage for every Power Point spent to create them. These flames can hit incorporeal creatures without any miss chance.

Second Sight [Metapower] [Divination]

You can enhance and adapt your senses to degrees beyond the norm.

Prerequisite: Wis 13+, Skill ranks.

Manifestation Time: Standard Action

Range: Personal

Target: Manifester

Duration: 10 minutes/Manifester level (D)

Saving Throw: None

Spell Resistance: No

Cost: Varies

Benefit: You can spend Power Points to gain new forms of perception, and to increase the scope of those you already have. The effects from this feat are considered to be insight bonuses. The chart below indicates how many Power Points must be spent to gain a particular effect. Multiple effects can be gained by paying for each separately, on one or successive activations of this feat. A stronger version of an effect can be gained by paying for it multiple times in a single activation.

For every two power points you spend but do not gain any benefits from, you can instead add +100% to the Duration.

Power

Points	Effect
1	+1 to Listen, Search, and Spot
1	+1 on your <i>next</i> Initiative roll
1	Gain Low-Light Vision
2	+1 on your <i>next</i> Reflex save
2	Add +5 ft to all Attack Mode ranges
3	+4 to Listen, Search, and Spot
3	+4 on your <i>next</i> Initiative roll
3	Gain 60 ft Darkvision, or add 30 ft
3	Ignore invisibility and concealment
4	+3 on your <i>next</i> Reflex save
4	Gains a +1 bonus to all Reflex saves
5	+7 to Listen, Search, and Spot
5	Gain 30 ft Blindsight
5	Ignore 10 ft of poor atmosphere
6	Gains a +2 bonus to all Reflex saves
7	+10 to Listen, Search, and Spot
7	See the ethereal plane
8	Gains a +3 bonus to all Reflex saves
9	+13 to Listen, Search, and Spot
10	Gains a +4 bonus to all Reflex saves
11	+16 to Listen, Search, and Spot
12	Gains a +5 bonus to all Reflex saves
13	+19 to Listen, Search, and Spot
14	Gains a +6 bonus to all Reflex saves
15	+22 to Listen, Search, and Spot
16	Gains a +7 bonus to all Reflex saves
17	+25 to Listen, Search, and Spot
18	Gains a +8 bonus to all Reflex saves
19	+28 to Listen, Search, and Spot
20	Gains a +9 bonus to all Reflex saves

Teleprojection [Metapower] [Charm, Compulsion, Mind-Affecting]

You can project your thoughts and desires into the minds of others.

Prerequisites: Cha 13+, Skill ranks.

Manifestation Time: Standard Action

Range: Close (25 ft + 5 ft/2 Manifester levels)

Target: One creature

Duration: Varies

Saving Throw: Will negates

[10 + Charisma mod + 1/2 Manifester levels]

Spell Resistance: Yes

Cost: Varies

Benefit: You can spend Power Points to project threads of thought into any mind that you can sense, either by line-of-sight visual perception or by use of Thoughtsense (or similar abilities). Depending on the strength of the projected thought you can do anything from forge a temporary one-way communication, to give a command that *must* be obeyed, to completely replace the subject's will with your own! You can generate any number of effects from the table below with one activation, even duplicating an effect so long as the duplicated effect is not targeting the same creature. Each effect must be paid for separately, and the total amount of Power Points you spend on this feat is still limited to your total manifester levels or less. Each effect is resisted by a Will save individually. Language is not a barrier to this feat. Targets that have at least 1 reserve Power Point left automatically pass their Will saves against this feat, unless they choose otherwise.

Power

Points	Effect
1	Transmit your thoughts to the target for 1 minute/level.
1	Forcibly alter the target's reaction towards you by 2 steps.
1	Give a 1-word command that must be obeyed for 1 round ("die" causes them to fall to the helplessly ground, for 1 round)
3	Increase Range to Medium.
3	Transmit your thoughts to the target for 10 minutes/level.
3	Force the target to not sense something for 1 rd/level.
3	Give a 2-word command that must be obeyed for 1 rd/level ("die" causes 1 rd/level of unconsciousness).
3	Force somebody to obey your mental commands for 1 rd/level.
5	Increase Range to Far.
5	Force the target to not perceive time for 1 rd/level.
5	Give a 4-word command that must be obeyed for 1 min/level ("die" causes 1 minute/level of unconsciousness)
5	Force somebody to obey your mental commands for 1 minute/level.
7	Increase Range to 1 mile/level.
7	Give a 5-word command that must be obeyed, and 5-word trigger that activates it for 1 rd/level.
7	Force somebody to obey your mental commands for 10 min/level.
9	Force somebody to obey your mental commands for 1 hr/level.

Thoughtsense [Metapower] [Mind-Affecting]

You can use tendrils of psionic power to detect and read the minds of others.

Prerequisites: Wis 13+, Skill ranks.

Manifestation Time: Standard Action

Range: Close (25 ft + 5 ft/2 Manifester levels)

Target/Area: Varies

Duration: Varies

Saving Throw: Will negates

[10 + Wisdom mod + 1/2 Manifester level]

Spell Resistance: Yes

Cost: Varies

Benefit: You can spend Power Points to detect, and read, the minds of others. The more Power Points you spend, the more detailed information you can get. You can generate any number of effects from the table below with one activation, even duplicating an effect so long as the duplicated effect is not targeting the same creature. Each effect must be paid for separately, and the total amount of Power Points you spend on this feat is still limited to your total manifester levels or less. Each effect is resisted by a Will save individually, in order of least to most expensive. Once a single target resists one of a manifestation's effects, the rest of that manifestations effects fail automatically. Targets that have at least 1 reserve Power Point left automatically pass their Will saves against this feat, unless they choose otherwise.

PP	Effect
1	Detect the locations of minds within range. [Instantaneous]
1	Detect a specific mind within range. [Instantaneous]
1	Determine the relative strength (HD) of a creature viewed or detected mind. [Instantaneous]
3	Tell if a sensed person is lying for 1 minute/level.
3	Gain +3 to your AC, attacks, and saves against the target for 1 round/level.
3	Sense any thoughts the target wishes you to for 10 min/level.
5	Derive a 1-word answer to a question. [Instantaneous]
5	Detect target's alignment. [Instantaneous]
7	Derive a 10-word answer to a question. [Instantaneous]
9	Relive 1 hour of target's memories. [Instantaneous]
+3	Increase Range to Medium.
+5	Increase Range to Far.
+7	Increase Range to 1 mile/level.

Translocation [Metapower] [Teleportation]

You can exert your will to move from one point to another, without crossing the intervening distance!

Prerequisites: Wis 13+, Skill ranks.

Manifestation Time: Standard Action

Range: Varies

Target: Manifester + 50 lbs/Manifester level + Special

Duration: Instantaneous

Saving Throw: Will negates

[10 + Wisdom mod + 1/2 Manifester level]

