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BLOOD & TREASURE

Psionics of Lore

BY TANNER YEA



PSIONIC RACES, CLASSES, MONSTERS AND TREASURE FOR BLOOD & TREASURE AND
OTHER OLD SCHOOL FANTASY ROLEPLAYING GAMES

BLOOD & TREASURE

PSIONICS

OF LORE

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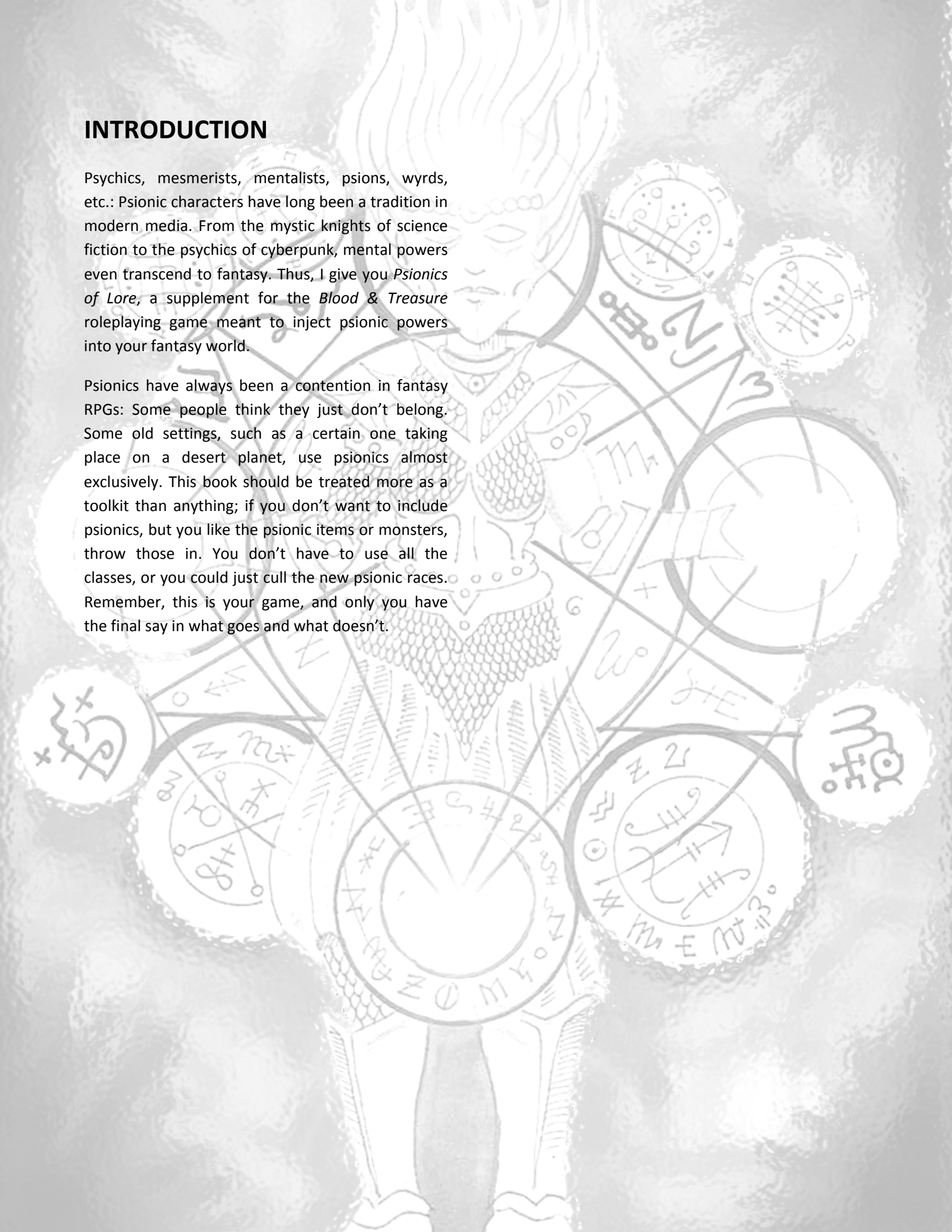
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INTRODUCTION

Psychics, mesmerists, mentalists, psions, wyrds, etc.: Psionic characters have long been a tradition in modern media. From the mystic knights of science fiction to the psychics of cyberpunk, mental powers even transcend to fantasy. Thus, I give you *Psionics of Lore*, a supplement for the *Blood & Treasure* roleplaying game meant to inject psionic powers into your fantasy world.

Psionics have always been a contention in fantasy RPGs: Some people think they just don't belong. Some old settings, such as a certain one taking place on a desert planet, use psionics almost exclusively. This book should be treated more as a toolkit than anything; if you don't want to include psionics, but you like the psionic items or monsters, throw those in. You don't have to use all the classes, or you could just cull the new psionic races. Remember, this is your game, and only you have the final say in what goes and what doesn't.



PSIONIC CHARACTERS

What follows are ways to bring psionics into your *Blood & Treasure* characters. Included are new races, feats and classes that help expand your characters' minds.

PSIONIC RACES

Presented below are some new races that are inherently psionic or at least have a tendency to be psionic. After that is a re-examination of some monster races, revealing their hidden psionic potential.

HALF-DWARF

Half-dwarves are the extremely rare offspring of humans and dwarves. Unlike half-elves and half-orcs, which can be seen almost daily, a person can go their entire life without seeing a half-dwarf. Half-dwarves are as tall as humans, but they are as stocky as dwarves. Half-dwarves are almost hairless; a large portion of them are bald and the beards they can grow are nowhere near the stature of their dwarven parents. Many half-dwarves are former slaves from far-off lands, being sold as gladiators or side-show attractions due to their strange breeding. A rumor abounds that half-dwarves are infertile, but this is far from the truth. It mostly came about because half-dwarves have trouble finding others of their own kind. Though they could breed with humans or dwarves, both races view them as strange outcasts. Most half-dwarves dwell in the wilds and especially deserts; very few know of their ancestral mountain homes.

Half-dwarves are medium sized creatures with a base speed of 30 feet. They have darkvision to a range of 30 feet.

Half-dwarves are hardy but they are also seen as strange. They have a +1 bonus to their Constitution score, but a -1 penalty to their Charisma score.

Half-dwarves do not need to sleep as long as most. They only require six hours of sleep to fully rest, both in terms of healing and restoring their spells or powers.

Half-dwarves have insane stamina. Any time they perform a save or skill test that requires a lot of endurance, they add a +2 bonus to their roll.

Half-dwarves speak Common and Dwarven. They may also speak Gnome, Goblin, Kobold, Orc and Earth Elemental.

Half-dwarves can multi-class as soulknife/fighters, soulknife/magic-users and soulknife/clerics. If they do not choose to multi-class at 1st level, they can change careers like humans.

KITH-YANG

Kith-yangs are the more peaceful and level headed brethren of the kith-yin. They, like the kith-yin, are descended from the kith, ancient thralls to the evil mind eaters. The kith-yin look similar to elves, except they have bony faces, long ears and black eyes. However, the kith-yang's features are generally smoother and gentler than the kith-yin. Kith-yang live in the Astral Plane, but they often make their living as traders or men-at-arms. Others make a living hunting their ancient slavers or their demonic brothers.

Kith-yang are medium sized creatures with a base speed of 30 feet. They have darkvision with a range of 60 feet.

Kith-yang are wise and dexterous, but not extremely intelligent given their past as slaves. They gain a +1 bonus to their Wisdom and Dexterity scores, but a -2 penalty to their intelligence scores.

Kith-yang are inherently psionic; they can manifest the following spells inherently once per day: Inertial Armor, Psionic Daze, Catfall, Concussion Blast.

Kith-yang speak Common and Kith. They may also speak Celestial, Infernal, Draconic, Xoa and Undercommon.

Kith-yang can multi-class as monk/clerics, monk/warriors or monk/psions.

MAENAD

Maenads are known to be wildly emotion and unstable beings. They are often calm, quiet and reserved, but they can almost instantly become angry, outspoken and brash. The truth is that maenads are technically possessed of two

personalities; locked away in their psyche is a “ghost” from the Ethereal Plane. All maenads are possessed by this ethereal spirit at their birth, and maenads can even communicate with this being on some level. When a maenad goes through its wild mood swings, it is the spirit that comes to the forefront of their mind and takes control of their reason. Maenads look like beautiful humans with dark hair, except they have an otherworldly gleam to them, almost like they are sprinkled with desert sands. Most maenads live in coastal communities, serving as fisherman or adventurers.

Maenads are medium sized creatures with a base speed of 30 feet.

Maenads can manifest the Energy Ray power once per day. The power, which uses sonic energy, is an earth-shattering shout unleashed from both the maenad’s and the ethereal spirit’s minds.

Once a day, a maenad can subjugate his mentality to gain a boost of raw physical power for 4 rounds. During this



period, he takes a -2 penalty to his Intelligence and Wisdom but gains a +2 bonus to Strength.

Maenads speak Common and Maenad. They may also speak Water Elemental, Draconic, Dwarven, Elven and Goblin.

Maenads can multi-class as wilder/fighters, wilder/thieves and wilder/magic-users.

BLUE GOBLIN

Blue goblins are, of course, inherently psionic as per their description in *Blood & Treasure*. If you wish to replace their multi-class options, replace sorcerer with psion.

DROMITE

This insectile race has a long history of being inherently psionic. Their energy connection leaves them somewhat unstable; in fact, many dromites favor being wilders. If you wish to replace their multi-class capabilities, replace the sorcerer option with the wilder. The cleric/sorcerer option should be replaced with wilder/sorcerer.

DUERGAR

Long exposure to evil races such as the drow and mind eaters has given these dwarves some psionic abilities. A psionic duergar replaces his spell-like abilities with the following powers: 1/day—*expansion*, *invisibility (psionic)*. Though they still favor being fighters, some choose to be warminds.

ELAN

Elans are paragons of psychic ability; they have transcended beyond their mortal forms into a being of almost pure psionic energy. Many favor the unbridled power of the psion class. If you wish to replace their multi-class capabilities, replace the sorcerer option with the psion.

JUGGERNAUT

Many would believe juggernauts to be quite dense given their giant heritage. However, most giants are inherently wise, and this wisdom has passed on down to their kin. Most

juggernauts favor being warminds. If you wish to replace their multi-class capabilities, replace the fighter option with the warmind.

UNBODIED

Unbodied are floating brains with incredible mental powers, so it is only natural that they are inclined to use psionics. If you wish to replace their class choices, replace the sorcerer option for the psion. Most unbodied favor being telepaths

XEPH

Xeph have many mysteries about them, including their link to psionics. Some say deep in their heritage a xeph ancestor made a deal with an aboleth or some other such creature, but no one knows. Many Xeph favor the raw power and grace of a soulknife. If you wish to replace their multi-class capabilities, replace the duelist option with the soulknife.

PSIONIC CLASSES

What follows are four new classes that manifest psionic powers in different ways. They are open to all races, both in the core game and *Races of Lore*.

PSION

The psion is, for lack of a better term, the magic-user of the psionic world. They are not strong, but while their bodies dwindled, their intellect soared and reached unimaginable heights. Psions don't study books, but instead meditate and try to unlock the hidden potential within themselves. Their psionic abilities are a thing to be feared.

ROLL D4 FOR HIT POINTS

REQUIREMENTS

- Intelligence of 9 or higher

ARMOR ALLOWED

- No armor or shields

WEAPONS ALLOWED

- Club, dagger, crossbows (all), quarterstaff and spear

SKILLS

- Decipher Codes (2 skill points if using skill points)

SPECIAL ABILITIES

- A psion can manifest powers from the psion power list as long as he has power points (PP) at his disposal. His daily PP allotment is given on Table: The Psion.

Psions begin play with three psion powers of their choice. At every class level after that, he unlocks a number of new powers that are chosen from the psion/wilder power list. The power can be from any of the power levels that the psion has access to.

A psion simply knows his powers; they are ingrained in his mind and do not need to be prepared. However, he must get a good night's rest to restore all his spent PP.

- A 1st level psion (thrall) must choose a discipline. Unlike a magic-user, it does not help if a psion broadens their studies. Psions get stronger if they channel their minds towards a specific goal instead of being generalists. The psion's discipline gives him access to a secondary set of powers they can learn in addition to powers from the psion/wilder list.

The disciplines are as follows:

Egoist - Egoists deal in psychometabolism, which involves manipulating the psion's body as far down as their very molecules.

Kineticist - Students of psychokinesis, kineticists can manipulate matter and energy.

Nomad - Nomads are versed in psychoportation, which is the art of psionic displacement and travel.

Seer - Seers are masters of clairsentience, which is the art of precognition and seeing into the future.

Shaper - Masters of metacreativity, shapers can create things by manipulating the invisible ectoplasm that permeates the air.

Telepath - Telepaths are masters of telepathy, the power of mental contact and control of other creatures.

■ A 9th level psion (conductor) can choose to establish his own chorus, an organization for psionic research and discussion, and gain followers. A psion who becomes a lord or lady attracts 1d6 men-at-arms per level, 1d6 first level psions who wish to train under them and one 3rd level psion to serve as a lieutenant.

PSION/WILDER POWERS

1ST-LEVEL PSION/WILDER POWERS

- | | |
|--------------------------|-------------------------------|
| 1. Astral Traveler | 22. Far Hand |
| 2. Attraction | 23. Float |
| 3. Bolt | 24. Force Screen |
| 4. Catfall | 25. Forge Psicrystal* |
| 5. Conceal Thoughts | 26. Grease (Psionic) |
| 6. Control Flames | 27. Hammer |
| 7. Control Light | 28. Inertial Armor |
| 8. Create Sound | 29. Know Direction & Location |
| 9. Crystal Shard | 30. Matter Agitation |
| 10. Daze (Psionic) | 31. Mind Thrust |
| 11. Deceleration | 32. Missive |
| 12. Déjà Vu | 33. My Light |
| 13. Demoralize | 34. Precognition, Defensive |
| 14. Detect Psionics | 35. Precognition, Offensive |
| 15. Disable | 36. Prescience, Offensive |
| 16. Dissipating Touch | 37. Sense Link |
| 17. Ecto Protection | 38. Skate |
| 18. Empathy | 39. Synesthete |
| 19. Empty Mind | 40. Telepathic Projection |
| 20. Energy Ray | 41. Vigor |
| 21. Entangling Ectoplasm | |

* This power may only be accessed by psions, not wilders

2ND-LEVEL PSION/WILDER POWERS

- | | |
|------------------------|------------------------|
| 1. Bestow Power | 15. Identify (Psionic) |
| 2. Biofeedback | 16. Inflict Pain |
| 3. Body Equilibrium | 17. Knock (Psionic) |
| 4. Cloud Mind | 18. Levitate (Psionic) |
| 5. Concealing Amorphia | 19. Mental Disruption |
| 6. Concussion Blast | 20. Missive, Mass |

- | | |
|------------------------------|------------------------|
| 7. Control Sound | 21. Psionic Lock |
| 8. Detect Hostile Intent | 22. Recall Agony |
| 9. Ego Whip | 23. Sense Link, Forced |
| 10. Elfsight | 24. Share Pain |
| 11. Energy Adaptation, Spec. | 25. Sustenance |
| 12. Energy Push | 26. Swarm of Crystals |
| 13. Energy Stun | 27. Thought Shield |
| 14. Id Insinuation | 28. Tongues (Psionic) |

3RD-LEVEL PSION/WILDER POWERS

- | | |
|----------------------------|-------------------------|
| 1. Body Adjustment | 12. Keen Edge (Psionic) |
| 2. Body Purification | 13. Mental Barrier |
| 3. Danger Sense | 14. Mind Trap |
| 4. Darkvision (Psionic) | 15. Psionic Blast |
| 5. Dismiss Ectoplasm | 16. Share Pain, Forced |
| 6. Dispel Psionics | 17. Solicit Psicrystal* |
| 7. Energy Bolt | 18. Telekinesis |
| 8. Energy Burst | 19. Time Hop |
| 9. Energy Retort | 20. Touchsight |
| 10. Energy Wall | 21. Ubiquitous Vision |
| 11. Eradicate Invisibility | |

4TH-LEVEL PSION/WILDER POWERS

- | | |
|-----------------------------|--------------------------|
| 1. Aura Sight | 8. Free Action (Psionic) |
| 2. Correspond | 9. Intellect Fortress |
| 3. Death Urge | 10. Mindwipe |
| 4. Detect Remote Viewing | 11. Personality Parasite |
| 5. Dimension Door (Psionic) | 12. Telekinesis |
| 6. Divination (Psionic) | 13. Trace Teleport |
| 7. Energy Adaptation | 14. Wall of Ectoplasm |

5TH-LEVEL PSION/WILDER POWERS

- | | |
|-----------------------------|---------------------------|
| 1. Adapt Body | 7. Power Resistance |
| 2. Catapsi | 8. Psychic Crush |
| 3. Ectoplasmic Shambler | 9. Shatter Mind Blank |
| 4. Incarnate | 10. Tower of Iron Will |
| 5. Major Creation (Psionic) | 11. True Seeing (Psionic) |
| 6. Plane Shift (Psionic) | |

6TH-LEVEL PSION/WILDER POWERS

- | | |
|---------------------------|------------------------------|
| 1. Aura Alteration | 7. Overland Flight (Psionic) |
| 2. Breath of Black Dragon | 8. Remote View Trap |
| 3. Cloud Mind, Mass | 9. Retrieve |
| 4. Contingency (Psionic) | 10. Suspend Life |
| 5. Disintegrate (Psionic) | 11. Temporal Acceleration |
| 6. Fuse Flesh | |

7TH-LEVEL PSION/WILDER POWERS

- | | |
|----------------------|--------------------------|
| 1. Decerebrate | 7. Mind Blank, Personal |
| 2. Divert Teleport | 8. Moment of Prescience |
| 3. Energy Conversion | 9. Oak Body |
| 4. Energy Wave | 10. Phase Door (Psionic) |
| 5. Evade Burst | 11. Sequester (Psionic) |
| 6. Insanity | 12. Ultrablast |

8TH-LEVEL PSION/WILDER POWERS

- | | |
|-------------------------|--------------------------------|
| 1. Bend Reality | 5. Shadow Body |
| 2. Iron Body (Psionic) | 6. Teleport, Greater (Psionic) |
| 3. Mind Blank (Psionic) | 7. True Metabolism |
| 4. Recall Death | |

9TH-LEVEL PSION/WILDER POWERS

- | | |
|---------------------------|---------------------|
| 1. Affinity Field | 5. Microcosm |
| 2. Apopsi | 6. Reality Revision |
| 3. Assimilate | 7. Timeless Body |
| 4. Etherealness (Psionic) | |

EGOIST DISCIPLINE POWERS

- | | |
|-----|---|
| 1st | Thicken Skin |
| 2nd | Animal Affinity, Empathic Transfer |
| 3rd | Ectoplasmic Form, Hustle |
| 4th | Metamorphosis |
| 5th | Psionic Revivify, Psychofeedback, Restore Extremity |
| 6th | Restoration (Psionic) |
| 7th | Fission |
| 8th | Fusion |
| 9th | None |

KINETICIST DISCIPLINE POWERS

- | | |
|-----|---|
| 1st | Control Object |
| 2nd | Control Air, Energy Missile |
| 3rd | Energy Cone |
| 4th | Control Body, Energy Ball, Inertial Barrier |
| 5th | Energy Current, Fiery Discorporation |
| 6th | Dispelling Buffer, Null Psionics Field |
| 7th | Reddopsi |
| 8th | Telekinetic Sphere (Psionic) |
| 9th | Tornado Blast |

NOMAD DISCIPLINE POWERS

- | | |
|-----|--|
| 1st | Burst, Detect Teleportation |
| 2nd | Dimension Swap, Levitate (Psionic) |
| 3rd | Astral Caravan |
| 4th | Dimensional Anchor (Psionic), Dismissal (Psionic), |

Fly (Psionic)

- | | |
|-----|--|
| 5th | Baleful Teleport, Teleport (Psionic), Teleport Trigger |
| 6th | Banishment (Psionic) |
| 7th | Dream Travel, Ethereal Jaunt (Psionic) |
| 8th | Time Hop, Mass |
| 9th | Teleportation Circle (Psionic), Time Regression |

SEER DISCIPLINE POWERS

- | | |
|-----|---|
| 1st | Destiny Dissonance, Precognition |
| 2nd | Clairvoyant Sense, Object Reading, Sensitivity to Psychic Impressions |
| 3rd | Fate Link |
| 4th | Anchored Navigation, Remote Viewing |
| 5th | Clairtangent Hand, Second Chance |
| 6th | None |
| 7th | Fate of One |
| 8th | Hypercognition |
| 9th | Metafaculty |

SHAPER DISCIPLINE POWERS

- | | |
|-----|--|
| 1st | Astral Construct, Minor Creation (Psionic) |
| 2nd | Psionic Repair Damage |
| 3rd | Ectoplasmic Cocoon |
| 4th | Fabricate (Psionic), Quintessence |
| 5th | Hail of Crystals |
| 6th | Crystallize |
| 7th | Ectoplasmic Cocoon, Mass |
| 8th | Astral Seed |
| 9th | Genesis, True Creation (Psionic) |

TELEPATH DISCIPLINE POWERS

- | | |
|-----|---|
| 1st | Charm (Psionic) and Mindlink |
| 2nd | Aversion, Brain Lock, Read Thoughts and Suggestion (Psionic) |
| 3rd | Crisis of Breath, Empathic Transfer, Hostile, False Sensory Input |
| 4th | Dominate (Psionic), Mindlink, Thieving, Modify Memory (Psionic), Schism |
| 5th | Metaconcert, Mind Probe |
| 6th | Mind Switch |
| 7th | Crisis of Life |
| 8th | Mind Seed |
| 9th | Psychic Chirurgery |

PSION VARIANTS

CEREBRAL

Cerebrals have gone beyond the need for disciplines. They are "generalist" psions, more along the lines of a traditional magic-user.

Cerebrals do not have a discipline. Instead, they are able to learn any discipline power. However, it is very difficult to do; the cerebral must go under the tutelage of a psion who knows the desired power. The cerebral must also have not "used" a power slot from its last level. Learning a discipline power takes a number of days equal to the power's level and costs the same amount as copying a spell of an equivalent level.

CHRONO

Chronos have slight magical abilities in addition to their psionic abilities, arcane spells that deal with time.

Chronos get 2 less PP per level. In exchange, the chrono

can cast or manifest the following spells/powers each once daily: Slow, Haste and Time Hop.

PYROKINETICIST

Some psions choose to follow the classic path of pyrokinesis, the art of manipulating fire with their minds.

Twice per day, a pyrokineticist can add an additional 1d8 fire damage to any attack they make. This includes unarmed, melee, ranged, psionic powers or arcane spells. They also become resistant to fire, but vulnerable to cold. In exchange, they get 2 less PP per level.

THRALLHERD

Thrallherds are masters of controlling and influencing people. Their henchmen are not just charismatically drawn to them, but psychically as well, making these creatures their thralls.