Spell Resistance: Yes

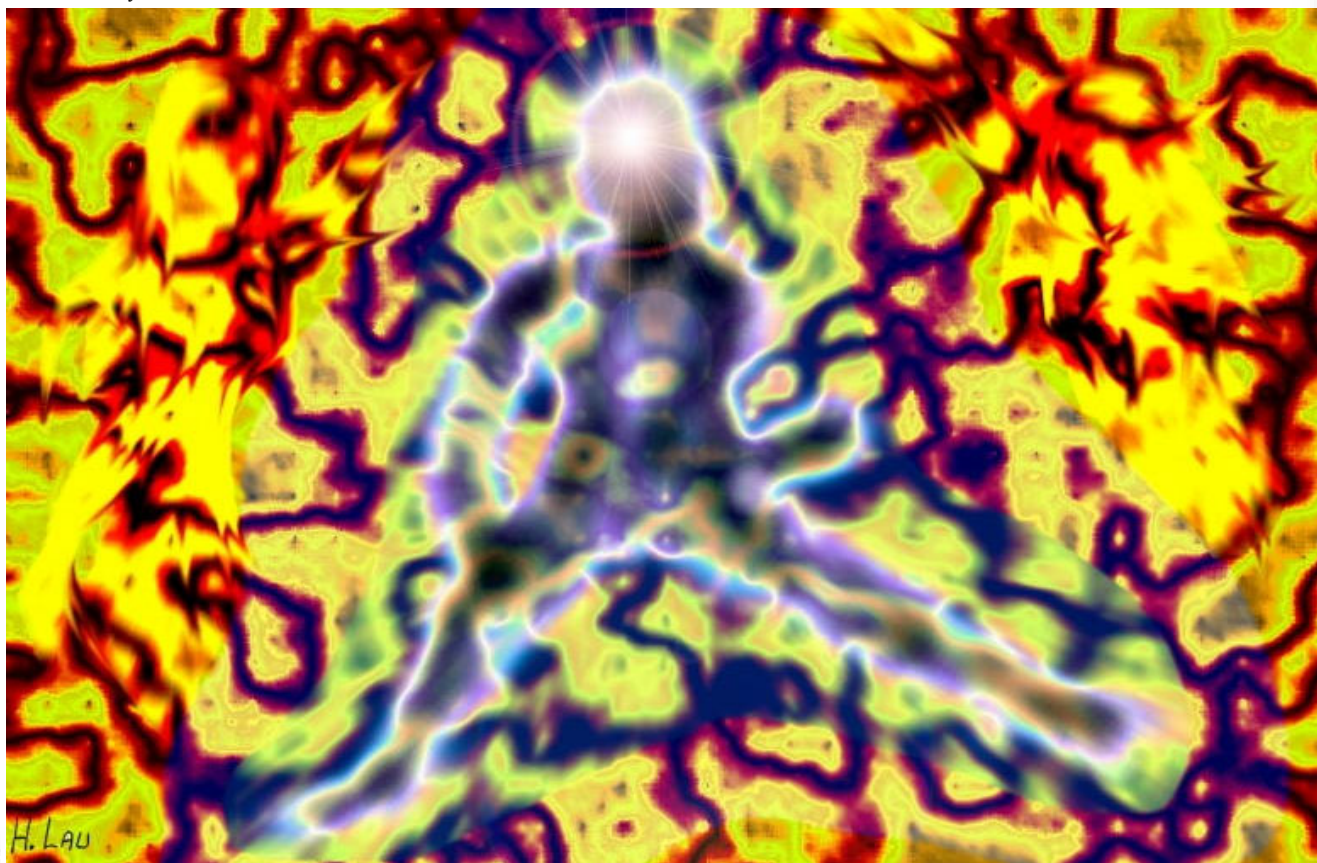
Cost: Varies

Benefit: You can spend Power Points to instantaneously move from one place and appear in another. The more Power Points you spend, the further you can move or the more mass you can take with you. When activated, you take yourself and up to 50 lbs x manifester level in worn gear to the location that you can either envision, or describe in relation to your current position (i.e. 300 feet that way). Every point you spend but do not allocate to distance from the chart below enables you to take up to an additional 500 lbs with you. Unwilling creatures get a Will save to resist. The amount of distance you can cover is determined by the amount of Power Points spent on range.

Power

<i>Points</i>	<i>Range</i>
1	20 ft
3	Close (25 ft + 5 ft/2 levels)
5	Medium (100 ft + 10 ft/level)
7	Far (400 ft + 40 ft/level)
9	1 mile/level
11	10 miles/level
13	100 miles/level
15	Anywhere on same Plane
17	Bordering Plane
19	Any Plane

<i>Plane</i>	<i>Bordering Planes</i>
Material	Astral, Ethereal, Shadow, Elemental Air, Elemental Earth, Elemental Fire, Elemental Water, Negative Energy, Positive Energy
Ethereal	Material
Shadow	Material, Negative Energy
Astral	Borders on everywhere except Ethereal and Shadow
Elemental Air	Astral, Material, Elemental Fire, Elemental Water
Elemental Earth	Astral, Material, Elemental Fire, Elemental Water
Elemental Fire	Astral, Material, Elemental Air, Elemental Earth
Elemental Water	Astral, Material, Elemental Air, Elemental Earth
Positive Energy	Astral, Material
Negative Energy	Astral, Material
Abyss	Astral, Pandemonium, Carceri
Acheron	Astral, Nine Hells, Mechanus
Arborea	Astral, Beastlands, Ysgard
Arcadia	Astral, Mechanus, Celestia
Beastlands	Astral, Elysium, Arborea
Bytopia	Astral, Celestia, Elysium
Carceri	Astral, Abyss, Gray Waste
Celestia	Astral, Arcadia, Bytopia
Elysium	Astral, Bytopia, Beastlands
Gehenna	Astral, Gray Waste, Nine Hells
Gray Waste	Astral, Carceri, Gehenna
Limbo	Astral, Ysgard, Pandemonium
Mechanus	Astral, Acheron, Arcadia
Nine Hells	Astral, Gehenna, Acheron
Pandemonium	Astral, Limbo, Abyss
Ysgard	Astral, Arborea, Limbo
Outlands	Astral, Abyss, Acheron, Arborea, Arcadia, Beastlands, Bytopia, Carceri, Celestia, Elysium, Gehenna, Gray Waste, Limbo, Mechanus, Nine Hells, Pandemonium, Ysgard



CHAPTER 5: PSIONIC COMBAT

Psionic combat is a means for a psionic being to assault the consciousness of another creature, or to defend his mind from others. It is primarily used by telepaths to open the minds of psionic foes to Telepathy powers, but is useful for all psionic beings as a way of debilitating most enemies.

A psionic attack mode is a kind of projected hallucination, which the target (if he is capable of doing so), can create a voluntary hallucination with which to protect himself. Two beings who are engaged in psionic combat are still aware of the physical world, but they see their mutual hallucinatory landscape overlaid on the real world.

Telepathic powers automatically fail if used on a mind, other than the manifesters', that still possesses at least 1 Power Point. Due to this phenomenon, psychic combat is a valuable ability even to telepaths.

Engaging in Psionic Combat

psionic combat is mostly handled in the same way as spell and psionic power combat. Using an attack mode is a standard action which provokes an attack of opportunity, defense modes are free actions (but do not count towards the limit of one free action psionic power a turn). Creatures with Power resistance (or natural Spell resistance) can only be affected by an attack mode on a successful manifester level check. Targets who are surprised (not just flat-footed or denied their Dexterity bonus to AC) cannot erect a defense mode, and are at a -2 penalty to their Will save!

Where it differs is in its appearance and methodology. Psionic combat is only *visible* to the beings engaged in it, all others notice is the intense stares and pained wincing of the participants. The effective power level of each combat mode is equal to its Power Point cost, even though a power of that level would typically cost much more.

Attack Modes

Psionic attack modes are learned methods by which a character can attempt to disrupt the mind of others. They can provoke attacks of opportunity or be disrupted; being treated as powers whose level equals their Power Point cost. This also means that their manifester needs to overcome the Power Resistance of his target, in order for a psionic attack mode to be successful. All psionic attack modes are mind-affecting psionic abilities, requiring a standard action to use.

Their DC for the Will save to resist a psionic attack mode's effects equals 1d20 + Charisma modifier + strong/weak modifier + Psionic Combat Bonus. They are each "strong", gaining a +4 modifier to their DC, against certain defense modes, or "weak", gaining a -4 modifier to their DC, against some other defense modes. The Psionic Combat Bonus is equal to half the character's total manifester levels.

Each psionic attack mode deals its psionic combat damage directly to the victim's Power Points he has remaining. The character gets to add his Psionic Combat Bonus to his Power Point damage rolls with psionic attacks. If used on a mind that has no Power Points remaining, they instead each have their own secondary effect that occurs instead of causing Power Point damage. In addition to the listed secondary effect, target also takes the manifester's Psionic Combat Bonus as nonlethal damage.

Unless it is mentioned otherwise, psionic attack modes have a range of Close (25 ft + 5 ft / 2 levels) and affect only a single individual who must be in direct line-of-sight and effect. Creatures immune to mind-affecting abilities, such as

constructs and undead, are automatically immune to psionic attack modes. A creature normally immune to mind-affects that also has psionic power is still immune to most mind-affects, but no longer immune to psionic combat (although constructs and undead will suffer little from it due to other immunities).

Mind Thrust (MT): The character sends the image of a small object, like an arrow or thrown stone, into the mind of the target. This attack is mostly annoying, but unless defended against it can eventually overwhelm your defenses. Any defense mode that provides the character with something to "shoot" at is less effective than a defense mode that hides their presence.

Costs 1 Power Point to manifest. Is Strong vs. *intellect fortress*, *thought shield*, and *tower of iron will*. Is Weak vs. *empty mind*. Deals 1d4 base Power Point damage.

Secondary Effect: The target is *shaken* for 1d4 rounds (-2 morale penalty on all attack rolls, damage rolls, and saving throws).

Ego Whip (EW): The character creates a frightening illusion of some fearful creature which proceeds to stalk the target, slipping through their safest securities to attack their mind on a primal fight-or-flight level. Defense modes that seem secure leave the most weaknesses for this kind of frightful being, while those that can be used as immediate barriers provide a measure of courage against the attack (much like pulling the blanket over your head as a child).

Costs 3 Power Points to manifest. Is Strong vs. *tower of iron will*. Is Weak vs. *intellect fortress* and *thought shield*. Deals 2d6 base Power Point damage.

Secondary Effect: The target is *stunned* for 1d6 rounds (loses Dex bonus to AC, can take no actions, and has a +2 bonus to be hit).

Id Insinuation (II): The target is assailed by funhouse-mirror imitations of themselves, each of which is formed to make fun of some physical or behavioral characteristic they have. The streams of derision wear down their resolve and sense of self-worth. Defenses that are ponderous only provide another avenue of attack, while those that eliminate their presence make it harder to come up with characteristics to poke fun at. This attack mode does not assault the target directly as much as others do, and therefore ignores most Mental Hardness.

Costs 3 Power Points to manifest. Is Strong vs. *mental barrier*. Is Weak vs. *empty mind*. Deals 1d8 base Power Point damage, but ignores the Mental Hardness of all defense modes except *empty mind*.

Secondary Effect: of making the target *helpless* for 1d3 rounds (Dexterity drops to 0 so Dex mod to AC becomes -5, +4 to be hit, can be subjected to Coup de Grace maneuver, cannot take even mental actions).