Thrallherds grant a +2 bonus to morale saves for all their henchmen. They also get the ability to manifest Psionic

PSION ADVANCEMENT

LVL	XP	HD	ATK	FORT	REF	WILL	TITLE	PP	POWERS KNOWN	MAX POWER LEVEL
1	0	1d4	+0	15	15	13	Thrall	2	3	1
2	2,500	2d4	+0	15	15	12	Analyst	6	5	1
3	5,000	3d4	+1	14	14	12	Medium	11	7	2
4	10,000	4d4	+1	14	14	11	Psychic	17	9	2
5	20,000	5d4	+1	13	13	11	Scholar	25	11	3
6	40,000	6d4	+2	13	13	10	Mystic	35	13	3
7	80,000	7d4	+2	13	13	10	Cerebrist	46	15	4
8	160,000	8d4	+3	12	12	9	Mentalist	58	17	4
9	300,000	9d4	+3	12	12	9	Conductor	72	19	5
10	600,000	10d4	+3	12	12	8	Conductor	88	21	5
11	900,000	+1 hp	+4	11	11	8	Conductor	106	22	6
12	1,100,000	+1 hp	+4	11	11	7	Conductor	126	24	6
13	1,400,000	+1 hp	+5	11	11	7	Conductor	147	25	7
14	1,700,000	+1 hp	+5	10	10	6	Conductor	170	27	7
15	2,000,000	+1 hp	+5	10	10	6	Conductor	195	28	8
16	2,300,000	+1 hp	+6	10	10	5	Conductor	221	30	8
17	2,600,000	+1 hp	+6	9	9	5	Conductor	250	31	9
18	2,900,000	+1 hp	+7	9	9	4	Conductor	280	33	9
19	3,200,000	+1 hp	+7	9	9	4	Conductor	311	34	9
20	3,500,000	+1 hp	+7	8	8	3	Conductor	343	36	9

Dominate once per day. In exchange, they get 2 less PP per level.

UNCARNATE

The uncarnate has made it his mission to transcend his physical form, instead becoming something purely mental and spiritual. Uncarnates are almost ethereal in their mind set, always focusing on their enlightenment.

Twice a day, an uncarnate can become incorporeal for one minute. In addition to the normal benefits of being incorporeal, they can fly at a speed equal to their land speed. Their armor provides protection even though it's incorporeal, and the uncarnate's weapon remains corporeal at all times. In exchange, they get 2 less PP per level.

WARMIND

The warmind forges mind and body into an elegant weapon of destruction. They believe a sharp blade is useless without a sharp mind and vice versa. They see psions as weak for solely relying on psionics, while they wield both mental energy and weaponry with finesse. They view battles much like monks, as a place for deadly art and savage beauty.

Warmins do not have many abilities, but their psionic capabilities and their ability to wield all weapons make them extremely powerful.

ROLL D8 FOR HIT POINTS

REQUIREMENTS

- Strength and Wisdom of 13 or higher

ARMOR ALLOWED

- All armor and shields

WEAPONS ALLOWED

- All weapons

SKILLS

- Bend Bars, Break Down Doors, and Find Traps (2 skill points if using skill points)

SPECIAL ABILITIES

- A warmind can manifest powers from the warmind power list as long as he has power points (PP). His daily PP allotment is given on Table: The Warmind.

A warmind begins play with one warmind power of their choice. At every class level after that, he unlocks a new power that is chosen from the power list. The power can be from any of the power levels that the warmind has access to.

Though a warmind starts at first level with no inherent PP, he can still manifest his power if he has a high enough Wisdom score to obtain bonus PP.

A warmind simply knows his powers; they are ingrained in



his mind and do not need to be prepared. However, he must get a good night's rest to restore all his spent PP.

■ A 2nd level warmind (matsya) can go into a trance once per day. While in this trance, which lasts for 3 rounds, the warmind adds his Wisdom bonus to his attack and damage bonuses in addition to his normal Strength bonuses. This ability improves as the warmind levels up, with the warmind gaining an additional use per day at levels 6, 10 and 14.

■ A 9th level warmind (gaja) can choose to establish his own kalari, a dojo and center for meditation, and gain followers. A warmind who becomes a lord or lady attracts 1d8 men-at-arms per level, 1d6 first level warminds who wish to train under him and one 3rd level warmind to serve as a lieutenant.

WARMIND POWERS

1ST-LEVEL WARMIND POWERS

- | | |
|-----------------------|-----------------------------|
| 1. Astral Traveler | 17. Grip of Iron |
| 2. Biofeedback | 18. Hammer |
| 3. Bite of the Wolf | 19. Inertial Armor |
| 4. Burst | 20. Metaphysical Claw |
| 5. Call Weaponry | 21. Metaphysical Weapon |
| 6. Catfall | 22. My Light |
| 7. Claws of the Beast | 23. Precognition, Defensive |
| 8. Compression | 24. Precognition, Offensive |
| 9. Conceal Thoughts | 25. Prescience, Offensive |
| 10. Detect Psionics | 26. Prevenom |
| 11. Dissipating Touch | 27. Prevenom Weapon |
| 12. Elfsight | 28. Skate |
| 13. Empty Mind | 29. Stomp |
| 14. Expansion | 30. Synesthete |
| 15. Float | 31. Thicken Skin |
| 16. Force Screen | 32. Vigor |

2ND-LEVEL WARMIND POWERS

- | | |
|--------------------------|------------------------------|
| 1. Animal Affinity | 12. Energy Adaptation, Spec. |
| 2. Body Adjustment | 13. Hustle |
| 3. Body Equilibrium | 14. Levitate, Psionci |
| 4. Body Purification | 15. Painful Strike |
| 5. Concealing Amorphia | 16. Psionic Lion's Charge |
| 6. Darkvision (Psionic) | 17. Psionic Scent |
| 7. Detect Hostile Intent | 18. Strength of My Enemy |
| 8. Dimension Swap | 19. Sustenance |

- | | |
|-----------------------|--------------------|
| 9. Dissolving Touch | 20. Thought Shield |
| 10. Dissolving Weapon | 21. Wall Walker |
| 11. Empathic Transfer | |

3RD-LEVEL WARMIND POWERS

- | | |
|-------------------------------|-------------------------------|
| 1. Claws of the Vampire | 8. Exhalation of Black Dragon |
| 2. Danger Sense | 9. Graft Weapon |
| 3. Dimension Slide | 10. Keen Edge (Psionic) |
| 4. Ectoplasmic Form | 11. Mental Barrier |
| 5. Empathic Feedback | 12. Ubiquitous Vision |
| 6. Empathic Transfer, Hostile | 13. Vampiric Blade |
| 7. Evade Burst | |

4TH-LEVEL WARMIND POWERS

- | | |
|-----------------------------|-------------------------|
| 1. Claw of Energy | 6. Inertial Barrier |
| 2. Dimension Door (Psionic) | 7. Steadfast Perception |
| 3. Energy Adaptation | 8. Truevenom |
| 4. Free Action (Psionic) | 9. Truevenom Weapon |
| 5. Immovability | 10. Weapon of Energy |

5TH-LEVEL WARMIND POWERS

- | | |
|----------------|-------------------|
| 1. Adapt Body | 4. Oak Body |
| 2. Catapsi | 5. Psychofeedback |
| 3. Metaconcert | |

6TH-LEVEL WARMIND POWERS

- | | |
|---------------------------|-------------------------|
| 1. Breath of Black Dragon | 4. Mind Blank, Personal |
| 2. Dispelling Buffer | 5. Suspend Life |
| 3. Form of Doom | |

WARMIND VARIANTS

BASTION

Though most warminds use their trance to increase their attack, some use it to increase their defense. These warminds, called bastions, actually adapt mantles of different states of mind in order to protect themselves.

Instead of the warmind's trance granting a bonus to attack rolls, a bastion's trance grants a bonus to AC.

BLUR

The blur has developed a method of speeding up his entire body with his mind, making him insanely fast on the battlefield.

Blurs can only wear armor up to studded leather. In exchange, they gain the improved initiative of the duelist and the increased movement rate of a monk at half his level to a maximum of +20 ft.

CRYSTAL WARRIOR

Crystal warriors have found the ability to manipulate psionically-charged crystals, as well as potentially drain power from them.

Crystal warriors can learn 4 powers normally unavailable to warminds: Crystal Shard, Crystallize, Hail of Crystals and Swam of Crystals. Further, the crystal warrior can draw up to 2d6 PP from any large crystal, psionic or not, once per day. The crystal cannot be re-used. In exchange for these abilities, they can only go into two trances per day.

GODMIND

Godminds hold the gods not only in high esteem, but high in their minds. They portray an aura of holiness, or

unholiness, which protects them from enemies.

Godminds can cast Protection from Evil or Protection from Good, depending on his alignment, twice per day. The spell has the duration of a magic-user's casting. In exchange, he loses his ability to utilize shields. Godminds can't be neutral.

RELATIVIST

Relativists have become masters of controlling gravity with their minds, using it both offensively and as a tool.

Relativists can manifest the Telekinesis power twice per day (they use their Wisdom bonus when Charisma or Intelligence is listed in the spell). However, when relativists go into their trance, they increase their mass, reducing their movement by 10-ft. while entranced.

WARMIND ADVANCEMENT

LVL	XP	HD	ATK	FORT	REF	WILL	TITLE	PP	POWERS KNOWN	MAX POWER LEVEL
1	0	1d8	+0	13	15	15	Mayura	0	1	1
2	2,500	2d8	+1	12	15	15	Matsya	1	2	1
3	5,000	3d8	+1	12	14	14	Kukku	3	3	1
4	10,000	4d8	+2	11	14	14	Marjara	5	4	2
5	20,000	5d8	+3	11	13	13	Sarpa	7	5	2
6	40,000	6d8	+3	10	13	13	Varaha	11	6	2
7	80,000	7d8	+4	10	13	13	Asva	15	7	3
8	160,000	8d8	+5	9	12	12	Simha	19	8	3
9	300,000	9d8	+6	9	12	12	Gaja	23	9	3
10	600,000	10d8	+6	8	12	12	Gaja	27	10	4
11	900,000	+3 hp	+7	8	11	11	Gaja	35	11	4
12	1,100,000	+3 hp	+8	7	11	11	Gaja	43	12	4
13	1,400,000	+3 hp	+8	7	11	11	Gaja	51	13	5
14	1,700,000	+3 hp	+9	6	10	10	Gaja	59	14	5
15	2,000,000	+3 hp	+10	6	10	10	Gaja	67	15	5
16	2,300,000	+3 hp	+10	5	10	10	Gaja	79	16	6
17	2,600,000	+3 hp	+11	5	9	9	Gaja	91	17	6
18	2,900,000	+3 hp	+12	4	9	9	Gaja	103	18	6
19	3,200,000	+3 hp	+12	4	9	9	Gaja	115	19	6
20	3,500,000	+3 hp	+13	3	8	8	Gaja	127	20	6

WILDER

The wilder uses his emotions to fuel his psionic powers. Often dangerous and volatile, wilders can unleash their emotions in violent surges that help boost their powers. Wilders are often unpredictable in what they do, but they can decimate the most difficult opponent with ease.

ROLL D6 FOR HIT POINTS

REQUIREMENTS

■ Charisma of 9 or higher

ARMOR ALLOWED

■ Padded, leather, ring mail, studded leather, shields

WEAPONS ALLOWED

■ Club, crossbows, dagger, dart, javelin, mace, morningstar, quarterstaff, sickle, sling, spear

SKILLS

■ Escape Bonds, Balance, Jump and Find Secret Doors (4 skill points if using skill points)

SPECIAL ABILITIES

■ A wilder can manifest powers from the psion/wilder power list as long as he has PP. His daily PP allotment is given on Table: The Wilder.

Wilders begin play with one wilder power of their choice. At every even-numbered class level after that, he unlocks a new power that is chosen from the power list. The power can be from any of the power levels that the wilder has access to.

A wilder simply knows his powers; they are ingrained in his mind and do not need to be prepared. However, he must get a good night's rest to restore all his spent PP.

■ A 1st level wilder (unhinged) can cause his passions and emotions to rise to the forefront of his mind, causing a wild surge to manifest along with a power. The wild surge acts as

WILDER ADVANCEMENT

LVL	XP	HD	ATK	FORT	REF	WILL	TITLE	PP	POWERS KNOWN	MAX POWER LEVEL
1	0	1d6	+0	15	15	13	Unhinged	2	1	1
2	2,000	2d6	+0	15	15	12	Maniac	6	2	1
3	4,000	3d6	+1	14	14	12	Psycho	11	2	1
4	8,000	4d6	+1	14	14	11	Kook	17	3	2
5	16,000	5d6	+2	13	13	11	Raver	25	3	2
6	32,000	6d6	+2	13	13	10	Crazed	35	4	3
7	64,000	7d6	+3	13	13	10	Mental	46	4	3
8	128,000	8d6	+3	12	12	9	Touched	58	5	4
9	250,000	9d6	+4	12	12	9	Lunatic	72	5	4
10	500,000	10d6	+4	12	12	8	Lunatic	88	6	5
11	750,000	+2 hp	+5	11	11	8	Lunatic	106	6	5
12	1,000,000	+2 hp	+5	11	11	7	Lunatic	126	7	6
13	1,250,000	+2 hp	+6	11	11	7	Lunatic	147	7	6
14	1,500,000	+2 hp	+6	10	10	6	Lunatic	170	8	7
15	1,750,000	+2 hp	+7	10	10	6	Lunatic	195	8	7
16	2,000,000	+2 hp	+7	10	10	5	Lunatic	221	9	8
17	2,250,000	+2 hp	+8	9	9	5	Lunatic	250	9	8
18	2,500,000	+2 hp	+8	9	9	4	Lunatic	280	10	9
19	2,750,000	+2 hp	+9	9	9	4	Lunatic	311	10	9
20	3,000,000	+2 hp	+9	8	8	3	Lunatic	343	11	9

a temporary additional manifester level for the wilder in terms of augmentation limits when used on the power of choice. Thus, a 5th level wilder using a wild surge on his Ego Whip power would be considered level 6 for spending PP to augment it. The level also applies to inherent level effects in powers, such as an increase in damage or duration as the manifester's level increases.

At 3rd level, the wild surge boosts the wilder's level by up to 2. At 7th level, it boosts it by up to 3; at 11th level, by up to 4; and at 15th level, by up to five.

The drawback to the wild surge is that it can be extremely dangerous. Immediately following the surge, the wilder must see if the surge left him psychically enervated. The chance of the enervation is 5 percent per manifest level added with the wild surge. If the wilder is enervated, he cannot act during the next round and he loses a number of PP equal to his manifester level.

■ A 4th level wilder (kook) also enters a state of euphoria while in a wild surge. He gains a +1 bonus to attack rolls, damage rolls and saves for a number of rounds equal to the intensity of the wild surge. This increases to a +2 bonus at level 12. If the wilder is enervated after a surge, he does not gain this bonus.

■ A 10th level wilder (lunatic) can choose to establish his own sanctuary, a place designed to meditate and train in order to control one's emotions. A wilder who becomes a lord or lady attracts 1d6 men-at-arms per level, 1d4 first-level wilders who wish to train under them, and a 3rd level wilder to serve as a lieutenant.

WILDER VARIANTS

LURK

Lurks are somewhat like thieves, except they focus on stealth and quick kills. In addition to that, their psionic powers are a force to be reckoned with.

Lurks lose the wilder's 4th level euphoria ability, and instead get the ability to backstab like a thief of half the lurk's level. They also get Move Silently as a skill.

PLACID

Placids become seas of tranquility when they surge their minds. On the battlefield, they are some of the calmest and sagacious people, while others rage around them.

When a placid surges at level 4 or beyond, he places his bonus on his allies that are within 30-ft. instead of on himself. He can even divide the duration amongst multiple allies. For example, a 7th level placid could give a one round euphoria to one ally and a two round euphoria to another. The placid can still suffer from enervation.

RAGER

Instead of becoming euphoric when they surge, ragers become bitter, distressed and hateful.

Instead of the wilder's 4th level euphoria ability, at 4th level, once per day, the rager can choose to rage like a barbarian after they surge. They gain an additional use per day of the rage at level 12. If the rager is enervated after a surge, the rager cannot choose to rage.

SAVAGE

Savages owe their wild, psionic energy to the natural world. These often primal characters can communicate with the very world around them.

Savages can cast Speak with Animals and Speak with Plants each once per day. They lose Escape Bonds and Find Secret Doors as skills, but gain Survival as a skill.

SIPHON

Siphons do not physically eat minds, as do the nefarious mind eaters, but they can absorb the psychic energy of living enemies.

Twice a day, a siphon can attempt to draw psychic power out of a creature. The siphon must make a successful grapple, after which the victim must make a Will save. If they fail, the siphon psionically plunges his hand into their skull, drawing out 1d6 PP and stunning the creature for two rounds. In exchange for this ability, the siphon does not gain the 4th level euphoria of a wilder.

SOULKNIFE

Soulknives don't directly harness their mental energy in psionic powers. Instead, they use their psychic energy to create almost insubstantial blades of psychic potential. In addition, the soulknife makes his very soul radiant with this energy, eventually gaining some inherent psionic talents that help increase his movement and durability. Soulknives are quick and vicious fighters, and are terrifying on the battlefield. They have a motto to be as quick and deadly as the spirits they name their ranks after.

ROLL D6 FOR HIT POINTS

REQUIREMENTS

■ Dexterity and Wisdom of 13 or higher

ARMOR ALLOWED

■ Padded, leather, ring mail, studded leather, shields

WEAPONS ALLOWED

■ Club, crossbows (any), dagger, javelin, mace,

morningstar, punching dagger, quarterstaff, rapier, sap, short bow, short sword, sickle, sling and spear

SKILLS

■ Climb, Find Secret Doors, Hide, Jump, Listen at Doors and Move Silently (4 skill points if using skill points)

SPECIAL ABILITIES

■ A soulknife can create a semisolid blade composed of psychic energy distilled from her mind. The blade can either have the same stats as a short sword, a pair of daggers or a greatsword, though they do not necessarily have to look as such. The shape must be determined at first level and cannot be changed. The wielder of a mind blade gains the usual modifiers to his attack roll and damage roll from their strength score.

The blade can be broken; however, a soulknife can simply create another on his next turn. The moment he relinquishes his grip on his blade, it dissipates (unless he intends to throw it; see below). A mind blade is considered a magic weapon for the purpose of hitting monsters only hit by magic weapons.

A soulknife's mind blade improves as the character gains higher levels.

■ A 2nd level soulknife (shade) can throw his mind blade as a ranged weapon with a range increment of 30 feet. Whether or not the attack hits, a thrown mind blade then dissipates. A soulknife of 3rd level or higher can make a psychic strike (see below) with a thrown mind blade.

■ A 3rd level soulknife (ghost) can spend a move action to imbue his mind blade with destructive psychic energy. This effect deals an extra 1d6 points of damage to the next living, non-mindless target he successfully hits with a melee attack (or ranged attack, if he is using the throw mind blade ability). Creatures immune to mind-affecting effects are immune to psychic strike damage.

SOULKNIFE ADVANCEMENT

LVL	XP	HD	ATK	FORT	REF	WILL	TITLE
1	0	1d6	+0	15	13	13	Wisp
2	2,000	2d6	+1	15	12	12	Shade
3	4,000	3d6	+1	14	12	12	Ghost
4	8,000	4d6	+2	14	11	11	Phantom
5	16,000	5d6	+3	13	11	11	Specter
6	32,000	6d6	+3	13	10	10	Spirit
7	64,000	7d6	+4	13	10	10	Revenant
8	128,000	8d6	+5	12	9	9	Banshee
9	250,000	9d6	+6	12	9	9	Wraith
10	500,000	10d6	+6	12	8	8	Wraith
11	750,000	+2 hp	+7	11	8	8	Wraith
12	1,000,000	+2 hp	+8	11	7	7	Wraith
13	1,250,000	+2 hp	+8	11	7	7	Wraith
14	1,500,000	+2 hp	+9	10	6	6	Wraith
15	1,750,000	+2 hp	+10	10	6	6	Wraith
16	2,000,000	+2 hp	+10	10	5	5	Wraith
17	2,250,000	+2 hp	+11	9	5	5	Wraith
18	2,500,000	+2 hp	+12	9	4	4	Wraith
19	2,750,000	+2 hp	+12	9	4	4	Wraith
20	3,000,000	+2 hp	+13	8	3	3	Wraith

A soulknife can only imbue his weapon with psychic energy a number of times per hour equal to his Wisdom modifier. Note that applying the energy to dual-wielded dagger mind blades only incurs the bonus on total damage, not on each hit.

Once a soulknife has prepared his blade for a psychic strike, it holds the extra energy until it is used. Even if the soulknife drops the mind blade (or it otherwise dissipates, such as when it is thrown and misses), it is still imbued with psychic energy when the soulknife next materializes it.

At every four levels beyond 3rd (7th, 11th, 15th and 19th), the extra damage from a soulknife's psychic strike increases by 1d6.

■ A 4th level soulknife (phantom) gets access to a few psionic powers, but they function differently than most psionics. These powers are often called "talents" amongst the soulknives. The soulknife combines pure skill with psychic mastery, and so does not need PP, but can not augment the talents. Instead, talents come in "tiers" that the soulknife can access at different levels. First tier talents can be used three times a day, second tier twice a day, and third once a day. A soulknife gets a first tier talent at levels 4, 8 and 12, a second tier talent at level 6 and 10, and a third tier talent at level 14.

FIRST TIER

1. Biofeedback
2. Body Adjustment
3. Body Equilibrium
4. Catfall
5. Deceleration
6. Elfsight
7. Empty Mind
8. Energy Adaptation, Spec.
9. Mental Disruption
10. Skate
11. Time Hop
12. Vigor

SECOND TIER

1. Adapt Body
2. Aura Sight
3. Catapsi
4. Detect Remote Viewing
5. Empathic Feedback
6. Free Action (Psionic)
7. Power Resistance
8. True Seeing (Psionic)

THIRD TIER

1. Cloud Mind, Mass
2. Energy Adaptation
3. Overland Flight (Psionic)
4. Retrieve
5. Temporal Acceleration

■ A 10th level soulknife (wraith) can choose to establish her own fane, a temple used to practice the deadly arts that the soulknife wields, and gains followers. A soulknife who becomes a lord or lady attracts 1d6 men-at-arms per level, 1d6 first level soulknives who wish to train under them and one 3rd level soulknife to serve as a lieutenant.

SOULKNIFE VARIANTS

PSYWALL

Psywalls not only create weapons out of their psionic energy, but also giant shields to protect themselves and their friends.

The psywall loses the ability to throw their soulknife, but instead can cast Wall of Force twice per day.

SLAYER

Slayers have made it their mission to kill aberrations of all sorts, such as mind eaters and aboleths. They may have been scorned by one in the past, or they may see them as blasphemous. Others fight to lessen the Veil of Darkness, the mad realm between planes that is the home of all aberrations. For whatever reason, the slayer's search never ends.

Slayers get the favored enemy bonus of a ranger, but only against aberrations. They can also speak the aberrant

language. In exchange, they lose their skill in Hide and Move Silently.

SOULBOW

The soulbow doesn't manifest his weapon as a blade, but rather as a psionic bow. They exchange pure brutality for a more ranged approach.

The soulbow works similarly to the soulknife, except he uses ranged weapons instead of melee. The bola replaces the daggers, the short bow replaces the short sword, and the longbow replaces the long sword. All abilities for the soulknife work for the soulbow.

SOULFIST

The soulfist wraps psionic energy around their very hands, making their fists deadly weapons. Though not as versatile as a monk, their hands are still deadly weapons.

Soulfists lose the ability to do a psychic strike with their weapon. Instead, they gain the unarmed attack rate and damage of a monk. Their attacks still also count as

magical for attacking enemies.

WARPERS

Warpers are psionically unstable; many say they vibrate even when they simply stand, but that's often a trick of the light. Warpervers have managed to utilize their instability by warping around the battlefield for short distances.

Twice per day, the warper can use the Dimension Slide power as a free action. In exchange, they lose their skill in Climb and Move Silently.

PSIONIC FEATS

A new set of supernatural abilities requires a new set of feats. If you use the optional feat system, these feats can be taken at any of the normal feat gaining levels. Most, but not all, of these feats are focused on characters with psionic abilities.

BODY FUEL

You can expand your power point total at the expense of your health. You can recover 2 PP by taking 1 point of ability damage to each of your three physical ability scores: Strength, Dexterity, and Constitution. You can recover additional power points for a proportional cost to Strength, Dexterity, and Constitution. These recovered points are added to your power point reserve as if you had gained them by resting overnight. Only living creatures can use this feat. You can take advantage of this feat only while in your own body.