Psychic Crush (PC): screw subtlety, just drop a hallucinatory mountain on the target! or some other seemingly large and solid force. The effect is of overwhelming mental pressure, which can often result in long-term brain damage. This attack mode is most effective against small target-like defenses, but less effective when the target is hiding from you.

Costs 5 Power Points to manifest. Is Strong vs. *intellect fortress*, *mental barrier* and *thought shield*. Is Weak vs. *empty mind* and *tower of iron will*. Deals 3d6 base Power Point damage.

Secondary Effect: The target takes 1d6 points of temporary Wisdom damage.

Mind Blast (MBs): A wave or lance of pulsing and mixed up perceptions, feeling tastes, hearing colors, and such is used to assault the fabric of the target's connection to the outside world. This attack mode, unlike others, can be sued to affect a large number of targets or to completely overwhelm the mind of a single unlucky individual. It is most useful against diffused defenses, or those who have no defenses at all, but less effective when they have something to move over them. This is the only psionic attack mode with two ways to use it: either as a 60 ft cone emanation or as a normal psionic attack mode.

Costs 9 Power Points to manifest. Is Strong vs. *empty mind* and against all minds without Power Points. Is Weak vs. *mental barrier* and *thought shield*. Deals 1d6 base Power Point damage to all those in its cone of effect, or 3d8 to a single individual within Close range.

Secondary Effect: All those in its cone of effect *stunned* for 3d4 rounds, or rendering one individual within Close range *unconscious* for 3d4 rounds (*Helpless* as per *id insinuation*, but also cannot sense their surroundings or the passage of time).

Defense Modes

Psionic defense modes are methods that a psionic character can use to try and defend their mind from psionic attack modes, as well as forming the basis of other types of mental defense. they are mind-affecting psionic abilities, that affect the user's mind even if he would normally be immune to mind-affecting abilities (such as by being undead). When used to defend against a psionic attack mode, they have a duration of 1 round.

Defense modes are manifested as a free action in response to an attack mode being used on the character or during his action, but cannot be manifest when he is flat-footed. Manifesting one outside of psionic combat is a free action.

They each have a secondary effect that is usable outside of psionic combat, but the effect is automatically dispelled if the user is subjected to a psionic attack mode and thusly provides no protection against the attack mode.

Their Mental Hardness automatically reduces the amount of Power Point damage they take from psionic attack modes.

Unless otherwise noted, they affect only the user. No two defense modes can be active at the same time, the latest one always counters the previous one.

Empty Mind (EM): You try to hide your presence from your attacker, by hallucinating invisibility, becoming lost in the crowd, or some other method.

Costs 1 Power Point to manifest. No Mental Hardness.

Secondary Effect: Allows the user to make a Will save to resist any divination spell or clairsentience power that does not normally allow a saving throw, for up to 10 min/manifester level.

Thought Shield (TS): You erect a small targeted barrier directly in the path of the attack. This often takes the form of a 2-ft-wide oval or a small shield on your arm.

Costs 1 Power Point to manifest. Mental Hardness 1.

Secondary Effect: Provides the user with a +2 morale bonus on all saves to resist mind-affecting abilities and effects, for up to 10 min/manifester level.

Mental Barrier (MBr): A wall, a door that suddenly opens, even another creature steps between you and the attack, protecting you at the cost of itself.

Costs 3 Power Points to manifest. Mental Hardness 2.

Secondary Effect: Providing the user with a +2 morale bonus on all Will saves, for up to 10 min/manifester level.

Intellect Fortress (IF): You stand at the battlements of a small keep or fortress, looking on as the attack breaks against your walls.

Costs 5 Power Points to manifest. Mental Hardness 5.

Secondary Effect: Rendering the user immune to Energy Drain and negative energy based attacks, for up to 10 min/manifester level.

Tower of Iron Will (TW): You, and possibly others, are all safely ensconced in the highest room of a gigantic, often metal, tower as the attack pounds against the outside.

Costs 5 Power Points to manifest. Mental Hardness 1. All allies within a 10 ft emanation centered on you are protected by your *tower of iron will*, so any psionic combat attacks on them deplete your Power Points instead of theirs.

Secondary Effect: Providing a +2 morale bonus on all saving throws to resist mind-affecting and compulsion abilities and effects, as well as telepathic powers, for up to 10 min/manifester level. This protection extends to all allies within a 10 ft emanation centered on you.

TABLE 5-1: ATTACK MODES

Attack Mode	Cost	Damage	Strong/Weak
Mind Thrust (MT)	1	1d4	IF, TS, TW / EM
Ego Whip (EW)	3	1d6	TW / IF, TS
Id Insinuation (II)	3	1d8	MB / EM
Psychic Crush (PC)	5	3d6	IF, MB, TS / EM, TW
Mind Blast (MBs)	9	1d6/3d8	EM* / MB, TS

* Mind Blast is also Strong against minds with no Power Points in reserve.

TABLE 5-2: DEFENSE MODES

Defense Mode	Cost	Hardness
Empty Mind (EM)	1	0
Thought Shield (TS)	1	1
Mental Barrier (MBr)	3	2
Intellect Fortress (IF)	5	5
Tower of Iron Will (TW)	5	1 (10ft-radius)



CHAPTER 6: PSIONICS RULES

DEFINITIONS

“Descriptor” A tag added to a psionic power that is used as a short-hand description of a set of special rules that power uses.

“Manifester” The creature using a power.

“Power” The effect produced by any Psionic feat, Metapower feat, or Psionic class ability.

“Power Points” The raw mental energy used to generate psionic effects.

“Psionics” The use of mental energy and discipline to produce a supernatural effect independent of magical forces.

PSIONICS VERSUS MAGIC

While psionics and magic do the same thing, alter reality; they are not the same force. This book assumes that “Psionics are Different” rules are being used. Let me explain these rules in greater detail.

This means that magic-specific and psionic-specific abilities do not overlap. Knowledge (psionics) and Knowledge (arcana) cover two totally separate areas. The *Remote Viewing* ability and *Scry* spells are not interchangeable, even though they function almost identically to each-other. *Dispel magic* and *negate psionics* do not have any influence on the other type of ability. Craft Wondrous Item will not let you make *third eyes*. Spell or Spell resistance granted by magical or psionic means provides no protection against the other type of power. Finally, any magical item cannot be further enhanced with psionic Item Creation feats, and vice-versa. Bonus to saves against magical or psionic effects do not apply to both magical and psionic effects.

This does *not* mean that effect-specific abilities will not overlap. Magical Fire resistance still protects against Pyrogenesis’ damage. Bonuses to save against effects of a certain type apply to all such effects, whether they are psionic or magical. For instance: the elven +2 save bonus against enchantment effects applies to mind-affecting psionic powers, because it applies to all mind-affecting abilities. As well as all other similar circumstances. Creatures with Spell Resistance are harder to influence with psionics, because it represents an resistance to *all* types of supernatural energies. As well as all other similar circumstances.

Magical and psionic items do not mix. A magical item cannot be given psionic abilities, and the reverse is also true. If somebody attempts to do so, then they lose all the creation expenses except the experience points, and the item *still* does not have the desired ability. This tends to be a dead give away that the item in question is psionic or magical, but it is an *expensive* and time-consuming way to find out!

DESCRIPTORS

Some powers have descriptors indicating something about how the power functions. 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.

[Charm]: The power changes the way the subject views the manifestor, typically making the subject see him or her as a good friend. Such powers also have the Mind-Affecting descriptor.

[Compulsion] A compulsion power 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 compulsion powers allow you to determine the subject’s actions when you cast the spell, and others give you ongoing control over the subject. Such powers also have the Mind-Affecting descriptor.

[Divination]: Counts as a divination spell for purposes of magical effects only.

[Ectoplasm]: This power creates a durable object or creature from ectoplasm, and is affected by things that affect that substance. It cannot be used for Item Creation feats, spell focuses, or material components.

[Ethereal]: The ability is meant to either directly interact with the ethereal plane and its inhabitants, or to utilize the ethereal lane as part of its effect. When on planes without a bordering ethereal plane, this ability cannot be used.

[Evil]: The manifestor does not need to be evil to know this power, but using it is definitely an evil act. Only the most far-flung of circumstances and great preparation can prevent the character’s alignment from shifting *at least one* “step” towards evil whenever he uses a power with this descriptor.

[Fear]: This mind-affecting ability is also a compulsion. It compels the target to act with fear and terror.

[Force]: These powers create raw kinetic energy in one form or another. This allows them to cross the tangible/intangible barrier, as well as to be felt into the ethereal plane. Such powers can strike incorporeal creatures without the usual 50% miss chance, or can block such creatures. For psionic creatures, this descriptor is often associated with the use of unstable Ectoplasm.

[Healing]: Counts as magical healing.

[Illusion]: This power creates a realistic seeming that acts like a figment illusion, and can be treated as one from a spell of a level equal to half the Power Points spent.

[Language-Dependant]: The manifestor and the target of this power must share a common language, otherwise the power fails.