BURROWING POWER

Once per day, you can manifest a power through the astral plane and thus affect a target on the other side of a wall or force effect. To do this successfully, you must still pass a Will saving throw with a penalty based on the material of the wall to be breached, plus an additional penalty of -1 per foot of thickness.



MATERIAL

PENALTY

Wood	-1
Stone	-2
Mundane Metal	-3
Mithral	-4
Admantine	-5
Force	-5
Ectoplasm	-5

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

CLOAK DANCE

You can use a cloak to obscure your exact position. To use this feat, you must possess a cloak and have a hand free to swish it about. If you meet these requirements, you can use your cloak to gain a +1 bonus to AC while fighting.

CLOSED MIND

+1 bonus to all savings throws to resist psionic powers

DELAY POWER

You can manifest one power each day that manifests up to 5 rounds after the original manifestation.

EMPOWER POWER

You can manifest one power each day with all its variables doubled.

ENLARGE POWER

You can manifest one power each day with its range doubled.

EXPANDED KNOWLEDGE

Gain an additional power of any level up to one level lower than the highest-level power you can manifest. This feat can be taken multiple times.

EXTEND POWER

You can manifest one power each day with its duration doubled.

FORCE OF WILL

You are able to resist psionic attacks with extreme force of will. Once per round, when targeted by a psionic effect that allows a Reflex or Fortitude saving throw, you can instead make a Will saving throw to avoid the effect. You cannot take or use this feat if you have the ability to use psionic powers.

HOSTILE MIND

Your mind recoils violently against those who use psionics against you. Whenever you are subject to a power that reads, controls or otherwise makes contact with your mind, regardless of whether the power is harmful or beneficial to you, the manifester must make a Will saving throw or take 1d6 points of damage. You cannot take or use this feat if you have the ability to use psionic powers.

MIND OVER BODY

You heal a number of damaged ability points per day equal to 1 + your Constitution bonus.

OVERCHANNEL

You can burn 1d8 hit points twice a day to attain an equal amount of PP.

PSIONIC HOLE

You are anathema to psionic characters. If you are the target of a power, the manifester of the power must spend an additional number of PP equal to your Wisdom bonus, or the power fails (all the power points spent on the power are still lost). This extra cost does not count toward the maximum power points a manifester can spend on a single power.

PSIONIC TALENT

Gain 2 additional PP. This feat can be taken multiple times, increasing your PP by 1 each subsequent time.

RAPID METABOLISM

You naturally heal a number of hit points per day equal to the standard healing rate plus double your Constitution bonus.

RECKLESS OFFENSE

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

SIDESTEP CHARGE

When an opponent charges you in combat and misses, you may make a follow-up attack, out of turn.

WIDEN POWER

You can manifest one power each day with its area of effect doubled.

WILD TALENT

Your mind wakes to a previously unrealized talent for psionics. Assuming you have an Intelligence, Wisdom and Charisma that total at least 39, you gain the ability to manifest one 1st level power, chosen when you take this feat, one time per day. You can take this feat multiple times, gaining either another 1st level power to manifest, or gaining the ability to manifest a power to which you already have access a second time per day.

PSIONIC POWERS

Psionics may seem like a new form of supernatural ability, but it has long run side-by-side with magic and divine powers. While magical creatures like dragons, elementals, gods, demons and so on were forging and refining magic, terrible aberrations, strange humanoids and wish scholars were creating the basis of psionics.

Though psionics do share similarities with spells, there are a few differences. While people who use magic are called "casters", people who use psionics are called "manifesters." Similarly, psionic users don't "cast" their effects, they "manifest" them. The psionic effects aren't called "spells," but rather "powers."

PSIONIC & MAGIC INTERACTION

Psionics and magic can interact with each other in one of two ways, and the way they interact is up to the TK and how they want to represent the world. The first way is called "transparent," and the second is called "independent."

Transparent relation of these two supernatural powers means that all things that can be affected by magic and can affect magic can also affect and be affected by psionics. Spell resistance also applies to powers, and vice-versa. The same goes for Dispel Magic and Detect Magic affecting psionics, and Dispel Psionics and Detect Psionics affecting magic. Dead magic areas are also dead psionics areas.

A transparent relation would be good for a campaign world where both magic and psionics are plentiful. It's also much easier bookkeeping on the TK, as well as less of a headache for players.

If you want more granularity, you may want to go with the independent relation. In this relation, spells and powers are separate from each other. Dispel Magic does nothing against psionics, and power resistance will not protect a creature from spells.

The independent relation is good if you want a more realistic or gritty world, or one where either magic or psionics are rarer than the other.

PREPARING POWERS & POWER POINTS

Psionics are manifested differently from both arcane and divine magic. The main mechanic that must be understood to use psionics to their full potential is the concept of "power points."

Power points, often abbreviated as PP, are what fuels psionics. Instead of having a daily allotment of spells, manifesters have a pool of points that represent their mental energy and potential. Each power costs a certain number of PP to manifest, but any power the manifester knows can be manifested as many times as they want provided they have enough PP.

Thus, a manifester can blow all his PP on high level powers, or he can manifest lesser powers almost infinitely. Powers do not have to be prepared either, so they are manifested similar to how a sorcerer casts spells. PP are also used to augment powers, which is explained later.

Every psionic class, except the soulknife, has a certain amount of PP that increases as they level up. They also get bonus PP based on their key attribute (Intelligence for psions, Wisdom for warminds, and Charisma for wilders). The formula for this is your key attribute modifier multiplied by your manifester level, all divided by 2.

To restore their PP, a manifester must have had 8 full hours of sleep and be fully rested. Upon waking, it only takes 1 round for a manifester to regain all his PP for the day.

MONSTERS WITH PSIONICS

Some creatures will be psionic in nature, as evidenced by the psionic enemy template in *Blood & Treasure*. It's advised, however, that a TK should not use this point system for enemy psionics. Similar to how enemy spells are handled, a psionic enemy could easily be given a selection of powers to cast per day to further reduce bookkeeping and to keep the game going at a steady clip.

AUGMENTING PSIONICS

One thing that sets apart psionics from spells is the ability to augment powers. Augmentation represents pushing yourself farther and unlocking more mental capacity, further boosting your powers.

Some powers list augments after the duration description, listing at least one PP cost and it's corresponding effect. This could be an increase in duration, damage, effect or numerous other things. Some powers have multiple augments that can be placed on them. Unless otherwise stated, the augments can be used multiple times as long as you have the available PP.

There is a drawback to all this; you can only spend a number of PP on augments equal to your manifester level. Thus, a 10th level Psion could only spend 10 PP on any one power's augmentation. Some abilities, such as the Wilder's wild surge, bypass this rule, but the exceptions are rare.

RESEARCHING POWERS

Psions, wilders and warminds can develop new powers in the same way that arcane and divine casters can research spells. The same rules apply for researching powers as they do for researching spells.

CREATING PSIONIC ITEMS

All psionic classes, except for soulknives, can forge psionic items. Psionic item creation involves a lot of mental concentration, focus and determination. Though they are created in the same way as magical items, the gathering of items represent psionic focuses that the character must concentrate on in order to make their item of choice. Further, the character must be able to manifest an "equivalent power," similar to the "equivalent spell" of a magic item. A large majority of materials for psionic items include crystals and minerals or exotic metals; very few have woods, leathers or herbs.

Below are the levels that psionic classes can make these items at. In classic games, characters can craft psionic

tattoos and cognizance crystals at 7th level, while everything else cannot be made until 12th level.

LEVEL	LEARNS TO ...
3rd	Scribe Psionic Tattoos
5th	Create universal items and cognizance crystals
7th	Craft dorjes
9th	Craft psionic arms and armor
11th	Craft Power Stones
13th	Craft psicrowns

MANIFESTING POWERS

On a manifester's turn in combat, or whenever he feels like it outside of combat, they may declare they are manifesting a power. Most powers can be manifested in a single round, though some do take longer. To manifest the power, the manifester must meet the following requirements:

1. They must know the power they want to manifest
2. They must pay the required amount of PP to manifest the power
3. They may augment the power if it can be augmented
4. For some powers, they may have to spend XP to manifest the power

Since psionics are all based on the manifester's mind, the manifester does not need to be able to speak and does not need to use their hands. However, a manifester must be able to see in order to manifest their powers, so manifesters are usually blindfolded if they are captured.

As stated before, each power requires an expenditure of PP based on the power's level. The chart for this is as follows:

LEVEL	1	2	3	4	5	6	7	8	9
PP	1	3	5	7	9	11	13	15	17

SAVING THROWS & POWER RESISTANCE

Much like spells, unwilling targets of powers do get saving throws to resist the power's effects. Throws will either cut the damage in half or just negate the effect. Most throws should be Will based, but ones that can be dodged like cones or rays should be Reflex based.

Also like spells, some enemies have "power resistance." Like magic resistance, it is a percentage chance to totally resist the effects of various psionic powers.

ADDITIONAL RULES

The rules for range, area of effect, power damage and dismissing powers for psionics run parallel to the rules for spells. See *Blood & Treasure* or your chosen game's rules on the subject for details.

PSIONIC POWER DESCRIPTIONS

ADAPT BODY

Level: Psion/Wilder 5, Warmind 5

Range: Personal

Duration: 1 hour

The user's body adapts to hostile environments, allowing them to move and function as if it was their natural environment. This applies to underwater, extreme heat, extreme cold and airless environments. Extreme environmental features, such as acid or lava, only deal half as much damage while this power is active.

AFFINITY FIELD

Level: Psion/Wilder 9

Range: 20-ft. radius centered on manifester

Duration: 1 minute

While the power lasts, all creatures in the area of effect take damage and heal damage as you do.

ANCHORED NAVIGATION

Level: Seer 4

Range: Personal

Duration: 1 hour

Augment: (6 PP) Effect extends across all planes

You know where you are in relation to a fixed starting point determined at time of casting. You always know the exact distance as well. This can allow you to retrace your steps through a maze while the power lasts.

ANIMAL AFFINITY

Level: Egoist 2, Warmind 2

Range: Personal

Duration: 1 minute

Augment: (5 PP) Increase the bonus by another +2.

You form an affinity for an idealized animal form, granting you a temporary +2 bonus to an attribute score of your choice. This also makes you take on minor aspects of the chosen animal, such as the fur of a bear or the lankiness of a ferret.

APOPSI

Level: Psion/Wilder 9

Range: Close (30 feet)

Duration: Instant

Component: 50 XP per level of deleted powers.

You permanently wipe 1d4 powers permanently from the subject's mind. You specify the level of the powers to be wiped and then the TK randomly determines which powers are affected by the power.

ASSIMILATE

Level: Psion/Wilder 9

Range: Touch

Duration: Instant

Your finger turns black as night. If you touch an enemy, you do 15d6 damage, attempting to assimilate them in to your form. If it does not kill the enemy, you gain temporary hit points equal to half the damage dealt for an hour. If it does kill the enemy, you gain temporary hit points equal to all the damage dealt and a +1 bonus to all your attribute scores for an hour. If you fully assimilate the enemy, you will somewhat resemble it for an hour.

ASTRAL CARAVAN

Level: Nomad 3

Range: Touch

Duration: Concentration

You can lead a band of travelers through the Astral Plane. You appear to move at 30 ft per round, and you must join hands with the other travelers. You cannot just wander the plane aimlessly; you must know where you are going. You can stop when you reach your destination, when you decide to stop using the power, or if a linked traveler breaks the hand-to-hand chain.

ASTRAL CONSTRUCT

Level: Shaper 1

Range: Close (30 feet)

Duration: 5 minutes

Augment: (2 PP) Increase the construct's level by 1.

You summon an astral construct to fight for you, acting on your turn. The construct is detailed on page 55.

ASTRAL SEED

Level: Shaper 8

Range: Personal

Duration: Instant

You transfer a part of your conscience into an ectoplasmic crystal. If you should ever die, your entire conscience is transferred to the crystal, which acts as a psicrystal with all of your powers. If the crystal is kept in isolation for 10 days, it grows a new body you can inhabit. You can only have one seed at a time.

ASTRAL TRAVELER

Level: Psion/Wilder 1, Warmind 1

Range: Touch

Duration: Instant

Allows you or any willing creature you touch to participate in an astral caravan.

ATTRACTION

Level: Psion/Wilder 1

Range: Close (30 feet)

Duration: 1 hour

You implant a compelling attraction in the subject's head. He won't do anything life threatening, and his obsession isn't blind, but he will try to meet, get close to, attend or find the object or person when not in combat.

AURA ALTERATION

Level: Psion/Wilder 6

Range: Medium (150 feet)

Duration: 10 minutes or instant

Augment: (1 PP) The disguise aura's duration increases by 10 minutes; (2 PP) You can change the alignment by an additional step, or to the complete opposite for 4 PP.

This power allows you to do two things: It disguises a character's alignment, "altering" it by one step. This lasts for 10 minutes. Otherwise, it can allow the target an additional saving throw at a +2 bonus to throw off baleful or controlling effects, such as geas or quest.

AURA SIGHT

Level: Psion/Wilder 4

Range: 60 ft cone

Duration: Concentration

Augment: (2 PP) Increase range by 5 feet.

You can detect the "auras" of anything within the affected area. Creatures, objects powers and spells all have auras. After 1 round, you can discern the presence of good and evil auras. The second round reveals the number of auras. The third reveals the number of auras as long as they are within line of sight.

AVERSION

Level: Telepath 2

Range: Close (30 feet)

Duration: 1 hour

This power functions as the opposite of the Attraction power, with the subject trying to avoid the item or person indicated as best as they can.

BALEFUL TELEPORT

Level: Nomad 5

Range: Close (30 feet)

Duration: Instant

Augment: (1 PP) Increases damage by 1d6.

You teleport away small portions of the subject, dealing 4d6 points of damage. The target is protected if they are using the Dimensional Anchor power.

BANISHMENT (PSIONIC)

Level: Nomad 6

Range: Close (30 feet)

Duration: Instant

Works as the Banishment spell.

BEND REALITY

Level: Psion/wilder 8

Range: None

Duration: Instant

Works as the Limited Wish spell.

BESTOW POWER

Level: Psion/wilder 2

Range: 20 ft

Duration: Instant

Augment: (3 PP) Target gains 2 additional PP.

You can transfer 2 PP to the target. You can only transfer as many points as the target has manifest levels.

BIOFEEDBACK

Level: Psion/wilder 2, warmind 1

Range: Personal

Duration: 10 minutes

Augment: (3 PP) You increase your damage reduction by 1.

You can toughen your body against wounds, lessening their impact. During the duration of this power, you ignore up to 2 points of damage from each physical attack.

BITE OF THE WOLF

Level: Warmind 1

Range: Personal

Duration: 1 minute

You grow a muzzle with fangs, giving you a natural bite attack that does 1d8 damage (1d6 if you are Small, 2d6 if you are Large).

BODY ADJUSTMENT

Level: Psion/Wilder 3, Warmind 2

Range: Personal

Duration: Instant

Augment: (2 PP) Heals an additional 1d12 hp.

Heal yourself for 1d12 hit points.

BODY EQUILIBRIUM

Level: Psion/Wilder 2, Warmind 2

Range: Personal

Duration: 10 minutes

Allows you to walk on any solid or liquid you stand on. This includes things like water, quicksand and webs.

BODY PURIFICATION

Level: Psion/Wilder 3, Warmind 2

Range: Personal

Duration: Instant

Augment: (1 PP) Heals an additional point of damage.

You restore up to two points of damage on any ability score. This does not heal ability drain.

BOLT

Level: Psion/Wilder 1

Range: None

Duration: 1 minute

Augment: (3 PP) Increase the bonus by an additional +1.

This power creates 2d4 ectoplasmic bolts, arrows or sling bullets that are +1 to attack and damage.

BRAIN LOCK

Level: Telepath 2

Range: Medium (150 feet)

Duration: Concentration + 1 round

The target's higher mind is locked away. If he fails a Will saving throw, he is dazed and cannot cast spells for the duration of the power. A brain locked subject is not stunned, so attackers get no tactical advantage against him.

BREATH OF THE BLACK DRAGON

Level: Psion/wilder 6, Warmind 6

Range: 25-ft cone

Duration: Instant

Augmentation: (1 PP) Increases damage by 1d6.

Spew out a cone of acid that does 9d6 points of damage to affected targets.

BURST

Level: Nomad 1, Warmind 1

Range: Personal

Duration: 1 round

You increase your land speed by 10 feet for this round. It does not cost an action to use this power.

CALL WEAPONRY

Level: Warmind 1

Range: None

Duration: 10 minutes

Augment: (4 PP) Adds +1 to your attack and to hit rolls with the weapon.

You manifest a weapon from thin air. It's not a specific weapon, just a general weapon such as a broadsword or a sling. If you call a projectile weapon, it comes with 3d6 rounds of ammunition. If you let go of the item for two or more rounds, it disappears.

CATAPSI

Level: Psion/Wilder 5, Warmind 5

Range: 30-ft. radius centered on manifester

Duration: 10 rounds

Augment: 4 PP, Increase the radius by 5 feet.

This power creates an area of psionic static around the manifester, interfering with the ability of other psionic creatures. If a psionic creature manifests a power while in the power's area, they must make a Will save. If they fail, their power fizzles away, wasting it.

CATFALL

Level: Psion/Wilder 1, Warmind 1

Range: Personal

Duration: Until landing

Augment: (1 PP) Further reduces the effective distance by 10 feet.

When you fall, this power reduces the fall damage by 10 feet. It does not cost an action to use this power.

CHARM (PSIONIC)

Level: Telepath 1

Range: Close (30 feet)

Duration: 1 hour

This power works as the Charm Person spell.

CLAIRTANGENT HAND

Level: Seer 5

Range: See text

Duration: 10 minutes

Augment: (8 PP) Can emulate clairvoyant sense with telekinesis.

This power allows you to use the Far Hand power in conjunction with the Clairvoyant Sense power. See those entries for more details.

CLAIRVOYANT SENSE

Level: Seer 2

Range: See text

Duration: 10 minutes

You can see and hear a distant location as if you were there. You don't need line of sight, but you do need to be familiar with the location or the location must be obvious, such as behind a door.

CLAW OF ENERGY

Level: Warmind 4

Range: Personal

Duration: 1 minute

If you have a claw attack, either naturally or through Claws of the Beast, you can add an energy to them. You can deal an additional 1d6 cold, electricity, sonic, fire or acid damage on a successful hit.

CLAWS OF THE BEAST

Level: Warmind 1

Range: Personal

Duration: 1 hour

Augment: (3 PP) Increase the damage a die step (1d3 to 1d4, 1d4 to 1d6). Increase it by two if you spend 5 PP.

You call on your aggressive nature and transform your hands into deadly claws. You can attack twice with these claws, which do 1d4 damage for a Medium creature, 1d6 for a Large and 1d3 for a Small.

CLAWS OF THE VAMPIRE

Level: Warmind 3

Range: Personal

Duration: 1 minute

You can alter your claw attack to heal you when you deal damage. With every successful hit, you heal half the damage you inflict, rounded down.

CLOUD MIND

Level: Psion/Wilder 2

Range: Close (30 feet)

Duration: 1 minute

You become completely undetectable to the target. You are effectively invisible and inaudible to the creature, and they remain unaware of your actions as long as you do not attack them.

CLOUD MIND, MASS

Level: Psion/Wilder 6

Range: Close (30 feet)

Duration: 1 minute

This power works as Cloud Mind, but it effects up to 30 HD worth of creatures.

COMPRESSION

Level: Warmind 1

Range: Personal

Duration: 1 minute

Augment: (6 PP) Reduce your size by two categories, doubling all modifiers. (6 PP) Doesn't count as an action

You shrink in size instantly, decreasing your height by half and dividing your weight by 8. You are reduced to the next smallest size. You gain a +2 bonus to Dexterity, -2 penalty to Strength and a +1 bonus to-hit and AC. All of your equipment shrinks with you. If you are reduced to Tiny size, you must enter an enemy's space to attack them.

CONCEAL THOUGHTS

Level: Psion/Wilder 1, Warmind 1

Range: Close (30 feet)

Duration: 1 hour

The subject gains a +2 bonus to their Will save against spells or powers that attempt to read their mind

CONCEALING AMORPHA

Level: Psion/Wilder 2, Warmind 2

Range: Personal

Duration: 1 minute

A quasi-real membrane surrounds you, causing enemies to have a 20% chance to have to re-roll any successful attack against you.

CONCUSSION BLAST

Level: Psion/Wilder 2

Range: Medium (150 feet)

Duration: Instant

Augment: (2 PP) Increase damage by 1d6. (2 PP) Add an additional target. Target must be no further than 15 ft from original target.

You send out a blast of telekinetic force, dealing 1d6 points of damage to a single target.

CONTINGENCY (PSIONIC)

Level: Psion/Wilder 6

Range: Personal

Duration: 1 month

Component: 15 XP

Works as the Contingency spell.

CONTROL AIR

Level: Kineticist 2

Range: 50 ft radius

Duration: Concentration

Augment: (1 PP) Modify wind speed by 10 MPH, up to a maximum of 60.

You have some control over wind speed and direction. You can raise or lower the speed by 10 MPH and alter the direction by as much as 90 degrees.



CONTROL BODY

Level: Kineticist 4

Range: Medium (150 feet)

Duration: Concentration, up to 10 minutes

Augment: (2 PP) Control a target with a size of one category higher.

You psychokinetically control the actions of a Medium or smaller humanoid. You can't control their thoughts of make them speak, but all other actions can be controlled.

CONTROL FLAMES

Level: Psion/Wilder 1

Range: Medium (150 feet)

Duration: Concentration, up to 10 minutes

Augment: (2 PP) Increase the size of the fire by one step. (Small to Medium, Medium to Large, etc.) (2 PP) Decrease the size of the fire by one step. (Small to Tiny, Tiny to Diminutive, etc.)

This power allows you to control the intensity and direction that a fire burns. A character can control a fire up to the size of a large campfire.

CONTROL LIGHT

Level: Psion/Wilder 1

Range: Medium (150 feet)

Duration: Concentration, up to 10 minutes or 1 round

For every minute of concentration, you can either dim or brighten the ambient light in an area by 10%. If you choose, you can increase the illumination by 200% for 1 round.

CONTROL OBJECT

Level: Kineticist 1

Range: Medium (150 feet)

Duration: Concentration, up to 10 rounds

You telekinetically “bring to life” an inanimate object. It’s not sentient, just a puppet. Live vegetation, animated objects, golems and undead cannot be controlled with this power. See *Blood & Treasure* for monster stats for animated objects.

CONTROL SOUND

Level: Psion/Wilder 2

Range: Medium (150 feet)

Duration: Concentration, up to 10 minutes

You can shape and alter an existing sound. You target a sound or group of related sounds, substituting any sound you have heard for the target sound. You can also muffle or amplify the sounds, or you can magnify the sound so intensely in an instant that it can shatter most non-mystical objects such as crystal, glass, ceramics or porcelain if they fail an item saving throw at -2.

CORRESPOND

Level: Psion/Wilder 4

Range: Unlimited

Duration: 10 rounds

You create a mental link with a creature or person you previously had physical or mental contact with. You don’t need to see them, and they don’t even need to be on the same plane. During the duration, you can communicate with the target mentally each round.

CREATE SOUND

Level: Psion/Wilder 1

Range: Close (30 feet)

Duration: 10 rounds

You create a volume of sound that rises, recedes, approaches or stays in the same place. You can even create a specific message of about 25 words.

CRISIS OF BREATH

Level: Telepath 3

Range: Medium (150 feet)

Duration: 5 minutes

Augment: (6 PP) Affect up to four creatures in a 20-ft radius.

You forcibly expel the air stored in a target’s lungs, disrupting their normal breathing cycle. Each round the creature attempts to perform an action, they must make a Fortitude save. If they fail, they black out from lack of oxygen. This power does not work on creatures that do not need oxygen, such as undead or constructs.

CRISIS OF LIFE

Level: Telepath 7

Range: Medium (150 feet)

Duration: Instant

Augment: (1 PP) Can kill a subject that has HD equal to 11 + the amount of points spent.

You stop a creature’s heart, killing it instantly if it has less than 11 HD and fails its save. If the target has more than 11 HD, they take 7d6 damage.

CRYSTAL SHARD

Level: Psion/Wilder 1

Range: Close (30 feet)

Duration: Instant

Augment: (1 PP) Increase damage by 1d6.

You send a shard of razor-sharp crystal at your opponent. This ray does 1d6 damage.

CRYSTALLIZE

Level: Shaper 6

Range: Medium (150 feet)

Duration: Permanent

Functions as the Crystallize spell of the same name.

DANGER SENSE

Level: Psion/Wilder 3, Warmind 3

Range: Personal

Duration: 1 hour

You gain the ability to sense danger before it occurs. This alerts you of traps, granting you a +2 to your Reflex saving throw to avoid the trap and a +2 to your AC to avoid damage from the trap.

DARKVISION (PSIONIC)

Level: Psion/Wilder 3, Warmind 2

Range: Personal

Duration: 1 day

Functions as the Darkvision spell.

DAZE (PSIONIC)

Level: Psion/Wilder 1

Range: Close (30 feet)

Duration: 1 round

Augment: (1 PP) Affects a target with HD equal to 4 + additional PP spent.

Functions as the Daze spell

DEATH URGE

Level: Psion/Wilder 4

Range: Medium (150 feet)

Duration: 1 round

Augment: (4 PP) Increase duration by 1 round.

You plant a death-urge in the target's subconscious, compelling them to find the quickest way to kill themselves the next round and then attempt that action. If there is no method nearby, such as the enemy's own weapon or a dangerous obstacle like a cliff, the enemy will do nothing for that round.

DECELERATION

Level: Psion/Wilder 1

Range: Close (30 feet)

Duration: 1 min/level, up to 10 minutes

You warp the space around the target, reducing their speed by half. This applies to all forms of physical movement.

DECEREBRATE

Level: Psion/Wilder 7

Range: Close (30 feet)

Duration: Instant

You selectively remove a portion of the target's brain, which causes them to lose all brain function, hearing, vision, sensory abilities and voluntary motor activity. The target falls under a coma, and unless they are healed by extreme measures, they die in 1d4 days.

DEMORALIZE

Level: Psion/Wilder 1

Range: 30-ft. radius centered on manifester

Duration: 2 minutes

Augment: (2 PP) Radius increases by 5 feet

You fill your enemies with doubt, causing them to get a -1 penalty to attack rolls and saving throws.

DESTINY DISSONANCE

Level: Seer 1

Range: Touch

Duration: 1 minute

Your touch gives the enemy an imperfect glimpse of the many possibly futures in store for them, making them sickened for the spell's duration.

DETECT HOSTILE INTENT

Level: Psion/Wilder 2, Warmind 2

Range: 30-ft. radius centered on manifester

Duration: 10 minutes

While the spell lasts, you become aware of the presence of any creature harboring hostile intent within the range. The power only finds active aggression, not vigilance.

DETECT PSIONICS

Level: Psion/Wilder 1, Warmind 1

Range: 60 ft.

Duration: 20 minutes

Works as the Detect Magic spell, except that it detects the presence of psionics, including psionic creatures or items.

DETECT REMOTE VIEWING

Level: Psion/Wilder 4

Range: 40-ft. radius around manifester

Duration: 24 hours

You become immediately aware of any attempt within range to observe you by a scrying spell or power.

DETECT TELEPORTATION

Level: Nomad 1

Range: 40-ft. radius around manifester

Duration: Concentration, up to 1 minute

Augment: (2 PP) Range increases to a Medium radius

You sense the use of any effects regarding teleportation within the area. You don't have to have line of sight, and you can only sense direction, not exact location of where the teleport occurred.

DIMENSION DOOR (PSIONIC)

Level: Psion/Wilder 4, Warmind 4

Range: Long (500 feet)

Duration: 1 hour

Functions as the Dimension Door spell.

DIMENSION SLIDE

Level: Warmind 4

Range: Close (30 feet)

Duration: Instant

You instantly teleport yourself to any spot within the power's range as long as you have line of sight there.

DIMENSION SWAP

Level: Nomad 2, Warmind 2

Range: Close (30 feet)

Duration: Instant

You automatically swap positions with your ally within the designated range. Alternatively, you can swap the positions of two allies within range, but that can only be done by the Nomad.

DIMENSIONAL ANCHOR (PSIONIC)

Level: Nomad 4

Range: Medium (150 feet)

Duration: 1 hour

Functions as the Dimensional Anchor spell.

DISABLE

Level: Psion/Wilder 1

Range: 20 ft. cone

Duration: 5 minutes

Augment: (2 PP) Increase the range by 5 feet as well as the amount of HD affected by the number of PP spent.

You send out a mental suggestion that convinces one or more creatures with 4 HD or less that they are disabled, meaning they are seconds away from unconsciousness. They will act accordingly unless they take an action or are healed, which will break the illusion.

DISINTEGRATE (PSIONIC)

Level: Psion/Wilder 6

Range: 60 ft.

Duration: Instant

Functions as the Disintegrate spell.

DISMISS ECTOPLASM

Level: Psion/Wilder 3

Range: Medium (150 feet)

Duration: Instant

You dismiss creatures, objects or effects composed of ectoplasm within a 30 ft. radius. If they fail their saving throw, the target dissipates into a pile of ectoplasm which eventually evaporates.

DISMISSAL (PSIONIC)

Level: Nomad 4

Range: Close (30 feet)

Duration: Instant

Functions as the Dismissal spell.

DISPEL PSIONICS

Level: Psion/Wilder 3

Range: Medium (150 feet)

Duration: Instant

Functions as the Dispel Magic spell, except it affects powers and items that are psionic in nature.

DISPELLING BUFFER

Level: Kineticist 6, Warmind 6

Range: Personal or Close (30 feet)

Duration: 1 hour

You create a psychic barrier around the target creature or object that helps defend the object from a Dispel Psionics power. The chance to dispel is decreased by 20 percent. Psions can use this power on others, but warminds can only use it on themselves.

DISSIPATING TOUCH

Level: Psion/Wilder 1, Warmind 1

Range: Touch

Duration: Instant

Augment: (1 PP) Increase the damage by 1d6

Your touch disperses the surface material of a foe or object, sending a tiny portion of it away. The effect is disruptive and deals 1d6 points of damage.

DISSOLVING TOUCH

Level: Warmind 2

Range: Touch

Duration: Instant

Augment: (2 PP) Increase the damage by 1d6.

Your touch, claw or bite attack is corrosive, dealing 3d6 points of acid damage.

DISSOLVING WEAPON

Level: Warmind 2

Range: Personal

Duration: Instant

Augment: (2 PP) Increase the damage by 1d6

As Dissolving Touch, except your weapon is charged with acid until you make a successful attack.

DIVERT TELEPORT

Level: Psion/Wilder 7

Range: Medium (150 feet)

Duration: 1 hour

This works like detect teleportation, except you can sense where the teleport is going and divert it. You can divert incoming and outgoing teleports, both psionic and magical. You choose the location like you would choose a Teleport destination.

DIVINATION (PSIONIC)

Level: Psion/Wilder 4

Range: Personal

Duration: Instant

Functions as the Divination spell.

DOMINATE (PSIONIC)

Level: Telepath 4

Range: Medium (150 feet)

Duration: Concentration

Augment: (2 PP) Affect an additional target up to 15 feet away. (1 PP) Power lasts for an hour. (2 PP) Power lasts for a day. (4 PP) Power lasts one day per manifester level.

Functions as the Dominate Person spell.

DREAM TRAVEL

Level: Nomad 7

Range: Touch

Duration: 1 hour/level

You and up to one creature per level transport yourselves to the realm of dreams with all your belongings. The realm of dreams is filled with thoughts, desires and phantoms from thousands of dreamers made flesh. You can choose to “wake” at any time, finding yourself five miles from where you entered per every minute traveled. Dream Travel can also be used to reach other planes, but this requires venturing through the dangerous dreams of outsiders. Interplanar travel takes 1d4 hours.

DÉJÀ VU

Level: Psion/Wilder 1

Range: Medium (150 feet)

Duration: 1 round

You create a mental impulse in the target that causes them to repeat the action they did last round. If they are unable to do the action they previously did, they simply do nothing for the round.

ECTO PROTECTION

Level: Psion/Wilder 1

Range: Close (30 feet)

Duration: 10 minutes

Augment: (2 PP) Increase the bonus by +1.

You reinforce an astral construct, giving them a +1 bonus to its saves to resist being dispelled, either because they are psionic or made of ectoplasm. It does not cost an action to use this power.

ECTOPLASMIC COCOON

Level: Shaper 3

Range: Medium (150 feet)

Duration: 1 minute

You draw ectoplasmic strands from the Astral Plane, which wrap around the target like a cocoon. The target can still breathe, but is otherwise helpless and immobile.

ECTOPLASMIC COCOON, MASS

Shaper: 7

Range: Medium (150 feet)

Duration: 2 hours

Augment: (2 PP) Increase the radius by 5 feet.

Functions as Ectoplasmic Cocoon, except that it targets all creatures within a 20 ft. radius.

ECTOPLASMIC FORM

Level: Egoist 3, Warmind 3

Range: Personal

Duration: 1 minute per level

You and all your gear become a partially translucent mass of rippling ectoplasm that generally conforms to your normal shape. You gain immunity to poison in this form and can fly at a speed of 20 feet. Though you can't attack, use supernatural abilities or speak while in this form, you can pass through small holes or narrow opening, even mere cracks, while wearing all you own. You are subject to the wind, and you can't enter liquids. You can't manipulate objects or activate items, either. Finally, you cannot receive benefits from worn armor.

ECTOPLASMIC SHAMBLER

Level: Psion/Wilder 5

Range: Long (500 feet)

Duration: 1 minute

You create an ephemeral, many-legged mass of pseudo-living ectoplasm that is the size of ten 10 ft cubes. It has a speed of 10 feet and reduces vision to those in its area to five feet. Any creature enveloped by the shambler takes 1 point of damage per round for every two manifester levels you have.

EGO WHIP

Level: Psion/Wilder 2

Range: Medium (150 feet)

Duration: Instant

Augment: (4 PP) Charisma damage increases by 1d4

Your rapid mental lashings assault the ego of your enemy, debilitating its confidence. The target takes 1d4 points of Charisma damage, or half that amount (minimum 1 point) on a successful save. A target that fails its save is also dazed for 1 round.

ELFSIGHT

Level: Psion/Wilder 2, Warmind 1

Range: Personal

Duration: 1 day

You gain the darkvision ability of an elf, as well as the elf's ability to find secret doors by passing within 5 feet of them.

EMPATHIC FEEDBACK

Level: Psion/Wilder 4, Warmind 3

Range: Personal

Duration: 10 minutes

Augment: (1 PP) Increase the damage potential by 1.

You empathetically share pain with your attacker. Every time a creature attacks you in melee, it takes damage equal to the amount it dealt to you or 5 damage, whichever is less.

EMPATHIC TRANSFER, HOSTILE

Level: Telepath 3, Warmind 3

Range: Touch

Duration: Instant

Augment: (1 PP) Increase the amount of points by 5. (6 PP) The power affects all creatures in a 20-ft. radius around the manifester.

You transfer your damage to someone else. If you successfully touch the enemy, you can transfer 25 points of your damage (or less) to the touched creature. You then immediately regain HP equal to the amount transferred. This power cannot be used to gain hit points in excess of your full normal total.

EMPATHIC TRANSFER

Level: Egoist 2, Warmind 2

Range: Touch

Duration: Instant

Augment: (1 PP) Increase healing for an additional 2d10 hp

You heal another creature's wounds, transferring its damage to yourself. When this power is manifested, you can heal up to 2d10 points of damage. The target regains hit points equal to the amount rolled, and you take half that amount in damage. This power can also be used to transfer one poison

or disease an ally has to yourself, as well as transferring up to one point of ability damage per manifester level.

EMPATHY

Level: Psion/Wilder 1

Range: 30-ft. radius around manifester

Duration: Concentration, up to 10 minutes

Augment: (1 PP) Increase the radius by 5 ft. (2 PP) Increase the possible duration up to an hour.

You can detect the surface emotions of any creature within the power's aura. You can sense needs, drives, emotions and various other feelings.

EMPTY MIND

Level: Psion/Wilder 1, Warmind 1

Range: Personal

Duration: 1 round

Augment: (2 PP) Increase the Will save by 1.

You empty your mind of all transitory and distracting thoughts, improving your self-control. You gain a +2 bonus to all Will saves until your next action. It does not cost an action to use this power.

ENERGY ADAPTATION

Level: Psion/Wilder 4, Warmind 4

Range: Personal

Duration: 1 hour

Your body assimilates some of the effect of an energy attack and converts it to harmless light. You absorb up to 10 points of damage from each energy attack (i.e. acid, cold, electricity, fire, and sonic) launched against you. You can choose to radiate visible light that illuminates a 60-foot radius for a number of rounds equal to the points of damage you absorbed, or merely dissipate the energy without giving off a display.

ENERGY ADAPTATION, SPECIFIED

Level: Psion/wilder 2, Warmind 2

Range: Personal

Duration: 1 hour

As Energy Adaptation, except it only provides protection from one type of energy chosen when the power is first manifested.

ENERGY BALL

Level: Kineticist 4

Range: Long (500 feet)

Duration: Instant

Augment: (1 PP) Increase the damage done by 1d6.

You manifest an explosion of cold, acid, electricity, fire or sonic energy for 4d6 damage. The explosion is a 20-ft. radius burst centered on the target area.

ENERGY BOLT

Level: Psion/Wilder 3

Range: 120-ft. line

Duration: Instant

Augment: (1 PP) Increase the damage done by 1d6.

You manifest a line of cold, acid, electricity, fire or sonic energy for 3d6 damage.

ENERGY BURST

Level: Psion/Wilder 3

Range: 40-ft. radius centered on manifester

Duration: Instant

Augment: (1 PP) Increase the damage done by 1d6.

You unleash a wave of cold, acid, electricity, fire or sonic energy from your mind, dealing 3d6 damage in a 40-ft. radius around the manifester.

ENERGY CONE

Level: Kineticist 3

Range: 60-ft. cone

Duration: Instant

Augment: (1 PP) Increase the damage done by 1d6.

You unleash a cone of cold, acid, electricity, fire or sonic energy, dealing 3d6 damage.

ENERGY CONVERSION

Level: Psion/Wilder 7

Range: Personal and close (30 feet)

Duration: 1 hour

As Energy Adaptation, except that instead of radiating away energy as light, you store up the energy and can later discharge it as a ray. You can choose to fire any number of rays during the power's duration. The ray you fire must be of one of the energy types you have stored. The target takes a number of dice of damage equal to the dice of energy damage of that type you have stored, up to a maximum of six dice per ray. As long as this power remains in effect, you can continue to absorb energy damage and fire additional rays using the stored damage.

ENERGY CURRENT

Level: Kineticist 5

Range: Close (30 feet)

Duration: Concentration, up to 1 round/level to a maximum of 10 rounds

Augment: (1 PP) Increase damage by 1d6. (4 PP) The power can affect an additional secondary target 15-ft. from the primary target. The power can only be augmented like this once.

You manifest an arc of cold, acid, electricity, fire or sonic energy, damaging your target for 5d6 damage each round. Furthermore, the energy arcs off to a secondary foe within 15 ft, dealing half the damage dealt to the primary target. If one of the targets falls, the energy arcs to another target within range.

ENERGY MISSILE

Level: Kineticist 2

Range: Medium (150 feet)

Duration: Instant

Augment: (1 PP) Increase damage by 1d6

Functions as the Energy Missile spell.

ENERGY PUSH

Level: Psion/Wilder 2

Range: Medium (150 feet)

Duration: Instant

Augment: (2 PP) Increase the damage done by 2d6.

You blast a wave of cold, acid, electricity, fire or sonic energy, dealing 2d6 damage. In addition, the target is pushed back 5-ft. plus an additional 5-ft. for each 5 points of damage the enemy takes.

ENERGY RAY

Level: Psion/Wilder 1

Range: Close (30 feet)

Duration: Instant

Augment: (1 PP) Increase the damage done by 1d6.

You shoot a ray of cold, acid, electricity, fire or sonic energy, that deals 1d6 points of damage.

ENERGY RETORT

Level: Psion/Wilder 3

Range: Close (30 feet)

Duration: 5 minutes

Augment: (1 PP) Increase the duration by 1 minute.

You weave a field of cold, electricity, acid, fire or sonic energy around the target. After the first successful attack of a round against you, either by arcane power, ranged or physical attacks, the field does 3d6 points of damage to the attacker.

ENERGY STUN

Level: Psion/Wilder 2

Range: Close (30 feet)

Duration: Instant

Augment: (1 PP) Increase damage done by 1d6.

You send a powerful strike of cold, electricity, acid, fire or sonic energy for 1d6 damage. Afterwards, the target makes a Will save. If the save fails, the target is stunned for 1 round.

ENERGY WALL

Level: Psion/Wilder 3

Range: Medium (150 feet)

Duration: Concentration plus 1 round/level

You manifest a wall of energy, either made of cold, electricity, acid, fire or sonic. The wall is either a sheet of energy that is 20-ft. long per level or a ring of energy with a radius of up to 5-ft. per every two levels. The wall sends out waves of energy in one direction, dealing 2d6 damage to creatures within 10-ft. and 1d6 to creatures 10-ft. further away. Anyone passing through the wall takes 2d6 points of damage.

ENERGY WAVE

Level: Psion/Wilder 7

Range: 120-ft. cone

Duration: Instant

Augment: (1 PP) Increase the damage done by 1d6.

You send out a 120-ft. cone of cold, electricity, acid, fire or sonic energy that deals 7d6 damage to all within the cone.

ENTANGLING ECTOPLASM

Level: Psion/Wilder 1

Range: Close (30 feet)

Duration: 5 rounds

Augment: (2 PP) Can affect a creature one size category larger.

You throw a glob of ectoplasm at a foe, entangling a Medium or smaller creature.

ERADICATE INVISIBILITY

Level: Psion/Wilder 3

Range: 50-ft. radius centered around manifester

Duration: Instant

Augment: (1 PP) Increase the radius of the burst by 5 feet.

You radiate a psychokinetic burst from your mind, negating all forms of invisibility within the power's radius. A successful Reflex save keeps the affected creature invisible.

ETHEREAL JAUNT (PSIONIC)

Level: Nomad 7

Range: Personal

Duration: 1 minute

Works as the Ethereal Jaunt spell.

ETHEREALNESS (PSIONIC)

Level: Psion/Wilder 9

Range: Touch

Duration: 10 minutes

Works as the Etherealness spell

EVADE BURST

Level: Psion/Wilder 7, Warmind 3

Range: Personal

Duration: Instant

Augment: (4 PP) You take half damage from a failed Reflex save.

You throw off a faux ectoplasmic shell, allowing you to get out of range of a damaging effect. When you manifest this power after making a successful Reflex save against an attack, you take no damage instead of half damage. It does not cost an action to use this power.

EXHALATION OF THE BLACK DRAGON

Level: Warmind 3

Range: Close (30 feet)

Duration: Instant

Augment: (2 PP) Increase the damage by 1d6.

You spit out a ray of acid from your mouth, dealing 3d6 points of acid damage to a target.

EXPANSION

Level: Warmind 1

Range: Personal

Duration: 1 minute

Augment: (6 PP) Increases your size by two categories, doubling all modifiers. (2 PP) The power's duration is increased to 10 minutes.

Your body grows, making you one size larger (Medium to Large, Large to Huge) and gaining all benefits associated with it. You gain a temporary +2 bonus to Strength and a -2 penalty to Dexterity. Your equipment is similarly affected.

FABRICATE (PSIONIC)

Level: Shaper 4

Range: Close (30 feet)

Duration: Instant

Functions as the Fabricate spell.

FALSE SENSORY INPUT

Level: Telepath 3

Range: Long (500 feet)

Duration: Concentration, up to 10 minutes

Augment: (2 PP) Affect an additional target up to 15-ft. away from the first target.

You have a limited ability to falsify a subject's senses. The subject thinks he sees, hears, smells, tastes or feels something other than what his senses actually report. You can't create sensations where none exist, nor make the subject completely oblivious, but you can replace specifics. Some examples include making an open door look closed, making fresh food smell rotten, making a tap feel like a punch or making a scream sound like a dog's bark.

FAR HAND

Level: Psion/Wilder 1

Range: Close (30 feet)

Duration: Concentration, up to 1 min.

Augment: (2 PP) Increase the range by 5 ft. (1 PP) Increase the weight you can move by 2 pounds.

You can mentally lift and move an object from a distance, as long as it weighs no more than 5 pounds. You can propel the object as far as 15-ft. in any direction as a move action, though the power ends if the object exists the power's range.

FATE LINK

Level: Seer 3

Range: Close (30 feet)

Duration: 2 hours

You temporarily link the fates of two creatures. If one takes damage, so does the other. If one heals, so does the other. If one creature is immune to a type of energy, so is the other. If one dies, the other must make a Fortitude save or lose two levels to energy drain.

FATE OF ONE

Level: Seer 7

Range: Personal

Duration: Instant

You can reroll a failed roll, including saving throws, attack rolls and skill checks. You must take the result, even if it's worse than the original roll. It does not cost an action to use this power.

FIERY DISCORPORATION

Level: Kineticist 5

Range: Personal

Duration: Instant; see text

You use your energy mastery to cheat death. If you are within 30-ft. of a fire and are reduced to 0 HP or lower, you have a chance to disincorporate into the fire. If you make a successful Will save, you break apart into tongues of flame and cinder instead of dying, along with all your carried equipment. One day later, you appear next to an open flame near where the power was cast, seeming to materialize from the fire. While you are disincorporated, you do not exist.

FISSION

Level: Egoist 7

Range: Personal

Duration: 1 minute

Functions as the Fission spell.

FLOAT

Level: Psion/Wilder 1, Warmind 1

Range: Personal

Duration: 1 minute

You mentally support yourself on any liquid. This allows you to simply swim at a speed of 10-ft. using only this power, or it can increase your normal swim speed by 10-ft.

FLY (PSIONIC)

Level: Nomad 4

Range: Personal

Duration: 2d6 turns plus 1 turn per level

Works as the Fly spell.

FORCE SCREEN

Level: Psion/Wilder 1, Warmind 1

Range: Personal

Duration: 5 minutes

You create an invisible disk of force that floats in front of you, giving you a +2 bonus to AC.

FORGE PSICRYSTAL

Level: Psion 1

Range: 0 miles

Duration: Permanent

You fracture off part of your personality, forging it into a sentient psionic crystal. The psicrystal serves as a servant, protégé and confidant, and it can psychically communicate with its owner. In addition, having the psicrystal grants its owner one ability. A psion can only have one psicrystal at a time.

Psicrystals are about the size of a fist and come in various shapes, from large, tall crystals to squat gems. They always float within one foot of their owner, mostly around their head and shoulders. Additionally, the psicrystal can sprout spider-like legs made of ectoplasm, allowing them to crawl around at a speed of 30 feet. They can also climb walls at a speed of 20 feet, and though they have no body, they can see and hear their surroundings. This allows the psicrystal to serve as a spy of sorts; going up to a mile away from its owner and returning to relay information.

The psicrystal has a certain randomly-determined personality, granting an ability to its owner as long as it is within 20 feet of its owner.

D20	PERSONALITY	ABILITY
1	Artiste	Pick Pockets skill
2-3	Bully	Break Down Doors skill
4	Coward	Hide in Shadows skill
5-6	Friendly	+2 to reaction rolls
7	Hero	+2 to Fort saves
8-9	Liar	Trickery skill
10	Meticulous	Find Traps skill
11-12	Nimble	+1 to initiative
13	Observant	Find Secret Doors skill
14-15	Poised	Balance skill
16	Resolved	+2 to Will saves
17	Sage	Tracking skill
18	Single-minded	+2 to Reflex saves
19	Sneaky	Move Silently skill
20	Sympathetic	Listen at Doors skill

Psicrystals have 10 hit points and AC 10. If a psicrystal is destroyed, the psion must wait one week before creating another.