[Mind-Affecting]: This power directly influences the working processes of a living mind. Because of this, it has no effect on undead and constructs.

[Negative Energy]: This power relies on the creation, or manipulation, of negative planar energy in order to function. Effects that inhibit negative planar energy, also inhibit this power.

[Scrying] A scrying power creates an invisible supernatural sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any powers, spells, or effects that target you, but not powers, spells, or effects that emanate from you. However, the sensor is treated as a separate, independent sensory organ of yours, and thus it 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 *negated* as if it were an active power.

Lead sheeting or magical protection blocks a scrying power, and you sense that the power is so blocked.

[Summoning] A summoning power instantly brings a creature or object to a place you designate. When the power ends or is *negated*, a summoned creature is instantly sent back to where it came from, but a summoned object is not sent back

unless the spell description specifically indicates this. A summoned creature also goes away if it is killed or if its hit points drop to 0 or lower. It is not really dead. It takes 24 hours for the creature to reform, during which time it can't be summoned again.

When the power that summoned a creature ends and the creature disappears, all the spells it has cast, or powers it has manifested, expire. A summoned creature cannot use any innate summoning abilities it may have, and it refuses to cast any spells or manifest any powers that would cost it XP, or to use any spell-like or psionic abilities that would cost XP if they were spells or powers.

[Teleportation] A teleportation power transports one or more creatures or objects a great distance. The most powerful of these powers can cross planar boundaries. Unlike summoning powers, the transportation is (unless otherwise noted) one-way and not *negatable*.

Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

Teleporting into a solid mass forces the traveler to return to their point of origin instantaneously, and make a Fortitude DC 20 save or else they arrive *unconscious* and stay that way for 1d6 minutes. This also affects undead and constructs.

Concentration

To manifest a power, a manifester must concentrate. If something interrupts the character's concentration while he or she is manifesting a power, the character must make a Concentration check or lose the power points, with the power un-manifested. The more distracting the interruption and the higher the level of the power that the character is trying to manifest, the higher the DC is. If the character fails the check, he or she loses the power points just as if the character had manifested the power to no effect.

Psionics are supernatural abilities. In most cases, a supernatural ability (and manifesting a power) works just like a spell, and manifesting a power works much like casting a spell for the purposes of the restrictions that apply. Those restrictions are the same as those on casting a spell, except for one important difference: Armor does not hinder the manifestation of a power as much. Whenever a psionic creature is wearing armor or using a shield *it is not proficient with*, they must apply the armor or shield's Armor Check Penalty as a modifier to all their rolls to set the DCs of their powers. In all other cases, manifesting a power follows the rules for casting a spell.

Situations (other than armor) that interrupt a spell also interrupt the manifestation of a psionic power. When a power manifestation is interrupted, the manifester loses the power points he or she would have spent to successfully manifest the power. If the manifester was using a free 0-level power, the power fails, but the manifester does not use up a free manifestation. See below for details on interruptions.

Entangled: If you want to manifest a power while entangled in a net or by a tanglefoot bag or while you're affected by a power or spell with similar effects, you must make a DC 15 Concentration check to manifest the power. You lose the power if you fail.

Grappling or Pinned: Unlike spellcasters, psionic beings enjoy the ability to manifest powers even when grappled or *held*. Even so, you must make a Concentration check (DC 20 + half the Power Point cost of the power you're manifesting) or lose the power.

Injury: If while trying to manifest a power you take damage, you must make a Concentration check (DC 10 +

points of damage taken + half the Power Point cost of the power you're manifesting). If you fail the check, you lose the power's manifestation without effect. The interrupting event strikes during manifesting if it comes between when you start and when you complete a power (for a power with a manifesting time of 1 full round or more) or if it comes in response to your manifesting the power (such as an attack of opportunity provoked by the power's manifestation or a contingent attack, such as 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.

Manifesting Defensively: If you want to manifest a power without provoking any attacks of opportunity, you must make a Concentration check (DC 15 + half the Power Point cost of the power you're manifesting) to succeed. You lose the power if you fail.

Power or Spell: If you are affected by another creature's power or spell 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 or spell affecting you deals damage, the DC is 10 + points of damage + half the Power Point cost of the power you're manifesting.

If the power or spell interferes with you or distracts you in some other way, the DC is the power or spell's saving throw DC + half the Power Point cost of the power you're manifesting. For a power or spell with no saving throw, it's the DC that the power or spell's saving throw would have if a save were allowed.

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below-decks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Concentration check (DC 10 + half the Power Point cost of the power you're manifesting) or lose the power.

Violent Motion: 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 + half the Power Point cost of the power you're manifesting) or lose the power.

Violent Weather: You must make a Concentration check if you try to manifest a power in violent weather. If you are in a high wind carrying blinding rain or sleet, the DC is 5 + half the Power Point cost of the power you're manifesting. If you are in wind-driven hail, dust, or debris, the DC is 10 + half the Power Point cost 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 spell, use the rules in the Power or Spell subsection above.

Manifester Level

A power's effect and duration often depend on its manifester level, which is equal to the character's psionic class level.

If desired, a character can manifest a power at a lower manifester level than normal, but the manifester level must be high enough for the character to manifest the power in question, and all level-dependent features must be based on the same manifester level.

Power Failure

If a character tries to manifest a power in conditions where the characteristics of the power (range, area, etc.) cannot be made to conform, the manifestation fails and power points are wasted.

Powers also fail if the character's concentration is broken (see Concentration, above).

Special Power Effects

Certain special power features apply to all powers.

Attacks: Some powers refer to attacking. All offensive combat actions, even those that don't damage opponents are attacks. All powers that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks.

Bonus Types: Many powers give creatures bonuses to various scores. 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 bonuses granted by a suit of armor and a shield used in conjunction by a creature, only the better bonus works. The same principle applies to penalties—a character suffering two or more penalties of the same type applies only the worst one.

Bonus types include armor, competence, deflection, enhancement, enlargement, haste, inherent, insight, luck, morale, natural armor, profane, resistance, sacred, and synergy.

POWER DESCRIPTIONS

This section provides a detailed description on how psionic powers function in game terms. It also provides much of the logical reasons behind the way they work. Keep in mind that "power" refers to a wide array of abilities, everything from Metapower feats, to many Psionic feats, to certain class abilities. The format given below is used to indicate something as a power, and to make the power easy to reference.

Name [Descriptors]

Manifestation Time:

Range:

Target/Effect/Area:

Duration:

Saving Throw:

Spell Resistance:

Cost:

Name

This has the power's name, and typically a one or two sentence brief description of what it does. If the power's effects also have descriptors, they are listed here as well.

Manifestation Time

A character can manifest a power with a manifestation time of 1 action as a standard action.

A power that takes 1 full round to manifest is a full-round action. It comes into effect just before the beginning of the character's turn in the round after he or she began manifesting the power. The character then acts normally after the power is completed. A power that takes 1 minute to manifest comes into effect just before the character's turn 1 minute later (and for each of those 10 rounds the character is manifesting a power as a full-round action).

Only powers that can be manifested as a Free Action do not require concentration, and therefore do not provoke Attacks of Opportunity normally. All others do. A character can only

manifest one free action power a round, and one regular power, unless the power in question is "unfettered". Unfettered powers are free action powers that can be used an unlimited number of times, so long as some other restriction specified in the power is met. Use of an unfettered power does not prevent the use of a regular Free Action power.

Powers which only add options to other powers use the other power's name as their Manifestation Time.

Some powers, particularly those generated by Psionic feats, can be switched on and off at will. These powers are listed with a Manifestation Time of "At Will".

Range

A psionic power's range indicates how far from the manifester it can reach, as defined on the Range line of the power description. A power's range is the maximum distance from the manifester that the power's effect can occur, as well as the maximum distance at which the manifester 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:

Personal: The power affects only the manifester.

Touch: The manifester must touch a creature or object to affect it.

Close: The power can reach up to 25 feet away from the manifester. The maximum range increases 5 feet for every two full manifester levels.

Medium: The power can reach up to 100 feet, plus 10 feet per manifester level.

Long: The power can reach up to 400 feet, plus 40 feet per psionic class level.

Unlimited: The power can reach anywhere on the same plane of existence.

Target or Targets/Effect/Area

The manifester 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.

Target or Targets: Some powers have a target or targets. The character manifests these powers directly on creatures or objects, as defined by the power itself.

If the character manifests a targeted power on the wrong sort of target the power has no effect. If the target of a power is the manifester ("Target: You"), he or she does not receive a saving throw and neither spell resistance nor spell resistance applies. The Saving Throw and Spell resistance headers are omitted from such powers.

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 don't control which creatures or objects the power affects. The point of origin of a power 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 remember that 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 only touches 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. Most emanations are cones or spheres.

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 power effect takes.

Cone, Cylinder, Line, or Sphere: Most powers that affect an area have a particular shape, such as a cone, cylinder, 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.

When manifesting a cylinder-shaped power, you select the power's point of origin. This point is the center of a horizontal circle, and the power shoots down from the circle, filling a cylinder. A cylinder-shaped power ignores any obstructions within its area.

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.

A sphere-shaped power expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.

Effect: Some powers create or summon things rather than affecting things that are already present. Unless otherwise noted in the power description, the manifester 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.