FORM OF DOOM

Level: Warmind 6

Range: Personal

Duration: 1 minute

You unleash a terrifying visage of hunger from your subconscious, transforming yourself into the vision. You gain an ooze-sleek skin coating, lashing tentacles and a fright-inducing countenance. You retain your basic shape and can still use your equipment. This power gives you a few abilities. The form gives you a +2 AC bonus and a +2 bonus to your Strength score, as well as a 10-ft. increase to your speed. If you charge towards a group of creatures, opponents within 30-ft. of you that have fewer HD than you have levels must make a Will save. If they fail, they are frightened for 2d6 rounds. If you don't move on your turn, you can make two additional attacks with your tentacles past your regular attack, each with a -5 modifier to attack. Each tentacle deals 2d8 damage.

FREE ACTION (PSIONIC)

Level: Psion/Wilder 4, Warmind 4

Range: Personal

Target: 1 hour

Works as the Free Action spell.

FUSE FLESH

Level: Psion/Wilder 6

Range: Touch

Duration: 1 minute

Your touch causes the subject's flesh to ripple, grow together and fuse into a seamless mass. The subject is forced into the fetal position, preventing them from moving or attacking. If the target fails a second Fortitude save, their ears, eyes and mouth fuse closed, leaving them senseless until the power is over.

FUSION

Level: Egoist 8

Range: Touch

Duration: 1 hour

Materials: Must spend 50 XP

Functions as the Fusion spell.

GENESIS

Level: Shaper 9

Range: 180-ft.

Duration: Instant

Materials: Must spend 1000 XP

Functions as the Genesis spell.

GRAFT WEAPON

Level: Warmind 3

Range: Personal

Duration: 1 day

Your weapon, either mundane, psionic or magical, fuses into the end of your arm, becoming a natural extension to the limb. You gain a +1 bonus to attack and damage rolls while the weapon is fused, but you gain a -2 penalty to all skill checks.

GREASE (PSIONIC)

Level: Psion/Wilder 1

Range: Close (30 feet)

Duration: 1d6 rounds

Functions as the Grease spell.

GRIP OF IRON

Level: Warmind 1

Range: Personal

Duration: 1 minute

Augment: (4 PP) Increase the bonus by an additional +2

You gain a +2 bonus to grapple attacks. You can manifest this power instantly so it does not count as an action.

HAIL OF CRYSTALS

Level: Shaper 5

Range: Medium (150 feet)

Duration: Instant

Augment: (1 PP) Increase damage done by 1d4.

A tiny ectoplasmic crystal emanates from your hand, expanding in to a 2-ft. diameter sphere as it approaches its target. When it hits the target, the sphere does 4d4 points of

bludgeoning damage. After that, the sphere explodes, dealing 9d4 points of slashing damage to any creature within a 20-ft. radius.

HAMMER

Level: Psion/Wilder 1, Warmind 1

Range: Touch

Duration: 1 round

Augment: (1 PP) Increase duration by 1 round

Your touch gains the force of a sledgehammer, dealing 1d8 points of bludgeoning damage to the touched target. Your Strength modifier does not add to this damage.

HUSTLE

Level: Egoist 3, Warmind 2

Range: Personal

Duration: Instant

You can move twice this round. It does not cost an action to use this power.

HYPERCOGNITION

Level: Seer 8

Range: Personal

Duration: Instant

You make lightning-fast deductions base on the slightest clue, pattern or scrap of memory. You can make reasonable statements about almost anything with very little knowledge.

ID INSINUATION

Level: Psion/Wilder 2

Range: Close (30 feet)

Duration: Concentration plus one round

Augment: (2 PP) Can affect an additional target up to 15-ft. away from the original target.

Works as the Confusion spell.

IDENTIFY (PSIONIC)

Level: Psion/Wilder 2

Range: Touch

Duration: Instant

Works as the Identify spell, except that it identifies psionic items instead of arcane.

IMMOVABILITY

Level: Warmind 3

Range: Personal

Duration: Concentration

Augment: (8 PP) You can instantly manifest this power, making it not cost as an action.

You make it almost impossible to move, anchoring yourself to the very fabric of the plane you are in. That means you can also anchor yourself in mid-air. No one can forcibly move you from your location. You cannot attack while you are anchored.

INCARNATE

Level: Psion/wilder 5

Range: See text

Duration: Permanent; see text

This power makes the effect of another power permanent, unless a manifester of twice the original manifester's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. Considerable TK discretion is required for the use of this power: Many powers should not be eligible to be made permanent.

INERTIAL ARMOR

Level: Psion/Wilder 1, Warmind 1

Range: Personal

Duration: 6 hours

Augment: (2 PP) Increase the AC by 1.

Your mind generates a tangible field of force, giving you +2 AC. The armor can either be invisible or a colored glow. This bonus does not stack with bonuses from worn armor.

INERTIAL BARRIER

Level: Kineticist 4, warmind 4

Range: Personal

Duration: 1 hour

You create a skin-tight psychokinetic barrier around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. You gain 50% damage resistance to physical attacks and falls.

INFLECT PAIN

Level: Psion/Wilder 2

Range: Close (30 feet)

Duration: 1 minute

Augment: (2 PP) The power affects any additional target within 15-ft. of the original target.

You telepathically stab the mind of a foe, causing terrible agony. The subject suffers a -2 penalty to its attack rolls,

skill checks and ability checks. If the target makes its save, the penalty is -1.

INSANITY

Level: Psion/Wilder 7

Range: Medium (150 feet)

Duration: Instant

Augment: (2 PP) The power affects any additional target within 15-ft. of the original target.

Works as the Insanity spell.

INTELLECT FORTRESS

Level: Psion/Wilder 4

Range: 20-ft. radius centered on manifester

Duration: 1 round

Augment: (1 PP) Increase the duration by 1 round.

Works as the Intellect Fortress spell.

IRON BODY (PSIONIC)

Level: Psion/Wilder 8

Range: Personal

Duration: 30 minutes

Works as the Iron Body spell

KEEN EDGE (PSIONIC)

Level: Psion/Wilder 3, Warmind 3

Range: Close (30 feet)

Duration: 1 hour

Works as the Keen Edge spell.

KNOCK (PSIONIC)

Level: Psion/Wilder 2

Range: Medium (150 feet)

Duration: Instant

Works as the Knock spell.

KNOW DIRECTION AND LOCATION

Level: Psion/Wilder 1

Range: Personal

Duration: Instant

You generally know where you are, both in terms of direction and location. The information is no more useful than a general summary that locates you near a prominent area.

LEVITATE (PSIONIC)

Level: Nomad 2, Psion/Wilder 2, Warmind 2

Range: Personal or close

Duration: 1 turn/level

Works as the levitate spell, except that only Nomads can manifest this powers on others. Psions, Wilders and Warminds can only manifest this power on themselves.

MAJOR CREATION (PSIONIC)

Level: Psion/Wilder 5

Range: Close (30 feet)

Duration: None

Works as the Major Creation spell.

MATTER AGITATION

Level: Psion/Wilder 1

Range: Close (30 feet)

Duration: Concentration, up to 10 minutes

You excite the structure of a nonpsionic, nonmagical object, heating it to the point of combustion. After the first round, easily flammable material ignites and skin starts to redden. On the second round, wood smolders and smokes, metal becomes hot to the touch, and skin begins to blister, causing 1d4 damage. On the third round, wood ignites, scorching metal causes 1d4 points of damage to those who touch it, skin burns and hair ignites causing 1d6 points of damage, and lead starts to melt.

MENTAL BARRIER

Level: Psion/Wilder 3, Warmind 3

Range: Personal

Duration: 1 round

Augment: (4 PP) Increase the AC bonus by 1. (1 PP) Increase the power's duration by 1 round.

You project a field of improbability around yourself, adding a +2 bonus to AC. This power can be manifested instantly, making it not count as an action.

MENTAL DISRUPTION

Level: Psion/Wilder 2

Range: 10-ft. radius centered on manifester

Duration: Instant

Augment: (2 PP) Increase the radius by 5-ft.

You send out a wave of mental energy that confuses and dazes creatures within the powers range. If the creature fails its Will save, it cannot act on its next turn.

METACONCERT

Level: Warmind 5, Telepath 5

Range: 20-ft.

Duration: 10 min.

Augment: (1 PP) Increase duration by 1 minute.

You link your psychic might with up to nine other psionic creatures, creating an entity more powerful than each creature individually. When this power is manifested, all PP flows into a collective pool. One of the members of the metaconcert becomes the conductor, the one who controls the group's energies. The conductor knows all the psionic powers that other members of the concert know, and all members of the concert get a temporary +2 bonus to saves against psionic powers. All members of the concert must stay within 20-ft. of each other, and they all obtain an equal amount of PP if the metaconcert is ended or broken.

METAFACULTY

Level: Seer 9

Range: Personal

Duration: Instant and 10 min.

Materials: Must spend 1000 XP

You elevate your mind to a near-universal consciousness, allowing you to learn almost everything about a certain creature. After manifesting this power, you learn the following about a creature: Its name, race, alignment, character class (if available), a general estimate of its HD or level, its location, significant items it owns, any significant action it has committed in the last 8 hours, and a current mental view of the creature, as the Remote Viewing power, that you can maintain up to 10 minutes.

METAMORPHOSIS

Level: Egoist 4

Range: Personal

Duration: 10 minutes if a creature, 10 hours if an object

You can assume the form of almost any creature or object, as long as it is not a construct, elemental, outsider or undead. The form can have as many HD as you have manifester levels, to a maximum of 15. If you change into a creature, you regain hp as if you rested for a night. You gain the Strength, Dexterity, Constitution and size of the new form, as well as all its extraordinary abilities (such as constrict, grab and poison). You do not gain the forms other abilities, including supernatural ones. You retain all the abilities of your original form. If you turn into an object, you look exactly like the object and remain immobile until the power's duration ends or is dismissed.

METAPHYSICAL CLAW

Level: Warmind 1

Range: Personal

Duration: 10 minutes

Augment: (4 PP) Duration increases to 1 hour. Can only be used once. (4 PP) Increase the bonus by +1.

Your claw or bite attack, either a natural one or one from a psionic power, becomes more powerful, giving you a +1 bonus to attacks and damage made by the attack.

METAPHYSICAL WEAPON

Level: Warmind 1

Range: Touch

Duration: 10 minutes

Augment: (4 PP) Duration increases to 1 hour. Can only be used once. (4 PP) Increase the bonus by +1.

You enhance your weapon metaphysically, giving your weapon a +1 bonus to attacks and damage. This does not

stack with a masterwork weapon's inherent bonus. Alternatively, you can affect up to 50 arrows, bolts or bullets.

MICROCOSM

Level: Psion/Wilder 9

Range: Close (30 feet)

Duration: Instant

Augment: (1 PP) Increase the number of individual and group HP that can be affected by 10.

You throw a creature or group of creatures into their own mental reality; though they believe they are active, they fall into a catatonic state, eventually dying of thirst and starvation. You can affect one creature if it has 100 or fewer hit points, and you can affect multiple creatures within a 15-ft. radius sphere as long as each has 30 hit points or fewer (only up to a total of 300 hit points). Using Microcosm on a creature twice reverts the creature or creatures back to its normal state.

MIND BLANK, PERSONAL

Level: Psion/Wilder 7, Warmind 6

Range: Personal

Duration: 24 hours

Works as the Mind Blank spell, except that it affects only the manifester.

MIND BLANK (PSIONIC)

Level: Psion/Wilder 8

Range: Close (30 feet)

Duration: 24 hours

Works as the Mind Blank spell.

MIND PROBE

Level: Telepath 5

Range: Close (30 feet)

Duration: 1 minute

All the subject's memories and knowledge are accessible to you, from deep memories to recent experiences. You can learn the answer to one question per round to the best of the subject's knowledge.

MIND SEED

Level: Telepath 8

Range: Touch

Duration: Instant

Materials: Must spend 3000 XP

You plant a seed of your mental capacity in a subject's subconscious. This seed "germinates" over time, slowly making the recipient just like you. After a week, the target is exactly the same as you mentally, having your Intelligence, Wisdom and Charisma. They also have all your powers and abilities as if you were 8 levels lower. Eventually, the two personalities will diverge as the subject experiences new things. The subject is not your slave or servant.

MIND SWITCH

Level: Telepath 6

Range: Close (30 feet)

Duration: 2 hours

Materials: Must spend 100 XP.

You attempt to take control of a nearby living creature, forcing your mind and body into its body, and its mind into your body. You can affect any creature whose HD are equal to or less than your manifester level. If the target fails its Will save, you switch bodies. For all intents and purposes, you have your mind and personality in a different body. You gain the body's Strength, Dexterity and Constitution, you gain

things like natural armor and weapons, you gain extraordinary abilities but not supernatural ones and you gain the equipment of the new body. You do, however, retain your own hit points, saving throws, class abilities, supernatural and spell-like abilities, spells, powers, skills and feats. If either body is killed while the power is in effect, the other participant also dies. Further, if one body is petrified or held in something like temporal stasis, so will the other body will be as well.

MIND THRUST

Level: Psion/Wilder 1

Range: Close (30 feet)

Duration: Instant

Augment: (1 PP) Increase the damage done by 1d8

Works as the Mind Thrust spell.

MINDLINK

Level: Telepath 1

Range: Close (30 feet)

Duration: 1 hour

Augment: (4 PP) You can forge a mindlink with an unwilling creature. (1 PP) You can affect an additional target within 15-ft. of the original target.

You forge a telepathic bond with your target, allowing you to telepathically communicate with them even if you don't share a common language. Once the bond is formed, it works over any distance.

MINDLINK, THIEVING

Level: Telepath 4

Range: Close (30 feet)

Duration: 1 hour

This power works as the Mindlink power, except that you can temporarily borrow a power of your choice from the person you mindlinked.

MINDWIPE

Level: Psion/Wilder 4

Range: Close (30 feet)

Duration: Instant

Augment: (3 PP) Drain an additional level

You partially wipe your victim's mind of past experiences, inflicting one level of energy damage on the target. If the target survives, they regain lost levels after an hour.

MINOR CREATION (PSIONIC)

Level: Shaper 1

Range: 0-ft.

Duration: 6 hours

Works as the Minor Creation spell.

MISSIVE

Level: Psion/Wilder 1

Range: Close (30 feet)

Duration: Instant

Augment: (2 PP) Increase the range by 5-ft.

You send a telepathic message of up to 10 words to any living creature within range. Missive is only a one-way affair; no return messages.

MISSIVE, MASS

Level: Psion/Wilder 2

Range: 400-ft. radius centered on the manifester

Duration: Instant

You send a telepathic message of up to 25 words to all creatures within range. You can include or exclude any creature within your sight. This message is strictly one-way affair; no return messages.

MODIFY MEMORY (PSIONIC)

Level: Telepath 4

Range: Close (30 feet)

Duration: Permanent

Works as the Modify Memory spell.

MOMENT OF PRESCIENCE (PSIONIC)

Level: Psion/Wilder 7

Range: Personal

Duration: 24 hours

Works as the Moment of Prescience spell

MY LIGHT

Level: Psion/Wilder 1, Warmind 1

Range: Personal

Duration: 2 hours

Your eyes beam forth a 20-ft. cone of light.

NULL PSIONICS FIELD

Level: Kineticist 6

Range: 10-ft. radius centered around the manifester

Duration: 2 hours

An invisible barrier surrounds and moves with you. The space within the barrier is impervious to psionic effects, including powers, supernatural abilities and psionic items.

OAK BODY

Level: Psion/Wilder 7, Warmind 5

Range: Personal

Duration: 10 minutes

Augment: (1 PP) Increase the power's duration by 1 minute.

Your body transforms into living oak, granting several advantages. You become resistant to slashing weapons and gain a +3 bonus to AC that does not stack with other natural armor bonuses. You become immune to ability damage, blindness, deafness, disease, drowning, poison, stunning and all supernatural or natural abilities that affect your physiology or respiration. You are also resistant to cold effects, but you are vulnerable to fire and are susceptible to attacks that affect wood. You gain a +2 bonus to Strength and a -1 penalty to Dexterity, and your speed is reduced by half. An unarmed attack by you deals damage equal to a club sized for you.

OBJECT READING

Level: Seer 2

Range: Touch

Duration: Concentration and up to 1 hour

You can learn the details of an item's previous owner. After 1 minute, you learn the owner's race. After 2 minutes, the owner's gender. 3 minutes, the owner's age. 4 minutes, the owner's alignment. 5 minutes, how the last owner gained and lost the object. After that, you begin to go in to the next-

to-last owner of the item. There is a 90% chance you can discern all the object's owners.

OVERLAND FLIGHT (PSIONIC)

Level: Psion/Wilder 6

Range: Personal

Duration: 8 hours

Works as the Overland Flight spell.

PAINFUL STRIKE

Level: Warmind 2

Range: Personal

Duration: 1 minute

Your natural weapon causes pain, dealing an additional 1d6 damage.

PERSONALITY PARASITE

Level: Psion/Wilder 4

Range: Medium (150 feet)

Duration: 2 minutes

You attempt to partition off part of the mind of an enemy, creating a minor personality that is antagonistic to the main personality. The new personality cannot control the body, but it can perform one purely mental action each round, such as manifesting a power. The personality tries to actively manifest powers that negatively impact its host, using the most powerful and deadly powers available. Both personalities can communicate with each other telepathically.

PHASE DOOR (PSIONIC)

Level: Psion/Wilder 7

Range: Touch

Duration: One use per two levels

Works as the Phase Door spell.

PLANE SHIFT (PSIONIC)

Level: Psion/Wilder 5

Range: Touch

Duration: Instant

Works as the Plane Shift spell.

POWER RESISTANCE

Level: Psion/Wilder 5

Range: Touch

Duration: 1 hour

Works as Magic Resistance, except the resistance applies to psionic powers rather than spells.

PRECOGNITION, DEFENSIVE

Level: Psion/Wilder 1, Warmind 1

Range: Personal

Duration: 10 minutes

Augment: (3 PP) Increase the bonus by +1; (6 PP) You can manifest the power instantly, even if it is not your turn.

You see briefly into the future, granting you a +1 bonus to your AC and all saving throws.

PRECOGNITION, OFFENSIVE

Level: Psion/Wilder 1, Warmind 1

Range: Personal

Duration: 10 minutes

Augment: (3 PP) Increase the bonus by +1. (6 PP) You can manifest the power instantly, making it not count as an action.

You see briefly into the future, granting you a +1 bonus to your attack rolls.

PRECOGNITION

Level: Seer 1

Range: Personal

Duration: 6 hours

You gain a quick glimpse into the future, letting you see possible actions and how you can change them. This grants you a +2 bonus you can use on one roll of any type within the duration of the power. After a roll is modified, the power dissipates.

PRESCIENCE, OFFENSIVE

Level: Psion/Wilder 1, Warmind 1

Range: Personal

Duration: 10 minutes

Augment: (3 PP) Increase the bonus by +1. (6 PP) You can manifest the power instantly, making it not count as an action.

You see briefly into the future, gaining a +2 bonus to your damage rolls.

PREVENOM

Level: Warmind 1

Range: Personal

Duration: 10 minutes or until discharged.

If you have a claw attack, you coat your claws in a thin film of poison. When an enemy is struck, they are hit by a mild poison that deals 1d6 damage.

PREVENOM WEAPON

Level: Warmind 1

Range: Touch

Duration: 10 minutes or until discharged

Works as the Prevenom power, except that it coats the weapon you hold.

PSIONIC BLAST

Level: Psion/Wilder 3

Range: 30-ft. cone

Duration: Instant

Augment: (2 PP) The stun duration increases 1 round.

Works as the Psionic Blast spell.

PSIONIC LION'S CHARGE

Level: Warmind 2

Range: Personal

Duration: Instant

Augment: (1 PP) Your post-charge attack deals additional damage equal to the PP spent to augment it.

You can charge like a lion, letting you make a charge attack without suffering the normal penalty to AC.

PSIONIC LOCK

Level: Psion/Wilder 2

Range: Touch

Duration: Permanent

Works as the Wizard Lock spell, except the lock is psionic in nature.

PSIONIC REPAIR DAMAGE

Level: Shaper 2

Range: Touch

Duration: Instant

Augment: (2 PP) Increase healing by an additional 1d8.

You can repair any construct you lay your hands on, healing 2d8 + your manifester level in hit points.

PSIONIC REVIVIFY

Level: Egoist 5

Range: Touch

Duration: Instant

Materials: Must spend 200 XP

Works as the Raise Dead spell.

PSIONIC SCENT

Level: Warmind 2

Range: Personal

Duration: 30 minutes

You gain an animalistic sense of smell. You can sniff out approaching enemies, hidden foes and you can even track by smell. You can smell creatures up to 30 feet away, double that if they are upwind and half that if they are downwind. Overpowering scents (troglodytes, otyughs) are smelled at triple the range.

PSYCHIC CHIRURGERY

Level: Telepath 9

Range: Close (30 feet)

Duration: Instant

You can cure any psychic damage a creature has obtained. After 10 minutes of concentration, you can restore lost levels, ability damage, ability drain, insanity, confusion and other things caused by psychic effects.

PSYCHIC CRUSH

Level: Psion/Wilder 5

Range: Close (30 feet)

Duration: Instant

Augment: (2 PP) Increase the damage by 1d6.

Works as the Psychic Crush spell.

PSYCHOFEEBACK

Level: Egoist 5, Warmind 5

Range: Personal

Duration: 2 minutes

You can temporarily sacrifice points in your mental faculties to boost your physical strengths. You can lower either your Wisdom, Intelligence or Charisma score by any amount, gaining a boost to either your Strength, Dexterity and Constitution score by an equal amount. Once the duration of the power ends, the boost disappears, but the drain must be healed naturally.

QUINTESSENCE

Level: Shaper 4

Range: 0-ft.

Duration: Instant

You create a 1-ounce drop of a material called quintessence. It is similar to quicksilver, in that it is silvered and shimmery, but it is literally time-made-material. Objects sealed within quintessence are protected from the effects of time, putting them in an effective stasis until the quintessence is manually scrapped away.

READ THOUGHTS

Level: Telepath 2

Range: 60-ft. cone

Duration: Concentration, up to 10 minutes

You read the surface thoughts of the mind of any creature in the area that fails their Will save.

REALITY REVISION

Level: Psion/Wilder 9

Range: See text

Duration: See text

Works as the Wish spell.

RECALL AGONY

Level: Psion/Wilder 2

Range: Medium (150 feet)

Duration: Instant

Augment: (1 PP) Increase the damage done by 1d6.

You bring back wounds or pains that once ailed your enemy, dealing 2d6 damage as the wounds re-open.

RECALL DEATH

Level: Psion/Wilder 8

Range: Medium (150 feet)

Duration: Instant

Works as Recall Agony, but the wounds revealed may be fatal. If the target fails its Will save, it dies. If not, the target takes 5d6 damage.

REDDOPSI

Level: Kineticist 7

Range: Personal

Duration: 2 hours

You reflect psionic attacks back at the manifester. This power only works against powers that directly target a single creature.

REMOTE VIEW TRAP

Level: Psion/Wilder 6

Range: Personal

Duration: 24 hours

You set a trap for someone who tries to view you remotely. Any creature that tries to view you through something like Clairvoyant Sense or Remote Viewing suffers a mental backlash, taking 6d6 points of electricity damage.

REMOTE VIEWING

Level: Seer 4

Range: See text

Duration: 10 minutes

Materials: Must spend 20 XP

You send your mind across space and dimensions, allowing you to see and hear some creature located at any distance from you, even if planar boundaries separate you. If the

target succeeds on its Will save, you cannot attempt to view them for 24 hours. If they fail their save, you can see and hear the subject and its immediate surroundings. While you are doing this viewing, your body stays still and uncontrolled, making remote viewing very dangerous if done in the wrong place.