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.

Creatures: Some powers affect creatures directly, but they affect creatures in an area of some kind rather than individual creatures the character selects. The area might be a burst, a cone, or some other shape.

Many powers affect "living creatures," which means all creatures other than constructs and undead. If a power has a limited amount of targets it can affect, it will ignore those that it cannot affect.

Objects: Some powers affect objects within an area the character selects.

Other: A power can have a unique area, as defined in its description.

(S) Shapeable: If an Area or Effect entry ends with "(S)," you can shape the power. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a power can affect. A line of effect is canceled by a solid barrier. It's not blocked by fog, darkness, and other factors that limit normal sight.

A character must have a clear line of effect to any target that the character manifests a power on or to any space in which the character wishes to create an effect. The character must have a clear line of effect to the point of origin of any power the character manifests. For bursts, cones, cylinders, and emanating powers, the power only affects areas, creatures, or objects to which it has line of effect from its origin (a burst's point, a cone's starting point, a cylinder's circle, or an emanating spell'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 through the 5-foot section containing the hole. The remainder of the barrier, if unbroken, still blocks line of effect.

Duration

A power's Duration line tells how long the energy of the power lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a power's duration is variable the DM rolls it secretly.

Instantaneous: The power's energy comes and goes the instant the power is manifest, though the consequences of the power 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 the character concentrates on it. Concentrating to maintain a power is a standard action that doesn't provoke attacks of opportunity.

Anything that could break the character's concentration when manifesting a power can also break the character's concentration while the character is maintaining one, causing the power to end (see Concentration, below). The character can't manifest a power while concentrating on another one. Sometimes a power lasts for a short time after the character ceases concentrating. In these cases, the power keeps going for the stated length of time after the character stops concentrating. Otherwise, the character must concentrate to maintain the power, but the character can't maintain it for more than a stated duration in any event.

Subjects, Effects, and Areas: If the power affects creatures directly, the result travels with the subjects for the spell's duration. If the power creates an effect, the effect lasts for the duration. The effect might move or remain still. Such effects can be destroyed prior to when their durations end. If the power affects an area, then the power stays with that area for the power's duration. Creatures become subject to the power

when they enter the area and become no longer subject to it when they leave.

Touch Spells and Holding the Charge: If the character doesn't discharge a touch power on the round the character manifests the power, the character can hold the discharge of the power (hold the charge) indefinitely.

The character can make touch attacks round after round. The character can touch one friend (or the character can touch his or her self) as a standard action or up to six friends as a full-round action. If the character touches anything with the character's hand while holding a charge, the power discharges. If the character manifests another power, the touch power dissipates.

Discharge: A few powers last for a set duration or until triggered or discharged.

(D): If the Duration line ends with "(D)," the character can dismiss the power at will. The character must be within range of the power's effect. 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 require an action (since all the character has to do to end the spell is to stop concentrating).

Saving Throw

Most harmful powers allow an affected creature to make a saving throw to avoid some or all of the effect. The Saving Throw line in the power description defines which type of saving throw (if any) the power allows, with additional terms to describe how saving throws against the power work. If a saving throw is given the DC for the saving throw is listed in brackets "[]", often on the line below the Saving Throw entry and indented.

Negates: This term means that the power has no effect on an affected creature that makes a successful saving throw.

Half: The power deals damage, and a successful saving throw halves the damage taken (round down).

Partial: The power causes an effect on its subject. A successful saving throw means that some lesser effect occurs as detailed in the descriptive text.

None: No saving throw is allowed.

(Object): The power can be manifested on objects, which receive saving throws only if they are magical or psionic, or if they are attended (held, worn, grasped, and so on) by a creature resisting the power, in which case the object gets the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a power can only be manifested on objects. Some powers with this notation can be manifested on creatures or objects.) A psionic item's save bonuses are each equal to 2 + one-half its manifester level.

(Harmless): The power is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it wishes.

Saving Throw Difficulty Class: Each time you manifest a power, you set the DC of an opponent's saving throw: 1d20 + the level of the power + your ability score modifier for the key ability.

Succeeding at a Saving Throw: A creature that successfully saves against a power without obvious physical effects feels a hostile force or a tingle, but it cannot deduce the exact nature of the attack. A character does not sense when creatures succeed at saving throws against effect and area powers.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forgo a saving throw and willingly accept a power's result. Even a character with a special resistance to psionics or magic can suppress this if he or she wants to.

Items Surviving after a Saving Throw: Unless the descriptive text for the power specifies otherwise, all items carried and worn are assumed to survive a psionic attack. If a character rolls a natural 1 for his or her saving throw, however, an exposed item is harmed (provided the attack can harm objects). Determine which four significant objects are most likely to be struck and roll randomly among them.

TABLE 6-1: ITEMS AFFECTED BY PSIONIC ATTACKS

Order*	Item
1st	Shield
2nd	Armor
3rd	Magic/Psionic helmet (or circlet/headband/third eye)
4th	Item in hand (including weapon, wand, etc.)
5th	Magic/Psionic cloak
6th	Stowed or sheathed weapon
7th	Magic/Psionic bracers (including arm tores)
8th	Magic/Psionic clothing
9th	Magic/Psionic jewelry (including rings)
10th	Anything else (including psychoactive skins)

*In order of most likely to least likely to be affected.

The randomly determined item must make a saving throw against the attack from and suffer whatever damage the attack deals.

If an item is not carried or worn and is not psionic, it does not get a saving throw. It simply is dealt the appropriate damage.

Spell Resistance

Spell resistance is a special defensive ability, which represents an at least partial immunity to being affected by supernatural energies. Even though psionics are powered from a different source than magic, and operate using different methods, they still create supernatural energies and therefore have to overcome a target's spell resistance. If a character's power is being resisted by a creature with spell resistance, the character must make a manifester level check (1d20 + manifester level) at least equal to the creature's spell resistance (SR) for the power to affect that creature.

The defender's spell resistance is like an "Armor Class" against psionic attacks.

A psionic power's Spell Resistance line and descriptive text tell whether spell resistance protects creatures from it. In many cases, spell 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 as for saving throws. A creature with spell resistance must voluntarily drop the resistance in order to receive the effects of a power noted as harmless without the manifester level check described above.

Cost

This is how many Power Points must be spent to activate the power, or must be kept in reserve in order to gain its benefit. No manifester can spend more Power Points to manifest a power than they have total manifester levels. If the amount given is a reserve amount, it is indicated by having "R" placed after it.

Some powers are actually extra options for other powers. In these cases, the power is listed as having a Cost naming the other power, with the increases to that power's Cost based on what extra options are taken. These powers are used simultaneously with the manifestation of the other power, and replace the other power's characteristics as noted in the description.

Some powers entail an experience point (XP) cost to the manifester. No power can restore the lost XP. The manifester cannot spend so much XP that he or she loses a level, so a character cannot manifest the power unless he or she has enough XP to spare. However, the character may, on gaining enough XP to achieve a new level, immediately spend the XP on manifesting the power rather than keeping it to advance a level.

Descriptive Text

This portion of the power description details what the power does and how it works. If one of the previous portions of the description included "(see text)," this is where the explanation is found.

The Power's Result

Once the character knows which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any), the character can apply whatever results a power entails, as defined in the descriptive text.



CHAPTER 7: PSIONIC MONSTERS

ASTRAL CONSTRUCT

	1st-level Small Construct	2nd-level Medium Construct	3rd-level Medium Construct
Hit Dice:	1d10+10 (15 hp)	2d10+20 (31 hp)	3d10+20 (36 hp)
Initiative:	+2	+2	+2
Speed:	40 ft (8 squares)	40 ft (8 squares)	40 ft (8 squares)
Armor Class:	14 (+1 size, +2 Dex, +1 natural) touch 13, flat-footed 12	14 (+2 Dex, +2 natural) touch 12, flat-footed 12	16 (+2 Dex, +4 natural) touch 12, flat-footed 14
Base Attack/Grapple:	+0/-3	+1/+2	+2/+5
Attack:	Slam +1 melee (1d4+1)	Slam +2 melee (1d6+1)	Slam +5 melee (1d6+3)
Full Attack:	Slam +1 melee (1d4+1)	Slam +2 melee (1d6+1)	Slam +5 melee (1d6+3)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	1 ability from Menu A	2 abilities from Menu A	3 abilities from Menu A
Special Qualities:	Construct traits, darkvision 60 ft, low-light vision	Construct traits, darkvision 60 ft, low-light vision	Construct traits, darkvision 60 ft, low-light vision
Saves:	Fort +0, Ref +2, Will +1	Fort +0, Ref +2, Will +1	Fort +1, Ref +3, Will +3
Abilities:	Str 13, Dex 15, Con ---, Int ---, Wis 12, Cha 6	Str 13, Dex 15, Con ---, Int ---, Wis 12, Cha 6	Str 17, Dex 15, Con ---, Int ---, Wis 15, Cha 6
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1/2	1	2
Treasure:	None	None	None
Alignment:	Always Neutral	Always Neutral	Always Neutral
Advancement:	---	---	---
	4th-level Large Construct	5th-level Large Construct	6th-level Large Construct
Hit Dice:	5d10+30 (57 hp)	7d10+30 (68 hp)	10d10+30 (85)
Initiative:	+2	+2	+2
Speed:	50 ft (10 squares)	50 ft (10 squares)	50 ft (10 squares)
Armor Class:	16 (-1 size, +2 Dex, +5 natural) touch 11, flat-footed 14	17 (-1 size, +2 Dex, +6 natural) touch 11, flat-footed 15	18 (-1 size, +2 Dex, +7 natural) touch 11, flat-footed 16
Base Attack/Grapple:	+3/+14	+5/+18	+7/+20
Attack:	Slam +10 melee (1d8+7)	Slam +14 melee (1d8+9)	Slam +16 melee (1d8+9)
Full Attack:	Slam +10 melee (1d8+7)	Slam +14 melee (1d8+9)	Slam +16/+11 melee (1d8+9)
Space/Reach:	5 ft./10 ft.	5 ft./10 ft.	5 ft./10 ft.
Special Attacks:	1 ability from Menu B	2 abilities from Menu B	3 abilities from Menu B
Special Qualities:	Construct traits, darkvision 60 ft, damage reduction 5/adamantine, low-light vision	Construct traits, darkvision 60 ft, damage reduction 5/adamantine, low-light vision	Construct traits, darkvision 60 ft, damage reduction 5/adamantine, low-light vision
Saves:	Fort +1, Ref +3, Will +3	Fort +2, Ref +4, Will +4	Fort +3, Ref +5, Will +5
Abilities:	Str 25, Dex 15, Con ---, Int ---, Wis 15, Cha 6	Str 29, Dex 15, Con ---, Int ---, Wis 15, Cha 6	Str 29, Dex 15, Con ---, Int ---, Wis 15, Cha 6
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	4	5	7
Treasure:	None	None	None
Alignment:	Always Neutral	Always Neutral	Always Neutral
Advancement:	---	---	---

	7th-level	8th-level	9th-level
	Large Construct	Large Construct	Huge Construct
Hit Dice:	13d10+30 (101 hp)	16d10+30 (118 hp)	19d10+40 (144 hp)
Initiative:	+2	+2	+2
Speed:	50 ft (10 squares)	50 ft (10 squares)	50 ft (10 squares)
Armor Class:	19 (-1 size, +2 Dex, +8 natural) touch 11, flat-footed 17	20 (-1 size, +2 Dex, +9 natural) touch 11, flat-footed 18	21 (-1 size, +2 Dex, +10 natural) touch 11, flat-footed 19
Base Attack/Grapple:	+9/+23	+12/+28	+14/+31
Attack:	Slam +19 melee (1d8+10)	Slam +24 melee (1d8+12)	Slam +27 melee (2d6+13)
Full Attack:	Slam +19/+14 melee (1d8+10)	Slam +24/+19/+14 melee (1d8+12)	Slam +27/+22/+17 melee
	(2d6+13)		
Space/Reach:	5 ft./10 ft.	5 ft./10 ft.	10 ft./15 ft.
Special Attacks:	1 ability from Menu C	2 abilities from Menu C	3 abilities from Menu C
Special Qualities:	Construct traits, darkvision 60 ft, damage reduction 10/adamantine, low-light vision	Construct traits, darkvision 60 ft, damage reduction 10/adamantine, low-light vision	Construct traits, darkvision 60 ft, damage reduction 15/adamantine, low-light vision
Saves:	Fort +4, Ref +6, Will +6	Fort +5, Ref +7, Will +7	Fort +6, Ref +8, Will +8
Abilities:	Str 31, Dex 15, Con ---, Int ---, Wis 15, Cha 6	Str 35, Dex 15, Con ---, Int ---, Wis 15, Cha 6	Str 37, Dex 15, Con ---, Int ---, Wis 15, Cha 6
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	8	9	10
Treasure:	None	None	None
Alignment:	Always Neutral	Always Neutral	Always Neutral
Advancement:	---	---	---

This creature looks like a humanoid figure. It appears to be glowing faintly, like the reflection of the moon in still water. As it moves it does so with a faint slurping sound, which is when you notice that its entire body appears to be comprised of some half-melted type of gel.

Astral constructs look like faintly glowing figures comprised of slightly gooey gel. Their creator can have them assume any form he wishes, sculpting them to accommodate what menu options he chose for them. No matter what form he chooses, they all have the general characteristics listed above, and look like faintly glowing slightly gooey gel.

Combat

Astral construct are in continual telepathic contact with their creator. Their creator can issue command to them as a free action, whenever he desires to do so. If their creator is out of sight, or unconscious, the astral construct will do its best to obey its last order. having no real mind of its own, its best is typically only following a simple two or three word command like "kill all elves", "hold open door", or "keep them away".

Telepathic prompting from its maker can allow it to perform more complex tasks, but it will stop doing so as soon as it can no longer hear the mind of its maker. Unless otherwise ordered to do so, it will attack and attempt to destroy any creature that tries to hurt it.

Creating an Astral Construct

When manifesting an 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 abilities on a lesser menu for one choice on the next higher menu. Astral constructs generally appear as animate clumps of ectoplasm with a vaguely humanoid shape, but the manifester can mold or sculpt them 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 with the appropriate DC set by the Dungeon Master.

Construct: Constructs usually have no Intelligence scores and never have Constitution scores. A construct is immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects) and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects.

Constructs cannot heal damage, though they can be healed. They can be repaired in the same way an object can.

A construct is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected. Constructs do not require air.

Astral Construct Menu A

Additional Attack (Ex): One additional attack at highest attack bonus; both attacks -2 to attack roll.

Armor (Ex): +1 deflection bonus to AC.

Combat Feat (Ex): The astral construct can use the Weapon Focus (Slam) feat as a bonus feat.

Fire-Friend (Psi): Each round as a standard action the astral construct can manifest the *Pyrogenesis* Metapower feat. They manifest it as a manifester with a level equal to their HD, but only create a 1d6 damage flame. They do not need to spend Power Points to do this, and there is no limit to the number of times per day it can use this ability.

Fly (Ex): Construct has physical wings (6-foot wingspan). Flying Speed 60 ft. (average).

Resistance (Ex): Choose one of fire, cold, acid, electricity, or sonic resistance 5. The same resistance can be chosen multiple times and stacks.

Skillfull (Ex): The astral construct can utilize a single skill you have ranks in, but uses its own modifiers to get the skill total. Intelligence-linked skills are at a -5 penalty, and can only be used with continual telepathic prompting. Psionic skills cannot be used at all.

Sprint (Ex): Once per hour, the construct can take a charge action to move 10 times normal speed.

Swim: Construct becomes streamlined and shark-like. Speed 60 ft.

Trample (Ex): As a standard action during its turn each round, the construct can 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 1d4 + Strength modifier.

Trip (Ex): If the construct hits with a slam attack it can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the astral construct.

Astral Construct Menu B

(Any choice from this menu may be replaced with two choices on Menu A.)

Buff (Ex): Construct gains 3d10 temporary hit points (multiple selections do not stack).

Charge (Ex): If the construct charges a foe during the first round of combat, it can make a full attack even if it has already taken a move action. If it has the squeeze ability, it can also use this (see entry below).

Ectoplasmic Bomb (Psi): When destroyed, the astral construct explodes, dealing force-based damage to all creatures

and objects in the blast radius. This is a burst-effect with a blast radius equal to 5 ft/2 HD, and deals (HD)d6 damage. All creatures are allowed a Reflex save for half damage, with a DC equal to 10 + 1/2 HD. Astral constructs with this ability start with half their normal amount of hit points.

Heavy Armor (Ex): +4 deflection bonus to AC.

Improved Combat Feat (Ex): The astral construct can use the Weapon Focus (Slam), and Power Attack feats as a bonus feats.

Improved Grab (Ex): To use this ability, the construct must hit with its slam attack. If it gets a hold, it can squeeze (must have the squeeze ability; see entry below).

Shocker (Psi): As a standard action the astral construct can manifest the *Electrokinetics* Metapower feat. They manifest it as a manifester with a level equal to their HD, but only create a 2d4 damage charge. They do not need to spend Power Points to do this, and there is no limit to the number of times per day it can use this ability.

Smack Down (Psi): Once per day the construct can make a normal attack to deal additional damage equal to its HD.

Squeeze (Ex): A construct that gets a hold can make a squeeze attack (+9 melee) to deal damage of 2d4 + Strength modifier. If it charges an opponent on the first round of combat, it can also squeeze (must also have the charge ability; see entry above).

Astral Construct Menu C

(Any choice from this menu may be replaced with two choices on Menu B.)

Concussion (Psi): Once each round as a free action, the astral construct can manifest the *Force-Blast* Metapower feat. They manifest it as a manifester with a level equal to their HD, but only deal 1d6 base damage. They do not need to spend Power Points to do this, and there is no limit to the number of times per day it can use this ability.

Cone of Sound (Psi): As a standard action the astral construct can project a 50 ft cone of damaging sonic vibration as a breath weapon. Those caught in the cone take half the astral construct's HD in d4s of damage, with a Reflex save DC 13 for half damage.