RESTORATION (PSIONIC)

Level: Egoist 6

Range: Touch

Duration: Instant

Works as the Restoration spell.

RESTORE EXTREMITY

Level: Egoist 5

Range: Touch

Duration: Instant

You restore a severed extremity to a creature that has lost a digit, hand, arm, leg or even its head. It does not restore life to dead creatures, however.

RETRIEVE

Level: Psion/Wilder 6

Range: Medium (150 feet)

Duration: Instant

Augment:(1 PP) Increase the weight limit of the target by 10 lbs.

You can teleport any item you see within range directly to your hand, teleporting up to 10 lbs. per level. If you try to receive something in possession of an opponent, they can make a Will save to retain the item.

SCHISM

Level: Telepath 4

Range: Personal

Duration: 2 minutes

You split your mind into two parts that function in complete autonomy. Though the “second mind” can’t control your body, it can make one purely mental action each round. This allows them to manifest powers, but they are treated as having 6 fewer manifester levels than you have.

SECOND CHANCE

Level: Seer 5

Range: Personal

Duration: 1 minute

You take a hand in influencing the probability outcomes of your immediate environment. For the duration of the spell, you can re-roll one roll of your choice. You don’t have to do the re-roll, but if you do and it is worse than your original roll, you must take the worse result.

SENSE LINK

Level: Psion/Wilder 1

Range: Medium (150 feet)

Duration: Concentration, up to 30 minutes

Augment: (2 PP) The subject can perceive your sense instead of the other way around. (4 PP) You can link a second sense. This can only be used once.

You perceive what the subject creature perceives using its sight, hearing, taste or smell. Only one sense is linked, and you cannot switch between senses.

SENSE LINK, FORCED

Level: Psion/Wilder 2

Range: Medium (150 feet)

Duration: Concentration, up to 30 minutes

Works as the Sense Link power, except the target can be unwilling.

SENSITIVITY TO PSYCHIC IMPRESSIONS

Level: Seer 2

Range: 25-ft. radius centered on manifester

Duration: Concentration, up to 2 hours

You gain historical vision of a given location. You learn about things such as battles, betrayals, marriages, murders, births, great pain and other events where one emotion dominates. You can see the history up to 100 times your manifester level in years.

SEQUESTER (PSIONIC)

Level: Psion/Wilder 7

Range: Touch

Duration: 13 days

Materials: You must spend 75 XP.

Works as the Sequester spell.

SHADOW BODY

Level: Psion/Wilder 8

Range: Personal

Duration: 10 minutes

Your body and all your equipment become consumed by shadow. You can blend into any other shadow and vanish in darkness, appearing as a detached shadow in the light. You can move at your normal speed on any surface, including walls, ceilings and liquids. You gain darkvision

with a range of 60 feet, and you become immune to damage from ability damage, disease, drowning or poison. You also become resistant to acid, electricity and fire.

SHARE PAIN

Level: Psion/Wilder 2

Range: Touch

Duration: 1 hour

You create a psychometabolic link between you and a willing subject, or two separate willing subjects. You, or one subject, takes half damage from all attacks, and the other subject takes the other half.

SHARE PAIN, FORCED

Level: Psion/Wilder 3

Range: Close (30 feet)

Duration: 2 minutes

Works as the Share Pain power, except you can attempt to make an unwilling creature share your pain.

SHATTER MIND BLANK

Level: Psion/Wilder 5

Range: 3-ft. radius centered on manifester

Duration: Instant

Negates a Psionic Mind Blank or Personal Mind Blank affecting the target.

SKATE

Level: Psion/Wilder 1, Warmind 1

Range: Personal or touch

Duration: 10 minutes

You, another willing creature or an unattended object slide along the ground as if it was ice. This increases the subject's land speed by 15 feet.

SOLICIT PSICRYSTAL

Level: Psion 3

Range: Close (30 feet)

Duration: 2 minutes

Augment: (1 PP) Increase the duration by 1 round.

If you have a psicrystal, you can give it the responsibility of maintaining the concentration on any single power you are already concentrating on. When Solicit Psicrystal's duration expires, so does the power it was maintaining. You can manifest this power instantly, making it not count as an action.

STEADFAST PERCEPTION

Level: Warmind 4

Range: Personal

Duration: 2 hours

You cannot be distracted or misled, granting you immunity to all illusions.

STOMP

Level: Warmind 1

Range: 20-ft. cone

Duration: Instant

Augment: Increase the damage by 1d4.

Works as the Stomp spell

STRENGTH OF MY ENEMY

Level: Warmind 2

Range: Personal

Duration: 1 minute

Augment: (3 PP) Increase the max Strength bonus by 2. (6 PP) You can manifest this power instantly, making it not count as an action.

You can siphon the energy of an enemy, giving it to yourself. Your weapon, either natural or held, deals 1 point of Strength damage when you hit an enemy. You then temporarily gain a +1 bonus to your Strength score. You can drain from multiple enemies a maximum of a +8 bonus to your Strength score.

SUGGESTION (PSIONIC)

Level: Telepath 2

Range: Close (30 feet)

Duration: One week

Augment: (2 PP) Affect another target within 15-ft. of the first.

Works as the Suggestion spell.

SUSPEND LIFE

Level: Psion/Wilder 6, Warmind 6

Range: Personal

Duration: Permanent unless ended or dismissed

You can place yourself into a trance so deep that you are almost in suspended animation. Even powers that detect life or thought cannot determine if you are alive. While suspended, you are aware of your surroundings, and one year seems like a day to you. If you take any damage, your trance immediately ends.

SUSTENANCE

Level: Psion/Wilder 2, Warmind 2

Range: Personal

Duration: Instant

You can go one day without food or water.

SWARM OF CRYSTALS

Level: Psion/Wilder 3

Range: 15-ft cone

Duration: Instant

Augment: (1 PP) Increase the damage by 1d4.

You spray shards of crystals out of your hand, dealing 3d4 points of slashing damage.

SYNESTHETE

Level: Psion/Wilder 1, Warmind 1

Range: Personal

Duration: 3 hours

You can either feel light or feel sound, switching between the two instantly. Your senses work normally as well.

TELEKINESIS

Level: Psion/Wilder 3

Range: Long (500 feet)

Duration: Concentration (up to 1 round/level) or instant

Works as the Telekinesis spell.

TELEKINETIC SPHERE (PSIONIC)

Level: Kineticist 8

Range: Close (30 feet)

Duration: 1 minute/level

Works as the Telekinetic Sphere spell

TELEMPATHIC PROJECTION

Level: Psion/Wilder 1

Range: Medium (150 feet)

Duration: 10 minutes

You alter the subject's mood, making its reaction to you one step more positive.

TELEPORT (PSIONIC)

Level: Nomad 5

Range: Personal or touch

Duration: Instant

Works as the Teleport spell.

TELEPORT, GREATER (PSIONIC)

Level: Psion/Wilder 8

Range: Personal or touch

Duration: Instant

Works as the Teleport Without Error spell.

TELEPORT TRIGGER

Level: Nomad 5

Range: Personal

Duration: 24 hours

You specify a specific situation that triggers an automatic manifestation of the Psionic Teleport power, taking you to a

predetermined location. You still must manifest the Psionic Teleport power once Teleport Trigger activates.

TELEPORTATION CIRCLE (PSIONIC)

Level: Nomad 9

Range: 0 ft.

Duration: 3 hours

Works as the Teleportation Circle spell.

TEMPORAL ACCELERATION

Level: Psion/Wilder 6

Range: Personal

Duration: 1 round

Augment: (4 PP) Increase the time accelerated by 1 round.

You enter another time frame, speeding up so greatly that all other creatures seem frozen. You are free to act for one round, allowing you to manifest powers, cast spells, move or perform other actions. While accelerated, other creatures are invulnerable to your attack and powers. However, a manifested power that covers an area and last multiple rounds can affect enemies once the acceleration is over. You can affect unattended objects, and you are undetectable while the power lasts. Splintered or partitioned minds, like ones created by schism, aren't affected by Temporal Acceleration. It does not cost an action to use this power.

THICKEN SKIN

Level: Egoist 1, Warmind 1

Range: Personal

Duration: 10 min/level

Augment: (3 PP) Increase the AC bonus by +1. (6 PP) You can manifest this power instantly, making it not count as an action.

Your skin or natural armor thickens and spreads, increasing your AC by +1.

THOUGHT SHIELD

Level: Psion/Wilder 2, Warmind 2

Range: Personal

Duration: 1 round

Augment: (1 PP) Increase the duration by 1 round and the power resistance by 5%.

Works as the Thought Shield spell, except it grants 15% power resistance. It does not cost an action to use this power.

TIME HOP, MASS

Level: Nomad 8

Range: Close (30 feet)

Duration: Up to 1 hour per level

Augment: (6 PP) You can manifest this power instantly, making it not count as an action.

Works as the Time Hope power, except you can affect any number of willing subjects in range, including yourself.

TIME HOP

Level: Psion/Wilder 3

Range: Close (30 feet)

Duration: 1 round per level

Augment: (2 PP) You can affect another target within 15-ft. of the original target.

The subject of the power hops forward in time 1 round for every manifester level you have. The subject shimmers out of existence and returns when the duration ends, reappearing in the same spot. To the affected, it's like no time has passed at all. If the subject is set to reappear in a space that is occupied, it reappears in the next closest place.

TIME REGRESSION

Level: Nomad 9

Range: Personal

Duration: Instant

Materials: You must spend 1000 XP

You can regress time 1 round into the past. This undoes all actions and damage done in the previous round, and all other combatants except yourself forgets what happened. You can relay information about the round to others, allowing them to do something different and change the outcome of events.

TIMELESS BODY

Level: Psion/Wilder 9

Range: Personal

Duration: 1 round

Your body ignores all harmful and helpful affects, including damage, for a round.

TONGUES (PSIONIC)

Level: Psion/Wilder 2

Range: Personal

Duration: 1 hour

Works as the Tongues spell.

TORNADO BLAST

Level: Kineticist 9

Range: Long (500 feet)

Duration: Instant

Augment: (1 PP) Increase the power's area damage by 1d6, to a maximum of 16d6.

You create a slender vortex of air with a 40-ft. radius spread. If you attack a creature directly, the vortex deals 4d6 damage. If you miss the attack, creatures within the radius are dealt 9d6 points damage and are thrown 1d4 times 10 feet away in a random direction.

TOUCHSIGHT

Level: Psion/Wilder 3

Range: Personal

Duration: 20 minutes

Augment: (2 PP) Increase the power's radius by 10 feet.

You generate a subtle telekinetic field, allowing you to "feel" your surroundings even in total darkness to a radius of 60-ft. around you. This power allows you to ignore invisibility, darkness and concealment.

TOWER OF IRON WILL

Level: Psion/Wilder 5

Range: 10-ft. radius around manifester

Duration: 1 round

Augment: (1 PP) Increase the duration by 1 round and the granted power resistance by 5%

Works as the Tower of Iron Will spell, except that it grants power resistance.

TRACE TELEPORT

Level: Psion/Wilder 4

Range: Close (30 feet) range radius centered around manifester

Duration: Instant

Works as the Detect Teleportation power, except you also know the destination of the teleport made by someone who teleported within the last minute.

TRUE CREATION (PSIONIC)

Level: Shaper 9

Range: 0-ft.

Duration: Instant

Works as the True Creation spell.

TRUE METABOLISM

Level: Psion/Wilder 8

Range: Personal

Duration: 5 minutes

Your metabolism reaches insane heights, letting you automatically heal 1d4 hit points per round.

TRUE SEEING (PSIONIC)

Level: Psionic/Wilder 5

Range: Personal

Duration: 1 minute per level

Works as the True Seeing spell.

TRUEVENOM

Level: Warmind 4

Range: Personal

Duration: 10 minutes or until discharged

Works as the Prevenom power, except the poison is a deadly one that deals 1d6 points of Constitution damage per round until the target dies.

TRUEVENOM WEAPON

Level: Warmind 4

Range: Touch

Duration: 10 minutes or until discharged

Works as the Prevenom Weapon power, except the poison is a deadly one that deals 1d6 points of Constitution damage per round until the target dies.

UBIQUITOUS VISION

Level: Psion/Wilder 4, Warmind 3

Range: Personal

Duration: 1 hour

You have 360 degree vision, making you immune to flanking and sneak attacks.

ULTRABLAST

Level: Psion/Wilder 7

Range: 15-ft. radius centered on manifester

Duration: Instant

Augment: (1 PP) Increase the damage by 1d6.

Works as the Ultrablast spell.

VAMPIRIC BLADE

Level: Warmind 3

Range: 0-ft.

Duration: 1 minute

Works as the Claws of the Vampire power, except it coats a weapon you hold.

VIGOR

Level: Psion/Wilder 1, Warmind 1

Range: Personal

Duration: 5 minutes

Augment: (1 PP) Increase the amount of temporary HP gained by 5.

You steel yourself, granting yourself 5 temporary hit points.

WALL WALKER

Level: Warmind 2

Range: Personal

Duration: 10 minutes

You can walk on vertical surfaces or even traverse ceilings. You must keep one foot in contact with the surface while walking or fall.

WALL OF ECTOPLASM

Level: Psion/Wilder 4

Range: Close (30 feet)

Duration: 10 minutes

You create a wall of ectoplasm that is 4-ft. thick, 30-ft. tall and 50-ft. long. You can also choose to manifest it as a sphere or hemisphere with a 20-ft. radius. The wall blocks spells, powers, breath weapons, gaze attacks, and ethereal and material creatures.

WEAPON OF ENERGY

Level: Warmind 4

Range: Touch

Duration: 1 minute

Works as the Claw of Energy power, except it coats a weapon you hold.

PSIONIC MONSTERS

With new powers comes new threats; creatures beyond space-time, with intelligences so absurd that it is impossible to guess what they are thinking.

Below are a few new monsters that utilize psionics naturally. These creatures are strange and usually hunt down psionic users. That, or their intelligence is so high they develop psionics naturally. Keep in mind that there is also a psionic template in the B&T core book if you want a “normal” creature to have psionic abilities.

ABOLETH (PSIONIC)

Huge Aberration, Chaotic (CE), High Intelligence; Band (1d4 + 1d8 skum)

HD	8
AC	16
ATK	4 tentacles (1d8 + slime)
MV	10 (Swim 60)
SV	F8 R10 W8
XP	2,000 (CL 10)

Psionic aboleths don’t possess spell-like abilities or the enslave ability of the regular aboleth. Instead, they have psionic abilities.

Powers: At will – disable, false sensory input, mental disruption, mindlink; 3/day – ego whip, id insinuation, psionic dominate, thought shield; 1/day – psionic modify memory, remote viewing, wall of ectoplasm

ASTRAL CONSTRUCT

Astral constructs are creatures exclusively made by psionic shapers. They are creatures made of ectoplasm and made in the shape of the shaper’s desire. Astral constructs have “levels” that are determined by how much PP a shaper spends to create it. Their level determines inherent statistics such as HD and attacks, as well as the special abilities that the shaper can bestow on the construct. Every time a shaper creates an astral construct, he manifests special abilities on the creature according to its level. He can choose different special

abilities every time the creature is manifested. When an astral construct reaches 0 hp, it immediately dissolves into a pile of ectoplasm.

You cannot manifest a higher level astral construct than the maximum power level you are able to manifest.

Construct, Neutral, Low Intelligence; Solitary

LVL	SZ	HD	AC	ATK/DMG	MV	F	R	W	XP
1	S	2	14	1 / 1d4	30	16	15	16	200
2	M	4	14	1 / 1d6	40	14	14	15	400
3	M	6	16	1 / 1d6	40	12	12	13	600
4	M	8	16	1 / 1d6	40	11	11	12	800
5	L	10	18	2 / 1d8	40	9	10	11	1000
6	L	12	18	2 / 1d8	40	8	9	10	1200
7	L	14	20	2 / 1d8	40	7	8	9	1400
8	L	16	20	2 / 1d8	40	6	7	8	1600
9	H	18	22	2 / 2d6	50	3	5	7	1800

ASTRAL CONSTRUCT MENU A

A manifester creating a 1st-level, 2nd-level, or 3rd-level astral construct can choose one ability from this menu.

Buff - The astral construct gains an extra 5 hit points.

Celerity - The construct’s land speed is increased by 10 feet.

Cleave - The astral construct gains the Cleave feat.

Deflection - The astral construct gains a +1 bonus to AC.

Fly - The astral construct has physical wings and a fly speed of 20 feet.

Power Attack - The construct gains the Power Attack feat.

Resistance - Choose one of the following energy types: Fire, cold, acid, electricity, or sonic. The astral construct is resistant to that energy type.

Swim - The astral construct is streamlined and sharklike, and gains a swim speed of 30 feet.

Trip - If the astral construct hits with a slam attack, it can attempt to trip the opponent as a free attack.

ASTRAL CONSTRUCT MENU B

A manifester creating a 4th-level, 5th-level, or 6th-level astral construct can choose one special ability from this menu. Alternatively, the construct can have two special abilities from Menu A.

Energy Touch - The construct deals an extra 1d4 points of damage of an energy type you choose (fire, cold, acid, or electricity) when you manifest the construct.

Extra Attack- If the astral construct is Medium or smaller, it gains two slam attacks instead of one.

Fast Healing - The construct heals 2 hp each round. It is still immediately destroyed when it reaches 0 hp.

Muscle - The construct gains a +2 bonus to hit.

Poison Touch - If the astral construct hits with a melee attack, the target must make an initial Fortitude save or take 1 point of Constitution damage. One minute later, the target must save again or take 1d2 points of Constitution damage.

Smite - Once per day the astral construct can make one attack that deals extra damage equal to its Hit Dice.

Trample - The astral construct can trample their foes.

ASTRAL CONSTRUCT MENU C

A manifester creating a 7th-level, 8th-level, or 9th-level astral construct can choose one special ability from this menu. Alternatively, the astral construct can have two special abilities from Menu B. (One or both of the Menu B choices can be swapped for two choices from Menu A.)

Blindsight - The construct has blindsight out to 60 feet.

Concussion - The astral construct can manifest the Concussion Blast power (manifester level 7th) as an attack once per round.

Constrict - The astral construct can constrict his enemies

Dimension Slide - The astral construct can manifest Dimension Slide (manifester level equal to Hit Dice) as a move action once per round.

Energy Bolt - The astral construct can manifest Energy Bolt (manifester level 8th) as an attack once per round. The creator sets the energy type that the astral construct can manifest when he creates it.

Natural Invisibility - The astral construct is constantly invisible, even when attacking. This ability is inherent and not subject to the Invisibility Purge spell.

Power Resistance - The construct gains power resistance equal to half their level times 10%.

Rend - The astral construct makes claw attacks instead of slam attacks, allowing them to rend their opponents.



CALLER IN DARKNESS

Large Undead, Chaotic (CE), Medium Intelligence; Solitary

HD	7
AC	14
ATK	4 touches (2d6)
MV	30 (Fly 60)
SV	F11 R12 W10
XP	1,750 (CL 9)

A caller in darkness is an incorporeal creature composed of the minds of dozens of victims who died together in terror. It seeks to draw others into its fear-wracked, hellish existence.

Any creature killed by a caller in darkness's touch attack is mentally absorbed into the creature's consciousness. This grants the caller 12 temporary hit points, and it adds a permanent new screaming face within its cloud. It can also steal the essence of paralyzed, sleeping or otherwise helpless characters.

Callers in darkness have an unnatural aura, causing all animals within 30 feet of them to make a Will save or be frightened.

Special Qualities: Vulnerable to sunlight, incorporeal

Powers: At will – clairvoyant sense, concussion blast, detect psionics, ego whip, mind thrust; 3/day – death urge, psychic crush, psionic suggestion

COUATL (PSIONIC)

Large Outsider, Lawful (LG), High Intelligence; Flight (1d6)

HD	9
AC	20
ATK	Bite (1d4 + poison II) or coils (2d8 + constrict)
MV	20 (Fly 60)
SV	F8 R8 W8
XP	2,250 (CL 11)

Psionic couatls are the same as their arcane brothers, except they possess psionic abilities instead of spells.

Powers: At will – aura sight, cloud mind, detect psionics, read thoughts; 3/day – mental barrier, psionic plane shift, thought shield

GRAY GLUTTON

Huge Magical Beast, Neutral (N), Animal Intelligence; Cluster (1d4)

HD	9
AC	20
ATK	2 claws (2d6) and bite (2d8)
MV	40
SV	F6 R9 W14
XP	900 (CL 10)

The gray glutton is a huge humanoid monster with a giant maw whose mission it is to destroy and devour anything (and everything) psionic. If anything gets in its way, it will make no bones about destroying the obstacle. If they are ever fighting something non-psionic, they instantly break away and start fighting something psionic if it appears. The gray glutton will even go for prey that far outmatches his abilities. The only he things it won't eat are elves, and it does not like the taste of dwarves.

The gray glutton can exhale a pale blue gas that acts as a psionic poison. The gas, which takes up a 10-ft cube, deals 1d4 damage to power points, and 3d4 additional damage if a Fortitude save is failed. The glutton must wait 4 rounds before it can breathe another cloud.

Special Qualities: Power resistance (30%)

HALF-DWARF

Medium Humanoid, Neutral (N), Average Intelligence; Solitary or Pairs

HD	3
AC	16
ATK	By weapon
MV	30
SV	F12 R15 W12
XP	150 (CL 3)

Half-dwarves are a rare sight, as very few humans would ever breed with a dwarf. They are about as tall as humans, but as thick as dwarves. Unlike their dwarven parents, half-dwarves are almost entirely hairless. They often live in deserts or arid lands, either being scooped up as slave gladiators or sideshow attractions, or by simply wandering to find a home. Half-dwarves are often considered a dying breed, though they will not go out without a fight.

KITH-YANG

Medium Humanoid, Neutral (N), Average Intelligence; Court (1d6)

HD	2
AC	15
ATK	By weapon
MV	30
SV	F13 R15 W13
XP	500 (CL 4)

The kith-yang are dwellers of the Astral Plane who are distantly related to the Kith-Yin. Both are descended from the ancient Kith race, a now-extinct people that used to be enslaved by the evil mind eaters. Kith-Yang are much more calm and peaceful than their barbaric Kith-Yang brothers, and many would say they are mostly sagacious. Kith-Yang look similar to elves, except their features are sharper, their skin is a mottled green and they have small horns protruding from their faces. Their hands and feet also only have three digits each. Most kith-yang make a living by trading through the Astral Plane or by hunting down their former enslavers.

Powers: 1/day – inertial armor, psionic daze, catfall, concussion blast

MAENAD

Medium Humanoid, Neutral (N), Average Intelligence; Party (1d4)

HD	1
AC	14
ATK	By weapon
MV	30
SV	F13 R16 W16
XP	100 (CL 2)

Maenads are inherently psionic creatures who share their mental space with a spirit from the Ethereal Plane, or perhaps a plane of dreams. They look like humans, though they have an almost otherworldly gleam to them. They are a passionate race that often lives in coastal communities where they fish and trade.

Once per day, a Maenad can let out a psychic shout like the energy ray power. The power has a sonic energy type.

PHTHISIC

Large Monstrous Humanoid, Chaotic (CE), Average Intelligence; Gang (1d4)

HD	6
AC	18
ATK	2 claws (1d6) and bite (1d6 + mind feed)
MV	30
SV	F11 R10 W12
XP	600 (CL 7)

A phthisic stands 10 feet tall, weighs 600 pounds and looks somewhat like a humanoid angler fish. Phthisic are mental demons, permanently wrapped in an aura of cold, who spring forth from unstable minds; they look like their host slightly, albeit severely distorted. They are intelligent, and they aim to destroy. They can speak the language of the host they sprung from.

If a phthisic deals damage with its bite attack, the victim takes 1d4 points of Intelligence damage.