Dimension Slide (Psi): As a move-equivalent action the astral construct can manifest the *Translocation* Metapower feat. They manifest it as a manifester with a level equal to their HD, but are treated as if they spent only 3 Power Points. They do not need to spend Power Points to do this, and there is no limit to the number of times per day it can use this ability.

Extra Buff (Ex): Construct gains 10d10 temporary hit points (multiple selections do not stack).

Gore (Ex): Construct has horns and gains one additional gore attack with an attack bonus equal to slam attack bonus +15, dealing damage of 1d8 + Strength modifier.

Greater Combat Feat (Ex): The astral construct can use the Weapon Focus (Slam), Power Attack, and Weapon Focus (Slam) feats as a bonus feats.

Invisibility (Psi): As a standard action the astral construct can become *invisible* until after its next attack or hostile action. This does not provoke an attack of opportunity or cost any power points.

See Invisibility (Su): Can see invisible creatures and objects at all times.

Superheavy Armor (Ex): +7 deflection bonus to AC.

CEREBRAL HOMUNCULUS

Tiny Construct (Incorporeal)

Hit Dice:	(ML)d10
Initiative:	Dex mod +4
Speed:	Fly 60 ft (perfect) (10 squares)
Armor Class:	12+Dex+Cha (+2 size, +Dex, +Cha), touch 12+Dex+Cha, flat-footed 12+Cha
Base Attack/Grapple:	+(3/4 ML)/(3/4 ML)+Str-8
Attack:	Incorporeal Touch +(2+Dex+BAB) (0)
Full Attack:	Incorporeal Touch +(2+Dex+BAB) (0)
Space/Reach:	2 1/2 ft / 0 ft
Special Attacks:	Imbued Powers
Special Qualities:	60 ft Darkvision, Construct Traits, Evasion, Incorporeal Traits, Invisible, Low-Light Vision, Master Limitation, Telepathic Link
Saves:	Fort +(ML/3), Ref +(ML/3)+Dex, Will +(ML/3)+Wis
Abilities:	Str 6+(1/2 ML), Dex 12+(1/2 ML), Con -, Int 10+(1/2 ML), Wis 10+(1/2 ML), Cha 10+(1/2 ML)
Skills:	Same ranks as master
Feats:	Improved Initiative
Alignment:	Master's
Advancement:	By master's total manifester level

Invisible: The cerebral homunculus is constantly invisible. This gives it a +2 bonus to all of its attack rolls, ignoring its target's Dexterity bonus, and all attacks against it have a 50% chance of failure. These modifiers have not been factored into the information above.

Master Limitation: The cerebral homunculus' power grows along with the mind of its master, and can never exceed it. All of the "ML" entries above refer to the total of all the master's manifester levels. In addition to this, the cerebral homunculus has a maximum Intelligence, Wisdom, and Charisma equal to one point below its master's.

Telepathic Link: The cerebral homunculus is in constant telepathic contact with you, after all it *is* a part of your mind! This means that, instead of using its own skills, it has access to all of your skill ranks but modified by its own ability scores. However, it does not have any of your feats.

Imbued Powers: You can imbue your cerebral homunculus with the ability to manifest powers you know as if it had a Metapower feat. This costs only experience points and time, not materials. The amount of experience points it takes equals (maximum Power Points x the manifester level of the power x uses per day) x80 XP. If your cerebral homunculus is ever destroyed, all the powers you had imbued it with are lost.

	Immobile	Self-Propulsion
	Diminutive Construct	Diminutive Construct
Hit Dice:	ML (ML x3)	ML (ML x3)
Initiative:	+0	+3 (+3 Dex)
Speed:	None	30 ft, Climb 20 ft
Armor Class:	13 (+4 Size, -6 Dex, +5 Natural), touch 4, flat-footed 13	22 (+4 Size, +3 Dex, +5 Natural), touch 13, flat-footed 19
Base Attack/Grapple:	+(1/2 ML) / +(1/2 ML -17)	+(1/2 ML) / +(1/2 ML -17)
Attack:	None	Slam +(1/2 ML +1) [1d2-3]
Full Attack:	None	Slam +(1/2 ML +1) [1d2-3]
Space/Reach:	1/2 ft / 0 ft	1/2 ft / 0 ft
Special Attacks:	None	None (possible electric shock)
Special Qualities:	Psicrystal Abilities, 60 ft Darkvision, Low-Light Vision, Hardness 8	Psicrystal Abilities, 60 ft Darkvision, Low-Light Vision, Hardness 8
Saves:	Fort (owner's base), Ref (owner's base -5), Will (owner's base + 1/2 ML)	Fort (owner's base), Ref (owner's base +3), Will (owner's base + 1/2 ML)
Abilities:	Str 0, Dex 0, Con ---, Int see below*, Wis 10+1/2 ML*, Cha 10+1/2 ML* * no higher than one point below yours.	Str 4, Dex 16, Con ---, Int see below*, Wis 10+1/2 ML*, Cha 10+1/2 ML* * no higher than one point below yours.
Skills:	has owner's skill ranks, but uses own ability score modifiers	
Feats:	Alertness	
Alignment:	Master's	
Advancement:	By master's total manifester level	

Psicrystals "regenerate" their crystal matrix at rate of your manifester level in hit points per day if damaged. Any negative condition modifiers or other type of damage they have is totally eliminated after 24 hours. Whenever the Psicrystal is within 5 ft of its owner, the owner receives the benefits of the Alertness feat, or gains double benefits from it if he already possesses the feat. Psicrystals give the owner a bonus based on the type of personality fragment it is encoded with:

<i>Personality</i>	<i>Special</i>
Artiste	Owner gains +2 bonus on Craft checks
Brute	Owner gains +1 morale bonus to melee damage
Bully	Owner gains +2 bonus on Intimidate checks
Coward	Owner gains +2 bonus on Hide checks
Friendly	Owner gains +2 bonus on Diplomacy checks
Hero	Owner gains +2 bonus on Fortitude saves
Hunter	Owner gains +1 morale bonus to hit at range
Liar	Owner gains +2 bonus on Bluff checks
Meticulous	Owner gains +2 bonus on Search checks
Observant	Owner gains +2 bonus on Spot checks
Poised	Owner gains +2 bonus on Balance checks
Resolve	Owner gains +2 bonus on Will checks
Sage	Owner gains +2 bonus on Knowledge checks
Savage	Owner gains +1 morale bonus to hit in melee
Single-minded	Owner gains +2 bonus on Concentration checks
Sneak	Owner gains +2 bonus on Move Silently checks
Sympathetic	Owner gains +2 bonus on Sense Motive checks

Psicrystal Ability Descriptions: All psicrystals have special abilities the amount of which depend on the level of the owner. These abilities are cumulative.

TABLE 7-1: PSICRYSTAL SPECIAL ABILITIES

Level	Intelligence	Typical Abilities
1-2	6	Sighted, Empathic Link
3-4	7	Telepathic Link, Channel Power 1
5-6	8	Self-Propulsion, Resilient
7-8	9	Speak with Other Creatures, Channel Power 2
9-10	10	Spell Resistance
11-12	11	Channel Power 3
13-14	12	Sight Link
15-16	13	Channel Power 4
17-18	14	
19-20	15	Channel Power 5

Intelligence: The psicrystal's Intelligence score. Psicrystals are smart, but their personality trait colors all empathic, telepathic, or verbal interaction.

Sighted: A psicrystal can sense its environment as well as a sighted, hearing creature can. Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a psicrystal still can't discern invisible or ethereal beings. The psicrystal's sighted range is 40 feet.

Empathic Link: The character has an empathic link with his or her psicrystal to a distance of up to one mile. Characters cannot see using the psicrystal's sighted ability, but they can communicate empathetically. The empathic link between a psicrystal and its owner limits communication to strong feelings, so misunderstandings are always possible.

Cost Ability

1	Float
1	Speak with Other Creatures
1	Telepathic Link
2	Channel Power 1
2	Shock
2	Skill Bonus
3	Speed Boost
4	Invisibility
5	Self-Propulsion
6	Channel Power 2
6	Resilient
7	Duplicate
8	Sympathetic Return
9	Spell Resistance
11	Channel Power 3
13	Sight Link
15	Channel Power 4
19	Channel Power 5

Psicrystal Selected Abilities

At every manifester level past 1st a character with a Psicrystal gets to select one or more special abilities for it to develop. Each of these abilities cost a number of Development Points dependant on its relative power. Characters get one Development Points equal to their manifester level, but cannot save them up. Any they do not use for special abilities are lost.

If a character takes the Psicrystal feat after 1st level, he gets all the Development Points retroactively. He must spend them as if he gained them sequentially, and cannot pool them to purchase abilities.

Below is a description of all Psicrystal abilities, and their Development Point costs.