Special Qualities: regeneration, resistance to cold

Powers: 3/day – brain lock, dimension slide, ego whip, mental barrier, mind thrust, skate; 1/day – body adjustment, catapsi

PSION-KILLER

Large Construct, Neutral (N), Non-Intelligent; Gang (1d4)

HD	11
AC	28
ATK	2 slams (2d10)
MV	20
SV	F10 R10 W10
XP	1100 (CL 12)

A psion-killer, also known as a crystal golem, is a 9 foot tall creature weighing over a ton. Its body is composed of sharply faceted crystal. Psion-killers do nothing without direct orders from its creator, though it follows orders literally and does not have the capacity for tactics or strategy.

Special Qualities: Immune to psionics

Powers: At will – dispel psionics

PUPPETEER

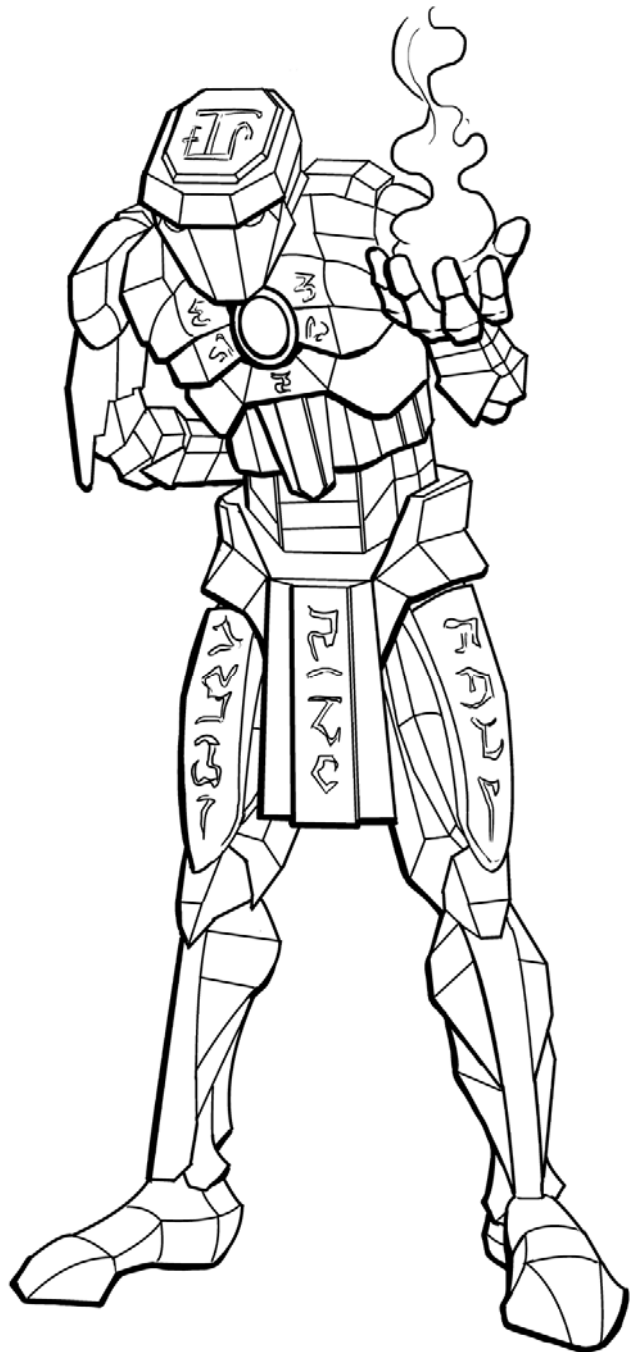
Tiny Magical Beast, Chaotic (LE), High Intelligence; Pack (1d8)

HD	0
AC	20
ATK	Bite (1d4)
MV	5
SV	F16 R14 W15
XP	50 (CL 1)

A puppeteer is a psionic parasite, looking similar to a large slug. The puppeteer must feed on the mental energy of its host to survive.

If the puppeteer ever makes physical contact with a person it has charmed, it will latch its slender tendrils into the victim's spine, dominating the subject. As long as the puppeteer is in direct contact, it will stay in control

Puppeteers cannot be detected by any divination spells or clairsentience powers. It also has telepathy of 20 feet, and has a form of blindsight within 60 feet. When attempting to remove the puppeteer from a host, it's treated as a magic item in terms of saving throws.



Special Qualities: Enthrall

Powers: 3/day – detect psionics, mental barrier, psionic charm

TEMPORAL FILCHER

Large Aberration, Chaotic (CE, NE, LE), Low Intelligence; Solitary

HD	6
AC	15
ATK	4 claws (1d6), bite (1d8) and horn (1d4)
MV	40
SV	F12 R12 W10
XP	600 (CL 7)

The temporal filcher is a strange, 5-limbed creature that lives on the fringes of time. It feeds on people's time, jumping into our reality to spirit someone away to dine on their precious minutes.

If a temporal filcher ever grapples a Large or smaller creature, it latches on to the opponents body, upon which it and the subject shift 7 minutes forward in time. Observers simply see the creature and its prey shimmer out of existence, only to reappear 7 minutes later. The victim must then make a Will save or be dazed for a round. Otherwise, this functions as the time hop power.

Special Qualities: Time filch

Powers: At will – chameleon, psionic dimension door, psionic levitate, wall walker; 3/day – mental barrier

THOUGHT SLAYER

Huge Aberration, Neutral (CN), Low Intelligence; Pack (1d4)

HD	14
AC	23
ATK	Bite (3d6)
MV	50
SV	F5 R7 W7
XP	1,400 (CL 15)

Thought slayers are evolved versions of thought eaters; they are both much larger and much more savage. Like a thought eater, a slayer can only spend 10 continuous minutes on the Material Plane before its wispy flesh dissipates and the creature falls dead

The thought slayer has a mind-consuming gaze that has a range of 30 feet. If the victim fails a Fortitude save, it instantly falls dead as its mind is drained away. If the gaze is diverted, such as by a mirror, the target is only dazed (albeit for 14 rounds).

The thought slayer can also do an Ethereal Jaunt like the thought eater.

Special Qualities: Mind-consuming gaze, ethereal jaunt

Powers: At will – brain lock, chameleon, detect psionics, distract; 3/day – body adjustment, mental barrier, mind trap, precognition, wall walker; 1/day – escape detection

VECRA

The vecra are an ancient race of beings that dwell in and among the various planes of neutrality. They serve to maintain the balance of the universe, though often they work in secret and are hardly ever seen. Vecra are considered the highest of the highest aberrations: their strange intelligences know no bounds, and they often have forms that are mind-boggling to those that observe them.

The vecra respond directly to a race of terrible alien intelligences called the Old Ones. The Old Ones dwell in the Veil of Darkness, a plane beyond the multiverse that contains mind blasting horrors and serves as the breeding pits of most aberrations, such as the mind eater and squird. Though other aberrations, and even some non-aberrations, may praise and worship the Old Ones like gods, the vecra serve as their lackeys and armed forces. Vecra rarely like to get in physical combat, instead using their mental prowess.

All vecra are immune to mind control powers, as their intelligence is far too great and too alien to be affected. They can communicate telepathically in any language, but they can also often speak Common and Aberrant.

All vecra can also cause fear up to a radius of 20 feet.

There are also tales of an ancient symbol known as the Elder Sign, which drives away and wards off vecra. Elder signs look like a five-pointed star with a burning eye in the center. They can only be drawn with a specialized mineral found only on the neutral planes.

Byakhee

Large Outsider, Neutral (N), Average Intelligence; Flight (1d8)

HD	12
AC	11
ATK	2 claws (1d10)
MV	20 (Fly 80)
SV	F6 R6 W7
XP	1,200 (CL 13)

Byakhee are strange creatures that look like a combination of a wasp, a dragon and a bat. They have humanoid arms and legs, and they fly with wasp-like wings growing from their shoulders. Their draconic heads are always flitting and looking around. Byakhee are not the smartest vecra, but they are the fastest, and they often serve as mounts for other vecra who wish to travel to other planes.

Powers: At will – greater teleport, burst, detect psionics, tongues; 3/day – energy push (sonic)

Dark Young

Huge Outsider, Neutral (N), Average Intelligence; Solitary or Pair

HD	8
AC	15
ATK	4 tentacles (1d8) or trample (2d6)
MV	30
SV	F5 R8 W8
XP	2,000 (CL 10)

Dark Young are strange vecra that dwell often in forests or swamplands. Their top halves are clusters of black, slimy tentacles, while they walk around on giant goat-like hooved legs. Mouths are dotted all over the creature, and they smell like dead animals. The dark young serve as the heavy hitters of the Vecra, only interfering to destroy something.

If a dark young hits by 5 or more, its opponent is snatched up by the tentacles, and the dark young is able

to make an additional bite attack that deals 1d10 points of damage. A successful bend bars check will free the captive.

Special Qualities: Resistant to piercing weapons, immune to heat, acid, electricity and poison

Deep Ones

Medium Outsider, Neutral (N), High Intelligence; Pod (2d6)

HD	3
AC	17
ATK	2 claws (1d4) or by weapon
MV	30 (Swim 60)
SV	F12 R12 W11
XP	150 (CL 3)

Deep Ones are the most common vecra, and they often serve as foot soldiers or spies for the Old Ones. Deep ones are humanoid in shape, resembling a fish-frog hybrid. They are usually hunched over, more loping and hoping around than actually walking. Their skin is usually a sickly green, and they often give off the smell of dead fish. They can breathe underwater and have built several cities beneath the waves.

Deep ones often live far underground or in coral reefs off of prosperous fishing ports. They organize themselves in large communities, consisting of about 1d10 x 20 deep ones. Two Deep Ones exist that are thought to be the leaders of all the Deep Ones; they are Dagon and Hydra. They are treated as normal Deep Ones with the giant template up to colossal.

Elder Thing

Medium Outsider, Neutral (N), Super Intelligence; Clutch (1d6)

HD	9
AC	14
ATK	3 tentacles (1d6)
MV	30 (Fly 50)
SV	F9 R9 W6
XP	900 (CL 10)

Elder things are the researchers of the vecra, and they often do field work to determine imbalances in the multiverse. They are barrel-shaped creatures with membranous wings. On top of the body is a head covered by 3-inch wiry cilia of

many colors. They have 5 red-irised, globed eyes. At the top of their heads are 5 mouthed tentacles, and at the base of their bodies are 5 powerful tentacles used for locomotion.

Elder things are naturally curious, but many cannot understand either their physical qualities or their goals. Elder things usually serve as the head of vecra forces, though if they are ever really in control is up for debate.

Special Qualities: Immune to heat and cold, power resistance 10%

Powers: At will – tongues, control light, control sound, conceal thoughts, detect psionics, body equilibrium

Great Race of Yith

Large Outsider, Neutral (N), Super Intelligence; Solitary or Pairs

HD	10
AC	15
ATK	2 claws (1d8)
MV	40
SV	F7 R8 W5
XP	2,500 (CL 12)

The Great Race of Yith are the scholars and scribes of the vecra. These strange beings are about 10 feet tall, and their bodies are cone shaped. They move around on a pseudopod at the base of their body, and they have four limbs extending out from their bulk that can expand and retract. Two limbs end in crab-like claws, one ends in a strange, red, trumpet-like organ used to feed with, and the final one ends with their head. The head is bulbous, with three large, black eyes and numerous feelers they use to manipulate stencils and pens with.

A member of the Great Race will sometimes perform mind switch on a humanoid, upon which it attempts to gather as much information as it can about the creature's home and time period. Often, they will dwell amongst the mortals for years at a time without being known about. Yithians live beyond space and time, so they can mentally project themselves to any point they please. It is also said that their bodies are not the first bodies that

the race have inhabited, and they most likely won't be the last.

Special Qualities: Power resistance 20%

Powers: At will – tongues, mind thrust, detect psionics, daze, mental disruption, conceal thoughts; 3/day – mental barrier, ego whip, id insinuation; 1/day – time hop; 1/week – mind switch

Mi-go, the Fungi from Yuggoth

Medium Outsider, Neutral (N), Super Intelligence; Swarm (1d6)

HD	6
AC	16
ATK	2 pincers (1d8) or weapon
MV	40 (Fly 60)
SV	F10 R9 W7
XP	600 (CL 7)

Mi-go are red, bat-winged creatures that have some of the physical aspects of lobsters. They have many feelers and legs, but their long necks end in a bulbous, featureless and fungoid head. Mi-go can easily speed across the Astral Plane on their wings, plunging between planets at will. Mi-go are usually the spies or infiltrators of the vecra, and they have the technology to remove a living brain from a mortal while keeping it alive and able to interact.

Some mi-go carry advanced weaponry not seen anywhere else on the multiverse. These weapons have a range of 100/300, and they deal 1d10 sonic damage.

Special Qualities: Immune to cold, darkness effects and vacuum.

PSIONIC ITEMS

In addition to magical items, psionic items exist in the world. Though they are often rarer, they can still harness as much power as magical items. They also come in a few varieties: Armor, shields, weapons, cognizance crystals, dorjes, power stones, psicrowns, psionic tattoos and universal items. Most psionic items have some inherent intelligence, and some are cursed. There are also major and minor psionic artifacts. Armor, shields and weapons function similarly to magic armor, shields and weapons. However, the new types require explaining.

Cognizance Crystals - Cognizance crystals hold power points that can be used to fuel psionic powers. Their power points can also be refueled.

Dorjes - Similar to a wand, a dorje is a slender crystal that contains the power to manifest a single power. A newly created dorje has 10 charges, and each use of the dorje depletes one of these charges.

Power Stones - Power stones are thumb sized crystals that contain multiple powers of possibly different levels, with each use of the stone "flushing" one of the powers.

Psicrowns - Similar to staves, a psicrown has a number of different (but often related) powers. These various shaped crowns have 10 charges, and each use of the psicrown depletes one of the charges.

Psionic Tattoos - These tattoos are scribed on the skin, allowing powers to manifest on the wearers. A creature can only have up to five tattoos at one time. The tattoos fade away after use.

Universal Items - Similar to wondrous items, these items include various articles of clothing, masks and jewelry that have a variety of effects.

Psionic items must be activated, similar to magic items. Most are activated by some kind of mechanical method, but some require command "thoughts" instead of command words. Even non-psionic characters can unleash command thoughts, but they still must be learned through a spell or power such as Psionic Identify.

SIZE AND PSIONIC ITEMS

The size of psionic items, like magic items, should be really of no concern. Refer to the rules about size and magic items in your game of choice for more information.

INTELLIGENT ITEMS

Some psionic items, mostly weapons, possess some intelligence. Only permanent magic items, like weapons and armor, have intelligence. Less than 1% of psionic items are intelligent.

CURSED ITEMS

Cursed psionic items function the same as cursed magical items, with the similar 5% of the item being cursed.

CHARGES AND MULTIPLE USES

If you happen to find a dorje or a psicrown in a horde of treasure and want to determine the number of charges it has, roll 1d10.

PSIONIC ITEMS OR MAGIC ITEMS

When determining treasure, a TK may wish to have a chance to offer either psionic or magic items. The general rule of thumb is that when a treasure horde says to roll a magic item, you could instead roll a psionic item of the same caliber (minor, medium or major). Alternatively, you could have a percentage chance to find more psionic items over magic items. For example, if you rolled that a treasure horde had a minor magic treasure, you could roll a d100. If it is less than 74, the item is a magical minor item. More than 74, it's a psionic minor item. You can adjust these percentages to suit the magical "levels" in your campaign world.

MINOR	MEDIUM	MAJOR	ITEM
01-04	01-10	01-10	Psionic Armor or Shield
05-09	11-20	11-20	Psionic Weapon
10-40	21-40	21-35	Cognizance Crystal
41-46	41-50	36-45	Dorje
47-81	51-68	46-67	Power Stone
-	69-82	68-75	Psicrown
82-93	83-89	76-87	Psionic Tattoo
94-100	-	-	Minor Universal Item
-	90-100	-	Medium Universal Item
-	-	88-100	Major Universal Item

PSIONIC ARMOR

Psionic armor can protect characters just as well as magical armor. In fact, they too have normal bonuses to AC in addition to the amount granted by the base shield or armor. You can use the Magic Armor tables in your game of choice to determine both the bonus and the shield/armor type, simply ignoring the specific armor or specific shield entries.

However, psionic armors have different special abilities that differ radically from their magical counterparts. Further, while most magic armors seem to be made of metal or wood, most psionic armor seems to have at least a few crystals in their construction. Powerful psionic armor may be entirely composed of hued or transparent crystals.

Roll D%. A result of 01-31 result indicates that the command thought, if there is one, is psionically imprinted and whispers itself into the users mind on acquisition, and 31-100 indicates no special qualities.

ARMOR SPECIAL ABILITIES

MIN	MED	MAJ	ABILITY	COST (GP)
01-30	01-07	01-03	Quickness	+1,000
31-74	08-30	04-05	Landing	+4,000
75-80	32-46	06-10	Floating	+4,000
81-96	47-55	11-20	Linked	+6,000
97	56-66	21-30	Seeing	+6,000
98	67-75	31-40	Power Resistance (5%)	+4,000
99	76-83	41-50	Ectoplasmic	+10,800
-	84-89	51-60	Gleaming	+9,000

-	90-94	61-70	Power Resistance (10%)	+9,000
-	95-98	71-77	Vanishing	+9,000
-	99	78-83	Mindarmor	+24,000
-	-	84-89	Power Resistance (20%)	+16,000
-	-	90-94	Radiant	+16,000
-	-	95-96	Aporter	+40,320
-	-	97-98	Power Resistance (30%)	+25,000
-	-	99	Phasing	+65,520
100	100	100	Roll twice	-

SHIELD SPECIAL ABILITIES

MIN	MED	MAJ	ABILITY	COST (GP)
01-35	01-05	01-03	Heartening	+720
36-60	06-10	04-05	Ranged	+1,000
61-89	11-15	06-10	Linked	+6,000
90-97	16-35	11-24	Power Resistance (5%)	+4,000
98	36-58	25-34	Manifester	+10,800
99	69-88	35-44	Averter	+12,960
-	89-92	45-54	Vanishing	+9,000
-	93-96	55-64	Power Resistance (10%)	+9,000
-	97-98	65-74	Wall	+20,160
-	99	75-81	Mindarmor	+24,000
-	-	82-88	Power Resistance (20%)	+16,000
-	-	89-93	Aporter	+40,320
-	-	94-96	Time Buttress	+25,000
-	-	97-99	Power Resistance (30%)	+25,000
100	100	100	Roll twice	-

Aporter: This shield allows the wearer to teleport anywhere within 500 feet that he can see, as the Psionic Dimension Door power. The item can do this twice a day.

Averter: Up to three times a day, a character can present this mentally frightening shield to an enemy. If they fail their Will save, they won't approach within 30 feet, as in the Aversion power.

Ectoplasmic: This armor or shield can, for up to 5 minutes per day, bestow upon the wearer the Ectoplasmic Form power.

Floating: This armor makes characters buoyant as with the Float power. It also grants a knack at Swimming.

Gleaming: This armor is usually made of crystal, though it doesn't have to be. It gleams and flashes constantly, giving the wearer a "fuzzy" appearance. This gives the affect of the Concealing Amorphia power on the owner.

Heartening: This shield can grant up to 5 temporary hit points per day on command. The hit points fade away after 4 minutes. It doesn't cost an action to manifest the power, either.

Landing: This armor allows a character to ignore damage from the first 60 feet of a fall. Even then, the character always lands on his or her feet.

Linked: This armor or shield allows the wearer to form a telepathic bond with other wearers of linked armor or shields within 10 miles. Otherwise, the ability functions as the Mindlink power.

Manifester: This shield generates 3 PP once per day that the wearer can use when manifesting any power they know, but they must all be used at once. A psionic character cannot pay PP cost from multiple sources.

Mindarmor: This armor grants a +2 bonus on Will saves to resist all mind-affecting and/or compulsion powers.

Phasing: This armor allows a character to move through wooden, plaster or stone walls as in the Psionic Phase Door power. Only the wearer can phase through the walls, up to a distance of 60 feet per day.

Power Resistance: This armor or shield grants power resistance to its wearer. It comes in either 5%, 10%, 20% or 30% resistance.

Quickness: This armor increases the wearer's speed by 5 feet.

Radiant: This armor grants a special bonus against energy attacks, which includes acid, cold, electricity, fire or sonic. The armor absorbs the first 10 points of damage from one of these sources, and then releases it as light that illuminates a 60-ft. radius area around the wearer.

Ranged: The wielder of a ranged shield can throw it in combat, with a range of 30/60 feet. The shield, when thrown, is treated as a ranged weapon. A buckler or light shield deals 1d6 damage, and a heavy shield deals 1d8. Tower shields cannot have this ability. Once the shield hits, it returns to the wielder on the next turn in battle.

Seeing: This armor grants a wider range of vision, so characters do not get a tactical advantage from flanking the wearer.

Time Buttress: This shield allows the owner to avoid telling blows by using time itself to shield him. Once a day, this allows the wielder to use the Timeless Body power.

Vanishing: On command, twice a day, this armor or shield effectively makes the wearer and his equipment invisible, as with the Cloud Mind power.

Wall: Once per day, the owner of this shield can drop it, effectively manifesting the Wall of Ectoplasm power.

PSIONIC WEAPONS

Psionic weapons can be just as dangerous as magical weapons. In fact, they too have normal bonuses to damage and attack as magical weapons. You can use the Magic Weapons tables in your game of choice to determine both the bonus and the weapon type.

However, psionic weapons have different special abilities that differ radically from their magical counterparts. Further, while most magic weapons seem to be made of metal or wood, most psionic weapons seems to have at least a few crystals in their construction. Powerful psionic weapons can be made entirely of crystal, sporting intricate traceries along the blade or haft that flicker and glow.

Roll d%. On a result of 01-30, the weapon telepathically mutters, croons, recites battle poems, screams or produces other mental "noises" when first drawn, at first blood, or when it slays a significant enemy. It cannot be silenced, and it cannot be concealed from creatures within 15-ft. when it's drawn. A result of 31-45 indicates that the command thought, if there is one, is psionically imprinted and whispers itself into the users mind on acquisition. A result of 46-100 indicates no special qualities.

MELEE WEAPON SPECIAL ABILITIES

MIN	MED	MAJ	ABILITY	COST (GP)
01-15	01-10	-	Psychokinetic	+2,000
16-45	11-25	01-09	Dissipater	+2,000
46-55	26-30	10-12	Lucky	+2,000
56-70	31-40	13-17	Sundering	+2,000
71-80	41-46	18-21	Power Storing	+2,000
81-99	51-56	22-30	Collision	+8,000
-	57-69	31-40	Suppression	+8,000
-	70-78	41-58	Psibane	+8,000
-	79-81	59-61	Parrying	+8,000
-	82-85	62-65	Manifester	+16,000
-	86-88	66-71	Bodyfeeder	+18,000
-	89-91	72-77	Mindfeeder	+18,000
-	92-93	78-83	Soulbreaker	+18,000
-	94	84-86	Psychic	+35,000
-	95	87-90	Coup de Grace	+50,000
100	96-100	91-100	Roll twice	-

RANGED WEAPON SPECIAL ABILITIES

MIN	MED	MAJ	ABILITY	COST (GP)
01-20	01-15	-	Teleporting	+2,000
21-40	16-30	-	Psychokinetic	+2,000
41-100	31-45	01-30	Collision	+8,000
-	46-50	31-40	Suppression	+8,000
-	51-69	41-67	Psibane	+8,000
-	70-78	68-73	Manifester	+16,000
-	79-82	74-79	Dislocator	+18,000
-	83-98	80-90	Great Dislocator	+32,000
-		91-97	Coup de Grace	+50,000
-	99-100	98-100	Roll twice	-

Bodyfeeder: This weapon saps health from an enemy on a natural roll of “20”. The weapon feeds on the blood and vigor of the enemy, giving the wielder a number of temporary hit points equal to the damage done. These hit points lasts for 10 minutes before it fades away.