Channel Power (2/6/11/15/19): The character can manifest powers through the psicrystal to a distance of up to one mile. The psicrystal is treated as the power's originator, and all ranges are calculated from that location. When channeling a power through his psicrystal, the Character manifests the power by paying its cost. The character is still subject to attacks of opportunity and other hazards of manifesting a power, if applicable. There is a Power Point limit to the strength of the power the character can manifest in this manner. The first time this ability is taken it costs 2 Development Points and can be used to channel powers of up to 1 Power Point, the second time it costs 6 and can channel up to 2 Power Points, the third time it costs 11 and can channel up to 4 Power Points, the fourth time it is taken it costs 15 and can channel up to 6 Power Points, the fifth time it costs 19 and can channel up to 8 Power Points.

Duplicate (7): The Psicrystal can spend three of it's master's Power Points in order to create an ectoplasmic duplicate of itself within 10 ft. The duplicate looks and feels just like the Psicrystal, and has it's current hit points and Hardness. the duplicate is in actuality a dead lump of ectoplasm, incapable of doing anything but distracting an attacker for a time. Or holding down papers.

Float (1): By spending one of its master's Power Points the Psicrystal can fly with a Speed of 30 ft and Good maneuverability for 1 minute per manifester level of its master.

Invisibility (4): By spending 4 of its master's Power Points the Psicrystal can turn itself *invisible* for up to 1 minute per manifester level of its master. The *invisibility* is broken if it attacks.

Resilient (6): The Psicrystal gains an additional point of Hardness. This can be taken multiple times, the effects stack.

Self-Propulsion (5): If the character pays the cost of 1 Power Point, his or her psicrystal forms spidery, ectoplasmic legs for a day. The legs grant the psicrystal a speed of 30 feet. The psicrystal can climb walls and ceilings with its legs at a speed of 20 feet. The legs fade to nothingness when their duration expires, or if the psicrystal takes 1 or more points of damage that penetrate its hardness.

Shock (2): The Psicrystal can spend one of its master's Power Points in order to generate an arc of electricity to attack any target within 30 ft. This is a ranged touch attack wit the Electricity descriptor, and deals its master's manifester level in points of damage.

Sight Link (13): Once per day, the psicrystal's owner can see what the crystal sees for a period of 1 hour, as long as the owner and the crystal are not separated by more than one mile.

Skill Bonus (2): Pick a skill you have ranks in. Your Psicrystal gets a +2 competence bonus to that skill. You can take this feat multiple times, but each time must apply to a new skill.

Speak with Other Creatures (1): The psicrystal can communicate mentally with its owner, other creatures, or psicrystals within 60 feet, using any language known to its owner (other creatures must speak aloud to return communication, except for the owner and other psicrystals).

Speed Boost (3): The Psicrystal must have the Self-Propulsion ability to take this one. It adds 5 ft to it's Speed when using Self-Propulsion. This ability can be taken multiple times, it's effects stack.

Spell Resistance (9): The psicrystal's spell resistance (PR) equals the owner's total manifester level plus 5. To affect the psicrystal with a power, an enemy manifester must make a manifester check (1d20 + enemy's manifester level) at least equal to the psicrystal's spell resistance.

Sympathetic Return (8): The Psicrystal can spend five of it's master's Power Points in order to teleport directly to him, and can take along up to 1 lb of unattended objects it is in contact with at the time. It appears within 10 ft of it's master.

Telepathic Link (1): The character has a telepathic link with his or her psicrystal to a distance of up to one mile. Characters cannot see using the psicrystal's sighted ability, but they can communicate telepathically. The telepathic link allows actual communication. Psicrystals know all the languages their owners know.

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Name [] Player [] Race []

Character Level [] Level [] Class [] Gender [] Eyes []

Level Adjustment [] Alignment [] Hair []

Weight [] Skin []

Weight [] Marks []

HOMELAND []

SIZE [] SPEED []

ACADEME MENTUS

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ABILITY SCORES

Base Bonuses Total Mod Dmg

STR []+[]=[]~[]*[]

DEX []+[]=[]~[]*[]

CON []+[]=[]~[]*[]

INT []+[]=[]~[]*[]

WIS []+[]=[]~[]*[]

CHA []+[]=[]~[]*[]

HIT POINTS

[]

WOUNDS

[]

INITIATIVE

[] = []

DEX

[]

MODS

[]

ARMOR CLASS

TOTAL = 10 +

Armor Shield Dex Size Nat Deflect Misc. TOUCH FLAT-FT

[] [] [] [] [] [] [] [] [] []

SAVING THROWS

TOTAL Base Ability Misc. Conditional Modifiers

FORT [] = [] + [] + []

REF [] = [] + [] + []

WILL [] = [] + [] + []

SPELL RESIST

[]

BASE ATTACK

[]

ATTACKS

TOTAL Base Ability Modifiers Conditional Modifiers

MELEE (Strength) [] = [] [] [] []

RANGED (Dexterity) [] = [] [] [] []

WEAPON

Attack Bonus Damage Critical Range Type Wt

[] [] [] [] [] []

WEAPON

Attack Bonus Damage Critical Range Type Wt

[] [] [] [] [] []

WEAPON

Attack Bonus Damage Critical Range Type Wt

[] [] [] [] [] []

ARMOR

Type Bonus Max Dex Check Penalty %SF Speed Wt

[] [] [] [] [] [] []

SHIELD

Bonus Check Penalty Wt Properties

[] [] [] [] []

ITEM

Bonus Wt Properties

[] [] [] []

ITEM

Bonus Wt Properties

[] [] [] []

Total Skill	Key Ability	Ranks	Mod	Misc. Mod
Appraise	Int			
Autohypnosis	Wis (p, t)			
Balance	Dex			
Bluff	Cha			
Climb	Str			
Concentration	Con			
Craft ()	Int			
Craft ()	Int			
Craft ()	Int			
Craft ()	Int			
Decipher Script	Int (t)			
Diplomacy	Cha			
Disable Device	Int (t)			
Disguise	Cha			
Escape Artist	Dex (a)			
Forgery	Int			
Gather Information	Cha			
Handle Animal	Cha (t)			
Harness Subconscious	Wis (p, t)			
Heal	Wis			
Hide	Dex (a)			
Intimidate	Cha			
Jump	Str (a)			
XXXXX Knowledge	Int (t)	XXXX		
Knowledge (arcana)			XXXX	
Kn (architect & engineering)			XXXX	
Knowledge (dungeoneering)			XXXX	
Knowledge (geography)			XXXX	
Knowledge (history)			XXXX	
Knowledge (local)			XXXX	
Knowledge (nature)			XXXX	
Knowledge (nobility & royalty)			XXXX	
Knowledge (psionics)			XXXX	
Knowledge (religion)			XXXX	
Knowledge (the planes)			XXXX	
Listen	Wis			
Move Silently	Dex (a)			
Open Lock	Dex (t)			
Perform ()	Cha			
Perform ()	Cha			
Perform ()	Cha			
Profession ()	Wis (t)			
Profession ()	Wis (t)			
Psicraft	Int (t)			
Ride	Dex			
Search	Int			
Sense Motive	Wis			
Sleight of Hand	Dex (ta)			
Spellcraft	Int (t)			
Spot	Wis			
Stabilize Self	Con (p, t)			
Survival	Wis			
Swim	Str			
Tumble	Dex (t)			
Twist	Int (p, t)			
Use Magic Device	Cha (t)			
Use Psionic Device	Cha (t)			
Use Rope	Dex			

(a) Armor Check Penalty applies. (p) Psionic.
(c) Technical Proficiency required. (t) Trained Only.

Campaign:

EXPERIENCE POINTS (XP)

--

BASIC GEAR

[illegible]

RACIAL ABILITIES

Favored Class:

CLASS ABILITIES

[illegible]

FEATS

[illegible]

MONEY

Platinum: _____

Gold: _____

Silver: _____

Copper: _____

Other: _____

LANGUAGES

[illegible]

SPELLCASTING

[illegible]

~ PSIONICS

POWER POINTS			COMBAT MODES		
Base	Bonus	Reserve	Attack	Cost	Damage
			[] Mind Thrust	1	1d4
			[] Ego Whip_____	3	1d6
			[] Id Insinuation	3	1d8
			[] Psychic Crush_____	5	3d6
			[] Mind Blast	9	1d6/3d8
POWER (Class/Feat)	Cost	Range	Defense	Cost Hardness	
	[]	[]	[] Empty Mind	1	0
	[]	[]	[] Thought Shield_____	1	1
	[]	[]	[] Mental Barrier	3	2
	[]	[]	[] Intellect Fortress_____	5	5
	[]	[]	[] Tower of Iron Will	5	1 (10 ft)
	[]	[]	Psionic Combat Bonus [] + Cha		
	[]	[]	STRONG (+4 DC) / WEAK (-4 DC)		
	[]	[]	Mind Thrust	IF, TS, TIW / EM	
	[]	[]	Ego Whip_____	TIW / IF, TS	
	[]	[]	Id Insinuation*	MB / EM	
	[]	[]	Psychic Crush_____	IF, MB, TS / EM, TIW	
	[]	[]	Mind Blast**	EM / MB, TS	
	[]	[]	* Ignores the Harness of all defense modes except Empty Mind.		
	[]	[]	** Also Strong against minds with no Power Points in reserve.		

~ ENCHANTED GEAR

Item	Wt	Item	Wt

ENCUMBRANCE

Light	Limit	Medium	Heavy	Amount Carried