Collision: Collision weapons increase their mass dramatically at the end of a swing or shot, dealing 5 extra points of damage on an attack.

Coup de Grace: With a Coup de Grace weapon, a natural roll of “20” prompts the target to make a Will save. If they fail, they are paralyzed for one round.

Dislocator: Up to three times a day, the wielder of this weapon can attempt to dislocate a foe. On a successful hit, the target makes a Will save. If they fail, they are teleported 1-100 miles away in a random direction. If you miss, the use is wasted.

Dissipater: This weapon is devastating to creatures and objects composed of ectoplasm. Against these things, its effective enhancement bonus is +2 better than its normal enhancement bonus and it deals double damage.

Great Dislocator: Up to three times a day, the wielder of this weapon can attempt to dislocate a foe even farther than the Dislocator weapon. On a successful hit, the target makes a Will save. If they fail, they are warped to a random plane of existence. If you miss, the use is wasted.

Lucky: When wielding this weapon, the owner can reroll a failed attack roll once per day.

Manifester: This works as the Manifester ability for shields and armor, except that it grants (5 PP) The same restrictions also apply.

Mindfeeder: Similar to the Bodyfeeder power, the Mindfeeder power grants temporary PP equal to the damage done. The PP disappears after 10 minutes. This power can also only be used once a day.

Parrying: This weapon perceives an instant into the future, granting a +1 bonus to the wielder’s AC and saves. The owner has these bonuses whenever he holds the weapon.

Power Storing: This weapon allows a manifester to store a single-targeted power of up to 5 PP in the weapon. Upon a successful attack, the weapon can immediately manifest the power on the owner’s volition, and it doesn’t count as an action. Once the power is manifested, the weapon is “empty” and can be imbued again.

Psibane: This weapon is extremely dangerous to psionic beings of all sorts. Against these creatures, its effective enhancement bonus is +2 better than its normal enhancement bonus and it deals double damage.

Psychic: A psychic weapon’s power changes depending on its wielder. To a nonpsionic creature, it’s just a normal weapon.

When a psionic creature wields it, it gains a further enhancement bonus based on the wielder's power reserve. The weapon's power decreases as the owner uses up PP, and it increases when he regains PP.

POWER POINTS	BONUS
1-29 PP	+1
30-79 PP	+2
80+ PP	+3

Psychokinetic: Upon command, a psychokinetic weapon glows from the inside with lethal psionic energy. The energy doesn't hurt the wielder, but it does deal an additional 1d4 damage on a successful hit.

Soulbreak: This weapon, on a natural roll of "20", inflicts one level of energy damage on a target.

Sundering: The owner of this weapon possesses the Sunder feat as long as they hold the item. If the owner already has the feat, the difficulty class of sundering is reduced by a further one point.

Suppression: Any opponent or object struck by this power is automatically targeted with the Dispel Psionics power. Ranged weapons can only use this power three times a day.

Teleporting: This ability can only be in weapons that can be thrown. A teleporting weapon travels through the Astral Plane, returning to the creature's hand on the following round.

COGNIZANCE CRYSTALS

Cognizance crystals are a set of small crystals that store PP for psionic characters. They have a core crystal, with two or three small crystals arranged in specific positions around it on strands of silver wire. The crystals weigh about 1 pound.

To activate the crystal, the user only needs to hold or have it on their person for at least 10 minutes. Afterwards, the user can utilize the stored PP.

Like all psionic items, characters cannot utilize PP from multiple sources, including their own reserves.

Cognizance crystals can also be recharged once they are depleted, being filled on a 1-to-1 basis. The PP stay there until they are drained, after which the imbue-er gains them. The crystals cannot be filled beyond their original capacity, and psionic users cannot restore their PP with the crystals.

MIN	MED	MAJ	MAX PP	COST
			STORAGE	
01-90	01-40	-	1	1,000 gp
91-100	41-74	-	3	4,000 gp
-	75-89	01-39	5	9,000 gp
-	90-98	40-59	7	16,000 gp
-	99-100	60-69	9	25,000 gp
-	-	70-79	11	36,000 gp
-	-	80-89	13	49,000 gp
-	-	90-95	15	64,000 gp
-	-	96-100	17	81,000 gp

DORJES

Dorjes are slender crystals that contain 10 charges of a single power, similar to an arcane wand. Every use of the dorje expends a charge; a dorje without charges is just a crystal. A normal dorje is an elongated crystal of one color and weighs almost nothing. It's often decorated with intricate carvings.

MIN	MED	MAJ	POWER LVL	COST
01-50	-	-	1st	750 gp
51-95	01-05	-	2nd	4,500 gp
96-100	06-65	-	3rd	11,250 gp
-	66-95	01-05	4th	21,000 gp
-	96-100	06-50	5th	33,750 gp
-	-	51-70	6th	49,500 gp
-	-	71-85	7th	68,250 gp
-	-	86-95	8th	90,000 gp
-	-	96-100	9th	114,750 gp

POWER STONES

Power stones are similar to dorjes in that they contain charges of powers. However, the power stone contains multiple powers, each one having only one charge. Power stones are thumb-sized chunks of crystals that have faint glows to them, the glow getting brighter the more powers it possesses. A used-up power stone is just a small crystal.

POWER STONE TYPES

D%	TYPE
01-70	Psion/Wilder
71-100	Warmind

POWERS IMPRINTED IN A POWER STONE

TYPE	NUMBER OF POWERS
Minor	1d3
Medium	1d4
Major	1d6

POWER STONE LEVELS

MIN	MED	MAJ	POWER LEVEL	COST
01-50	-	-	1st	25 gp
51-95	01-05	-	2nd	150 gp
96-100	06-65	-	3rd	375 gp
-	66-95	01-05	4th	700 gp
-	96-100	06-50	5th	1,125 gp
-	-	51-70	6th	1,650 gp
-	-	71-85	7th	2,275 gp
-	-	86-95	8th	3,000 gp
-	-	95-100	9th	3,825 gp

PSICROWNS

Psicrowns are similar to magical staffs; they contain multiple powers, but what they contain is limited and similar in theme. Thus, psicrowns are more specific than the general dorjes or power stones. Psicrowns have a total of 10 charges amongst their powers, with the wearer choosing what powers they spend the charges on. A depleted psicrown is just a simple crown, weighing about 1 pound.

MED	MAJ	PSICROWN	COST
01-20	01-09	Dominator	20,250 gp
21-51	10-20	Evader	28,500 gp
52-64	21-31	Cautious Warrior	32,063 gp
65-79	32-41	Beast	33,750 gp
80-97	42-68	Astral Legion	47,250 gp
98-100	69-78	Discerning Watcher	51,469 gp
-	79-89	Fiery Ruin	67,500 gp
-	90-97	Traveler	80,156 gp
-	98-100	Temporal Juggler	95,625 gp

Astral Legion: A crown made of white silk interwoven with crystalline strands or thread, this crown contains the following power: Astral Construct

Beast: Made from a prickly collection of bear claws and snake fangs, this crown contains the following powers: Claw of Energy, Prevenom, Psionic Lion's Charge, Truevenom.

Cautious Warrior: Made from shining iron alloy, this crown contains the following powers: Adapt Body, Body Adjustment, Defensive Precognition.

Discerning Watcher: This crown is made of pure, transparent crystal. It contains the following powers: Aura Sight, Clairtangent Hand, Clairvoyant Sense, Psionic Darkvision, Remote Viewing, Psionic True Seeing.

Dominator: Made from gray iron and shaped into an intricately fluted crown, this crown contains the following: Psionic Charm, Psionic Dominate, Psionic Suggestion.

Evader: Made from silk dyed an emerald green, this crown has an emerald crystal affixed to it. It contains the following powers: Catfall, Hustle, Psionic Fly, Psionic Free Action, Wall Walker.

Fiery Ruin: This crown is made from reddish iron and is shaped into a twisted circlet studded with reddish crystals. It contains the following powers: Energy Ball, Energy Cone, Energy Missile, Energy Stun, Fiery Disincorporation.

Temporal Juggler: Usually made from silky dyed several colors, it has a clear crystal affixed to it. It contains the following powers: Temporal Acceleration, Time Hop, Timeless Body.

Traveler: Roughly the same design as the Evader psicrown, this crown contains the following powers: Astral Traveler, Psionic Dimension Door, Psionic Greater Teleport, Psionic Teleport.

PSIONIC TATTOOS

Psionic tattoos are designs scribed on the skin that have a psionic power latent within their etchings. The wearer doesn't get to choose the effect of the tattoo; the scribe

does. Psionic tattoos come in various sizes, but a character can only have five at a time.

Most psionic tattoos are colorful patterns with tiny, interlacing lines within a large design. They can be as simple as a circle or star, or as complex as the scribe wants. Psionic tattoos found in treasures are small pouches that contain a sterile needle and a powder that, when mixed with water, becomes the psionically charged ink. Keep in mind that though the wearer of the tattoo does not need to be psionic, the scribe does. They can also only scribe powers they have in their repertoire, and they can only scribe powers up to 3rd level.

To activate a psionic tattoo, the wearer simply has to tap it with their hand or fingers. The power it contains is then manifested and the tattoo fades away. Another character can also tap the tattoos if the wearer is unconscious.

MIN	MED	MAJ	POWER LEVEL	COST
01-47	01-08	-	1st	50 gp
48-100	09-75	01-50	2nd	300 gp
-	76-100	51-100	3rd	750 gp

UNIVERSAL ITEMS

Universal items are psionic items that don't fit into any other category.

MINOR UNIVERSAL ITEMS

D%	ITEM	COST
01-07	1-Charge Shard	30 gp
08-14	Crawling Tattoo (1st level)	50 gp
15-24	2-Charge Shard	160 gp
25-28	Crawling Tattoo (2nd level)	300 gp
29-31	Pearl, Brain Lock	300 gp
32-38	3-Charge Shard	450 gp
39-41	Boots of Stomping	600 gp
42-44	4-Charge Shard	700 gp
45-50	Crawling Tattoo (3rd level)	750 gp
51-53	Pearl, Breath Crisis	750 gp
54-59	Boots of Landing	1,000 gp
60-67	5-Charge Shard	1,000 gp
68-71	Pearl, Personality Parasite	1,400 gp
72-79	Crystal Mask of Languages	2,500 gp
80-85	Eyes of Expanded Vision	3,000 gp
86-89	Gloves of Object Reading	3,000 gp

90-92	Mirror of Suggestion	3,600 gp
93-97	Torc of Free Will	6,000 gp
98-100	Boots of Skating	7,000 gp

MEDIUM UNIVERSAL ITEMS

D%	ITEM	COST
01-04	Psionatrix of Clairsentience	8,000 gp
05-08	Psionatrix of Metacreativity	8,000 gp
09-12	Psionatrix of Psychokinesis	8,000 gp
13-16	Psionatrix of Psychometabolism	8,000 gp
17-20	Psionatrix of Psychoportation	8,000 gp
21-25	Psionatrix of Telepathy	8,000 gp
26-27	Third Eye Penetrate	8,000 gp
28-29	Mirror of Time Hop	9,000 gp
30-31	Crystal Mask of Detection	10,000 gp
32-35	Crystal Mask of Dread	10,000 gp
36-45	Third Eye Aware	10,000 gp
46-55	Third Eye Powerthieve	10,080 gp
56-58	Third Eye View	10,180 gp
59-61	Crystal Mask of Mindarmor	10,667 gp
62-68	Gloves of Titan's Grip	14,000 gp
69-70	Skin of the Claw	16,000 gp
71-72	Amulet of Catapsi	16,200 gp
73-74	Skin of the Chameleon	18,000 gp
75-76	Pearl, Mind Seed	18,500 gp
77-78	Mirror of Mind Switch	19,800 gp
79-84	Crystal Anchor, Body	24,000 gp
85-86	Crystal Anchor, Comprehension	24,000 gp
87-88	Crystal Anchor, Creation	24,000 gp
89-90	Crystal Anchor, Energy	24,000 gp
91	Crystal Anchor, Ghost	24,000 gp
92-93	Crystal Anchor, Mind	24,000 gp
94-95	Crystal Anchor, Travel	24,000 gp
96-100	Third Eye Sense	24,000 gp

MAJOR UNIVERSAL ITEMS

D%	ITEM	COST
01-08	Skin of the Defender	32,000 gp
09-16	Torc of Power Preservation	36,000 gp
17-24	Boots of Temporal Acceleration	43,200 gp
25-32	Third Eye Repudiate	43,200 gp
33-40	Skin of Fiery Response	60,000 gp
41-49	Skin of the Troll	61,200 gp
50-57	Skin of the Hero	77,500 gp
58-63	Skin of the Spider	79,080 gp
64-72	Skin of Proteus	84,000 gp
73-80	Third Eye Expose	112,000 gp

81-87	Third Eye Conceal	120,000 gp
88-92	Third Eye Dominate	120,000 gp
93-97	Skin of Iron	129,600 gp
98-100	Skin of the Psion	151,000 gp

Amulet of Catapsi: This copper amulet aids the wearer against other psionic characters. Once per day, the wearer can activate it, creating a 30-ft. radius area of psionic noise that lasts for 9 rounds. Any creature within the amulet's area of affect who tries to manifest a power must make a Will saving throw. If they fail, their power fizzles with no effect, wasting it.

Boots of Landing: These boots allow the wearer to recover instantly from falls. No matter how high the character falls, he takes two fewer dice of damage from the fall than normal.

Boots of Skating: These boots allow the wearer to slide along the ground at will as if using the Skate power.

Boots of Stomping: These boots allow the wearer to use Stomp as the power three times per day.

Boots of Temporal Acceleration: These boots allow the wearer to speed up his own time frame for 2 rounds as if using the Temporal Acceleration power. The boots can do this once per day.

Crawling Tattoos: These tattoos resemble standard psionic tattoos, but they are more harmful than helpful. These tattoos can hold any 3rd-level power that targets one creature. The exceptions are the body adjustment power, which can be scribed, and telepathy powers, which can't be.

When a crawling tattoo is tapped, it does not activate. Instead, it animates, jumping off the skin of the owner and scurrying towards the target moving at a speed of 30 feet. The tattoo can be killed (18 AC, 1 HD), causing the tattoo to fizzle away uselessly. However, once it reaches its target, it makes attacks until successful. When it hits, the power the tattoo has affects the target if the target fails its save. However, a power that can be avoided with a Reflex save, the target automatically fails. Crawling tattoos can deliver helpful as well as harmful powers.

Crystal Anchor: A crystal anchor is a shaft of transparent crystal 4 to 5 feet in length and sharpened on one end. When it is plunged into the ground, it projects an invisible 30-ft. radius field. If a power from the specified discipline is manifested within the range (the discipline is chosen on item creation), the manifester must make a Will save or suffer as in the Brain Lock power. However, the effect lasts until it is dismissed or dispelled by the person who drove in the anchor. The anchor can only attempt to snare victims five times a day, with its victims having a filament of insubstantial ectoplasm connecting them to the shaft. The owner of the anchor can choose to exclude certain creatures from the anchor's effect.

■ **Body Crystal Anchor-** Anchors to those who use psychometabolism powers.

■ **Comprehension Crystal Anchor-** Anchors to those who use clairsentience powers.

■ **Creation Crystal Anchor-** Anchors to those who use metacreativity powers.

■ **Energy Crystal Anchor-** Anchors to those who use psychokinesis powers.

■ **Ghost Crystal Anchor-** Anchors to those who use the Remote Viewing power.

■ **Mind Crystal Anchor-** Anchors to those who use telepathy powers.

■ **Travel Crystal Anchor-** Anchors to those who use psychoportation powers.

Crystal Masks: These masks made of crystal can conform themselves to most humanoid faces. They are transparent, but distort the owner's image. Crystal masks are treated as eyewear or goggles.

■ **Crystal Mask of Detection-** Gives the wearer the knack for Find Secret Doors.

■ **Crystal Mask of Dread-** Gives the wearer the knack for Trickery.

■ **Crystal Mask of Languages-** Gives the wearer the ability to speak and write 3 different languages.

■ Crystal Mask of Mindarmor- Gives the wearer a +2 bonus to Will saves.

Eyes of Expanded Vision: These crystal lenses fit over the user's eyes, expanding their field of vision. These prevent enemies from getting a tactical advantage for flanking against the owner.

Gloves of Object Reading: While wearing these gloves, the user can learn the details of an inanimate object's previous owner if he handles the object, as if manifesting the Object Reading power.

Gloves of Titan's Grip: While wearing these gloves, the owner gains a +4 bonus to grapple attacks. The bonus starts when he enters a grapple, and it lasts for 7 rounds. The bonus can be activated up to three times per day.

Mirror of Mind Switch: This small hand mirror manifests its power once per day against a creature that sees its reflection within it (with a range of 30 feet). A creature who meets his own gaze must make a Will save. If they fail, they are affected by the Mind Switch power with the owner of the mirror.

Mirror of Suggestion: This small hand mirror manifests its power twice per day against a creature that sees its reflection within it (with a range of 30 feet). A creature who meets his own gaze must make a Will save. If they fail, they are affected by a Psionic Suggestion power chosen by the mirror's wielder.

Mirror of Time Hop: This small hand mirror manifests its power twice per day against a creature that sees its reflection within it (with a range of 30 feet). A creature who meets his own gaze must make a Will save. If they fail, they are pushed forward in time by 5 rounds as if subject to the Time Hop power.

Pearl, Brain Lock: This tiny pearly sphere speeds towards its target when it's hurled by its owners. He can hurl the pearl at any target within 130 feet. When the pearl reaches its target, they must make a Will save. If they fail, the pearl enters the target's flesh, mentally paralyzing them for 3 rounds per the Brain Lock power. The item is destroyed after use.

Pearl, Breath Crisis: This tiny pearly sphere speeds towards its target when it's hurled by its owners. He can hurl the pearl at any target within 150 feet. When the pearl reaches its target, they must make a Will save. If they fail, the pearl enters the target's flesh, affecting them as if by the Crisis of Breath power for 5 minutes. The item is destroyed after use.

Pearl, Mind Seed: This tiny pearly sphere takes on the skin tone and texture of whatever creature handles it. It speeds towards its target when it's hurled by its owners. He can hurl the pearl at any target within 150 feet. When the pearl reaches its target, they must make a Will save. If they fail, the pearl enters the target's flesh, and the target is affected as if by the Mind Seed power, with the pearl's wielder acting as the manifester. The item is destroyed after use.

Pearl, Personality Parasite: This tiny pearly sphere speeds towards its target when it's hurled by its owners. He can hurl the pearl at any target within 130 feet. When the pearl reaches its target, they must make a Will save. If they fail, the pearl enters the target's flesh, affecting them as if by the Personality Parasite power for 5 rounds. This item is destroyed after use.

Psionatrix: Each of these multifaceted crystals is worn as an amulet. Each grants a -2 save penalty to creatures trying to resist the manifester's powers of the discipline to which the psionatrix is keyed.

■ Psionatrix of Clairsentience: A blue light glimmers in this crystal's heart.

■ Psionatrix of Metacreativity: A green light glimmers in this crystal's heart.

■ Psionatrix of Psychokinesis: A red light glimmers in this crystal's heart.

■ Psionatrix of Psychometabolism: A violet light glimmers in this crystal's heart.

■ Psionatrix of Psychoportation: A yellow-red light glimmers in the crystal's heart.

■ Psionatrix of Telepathy: A piercing yellow light shines from this crystal's heart.

Psychoactive Skins: These skins, sometimes called ectoshells, are fist-sized globs of psionically charged ectoplasm. As an action, the ectoshell spreads over and covers a Large or smaller creature that has the right command thought; the same thought returns the psychoactive skin to its glob form. The skins are charged with a wide array of powers that constantly affect the wearer. The skin is a second skin, allowing the wearer to see, hear and breathe normally. Up to three skins can be worn at the same time, though only one is active. Changing skin “layers” counts as an action.

- **Skin of the Chameleon:** This skin constantly changes textures and colors, giving the wearer a knack in Hide in Shadows.

- **Skin of the Claw:** This skin only works on those who have warmind levels. While wearing the skin, he can activate the Claws of the Beast power at will.

- **Skin of the Defender:** This skin grants the player a +2 bonus to their natural AC.

- **Skin of Fiery Response:** The skin continually grants the wearer the effect of the Energy Retort power, except the damage is always fire based and it only deals 2d6 damage.

- **Skin of the Hero:** This skin grants the hero a +1 bonus to AC, saves and attack rolls.

- **Skin of Iron:** This skin affects the wearer as the Psionic Iron Body power up to three times per day for 15 minutes with each use. When not active, the skin has no protective qualities.

- **Skin of Proteus:** This skin continually affects the wearer as the Metamorphosis power.

- **Skin of the Psion:** This skin grants the wearer 7 bonus PP a day and 30% power resistance.

- **Skin of the Spider:** This skin grants the wearer a knack in Climb Sheer Surfaces, as well as placing them continually under the affect of the Body Equilibrium power. Three times per day, the wearer can manifest the

Entangling Ectoplasm power against a target within 30 feet.

- **Skin of the Troll:** This skin continually affects the wearer as in the True Metabolism power.

Shards: Shards are tiny fragments of cast-off crystal imprinted with miniscule bits of psionic power. When a character grips a shard, they gain a temporary knack for a skill of their choice. This knack lasts for 10 rounds or until the skill is used. Each shard can be used a certain amount of times; after the final use, the shard disintegrates.

Third Eyes: These objects appear as small crystals, always with at least one wide, flat facet, and contain a variety of powers. When activate, the crystal adheres itself to the center of the owner’s forehead. Only one third eye can be worn at a time.

- **Aware:** Grants the owner a knack for Find Hidden Doors.

- **Conceal:** While worn, this eye protects the wearer from view by all devices, powers and spells that detect, influence or read emotions or thoughts. It affects the wearer as if they enjoyed the benefit of the Psionic Mind Blank power.

- **Dominate:** The wearer of this eye can attempt to dominate a subject as with the Psionic Dominate Power once per day.

- **Expose:** The wearer of this eye knows when someone lies directly to him.

- **Penetrate:** This eye reduces an enemy’s power resistance by 10% versus the owner’s powers.

- **Powerthieve:** This eye allows the owner to borrow one power from a psionic target within 40 feet once per day if the target fails its save. The wearer retains knowledge of the power for 70 minutes.

- **Repudiate:** This eye allows the owner to manifest Dispel Psionics once per day.

- **Sense:** This eye lets the wearer manifest the Clairvoyant Sense power at will.

- **View:** The wearer of this eye can spin a quasireal version of himself and send it over virtually any distance as if using

the Remote Viewing Power. The eye can do this once per day.

Torc of Free Will: This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of this torc is not affected by the Brain Lock power or items that produce brain lock effects.

Torc of Power Preservation: This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of this torc manifests all powers by paying PP equal to the standard cost minus 1, with a minimum of 1.

CURSED PSIONIC ITEMS

The following curses apply to only psionic items.

D%	CURSE
01-33	Backfire
34-66	Exhausting
67-100	Subversive

Backfire: The imbedded psionic effect of the cursed item targets the user instead of its intended target.

Exhausting: A cursed item of this sort resembles a normal psionic item with a power that can be freely activated, but it instead drains the user of power points whenever he activates the power.

Subversive: A cursed item of this sort appears identical to a standard psionic item. However, it holds an inner malice for the wearer, whose saving throws take a constant -2 penalty. The owner isn't instantly aware of this penalty but may become aware after a while.

SPECIFIC CURSED ITEMS

Reverse Capacitor: This crystal, which resembles a cognizance crystal, appears to store PP, but in reality drains them. When a manifester attempts to use the PP supposedly stored in the Reverse Capacitor, he instead loses 1d6 PP per round for 7 rounds. These PP are simply lost, though they can be restored as normal through rest.

PSIONIC ARTIFACTS

Sutra of Tranquil Thought: This monastic tome describes ancient techniques of mental focus and is highly prized by psionic practitioners. If a psionic character who is not evil studies the work during one week of solitary contemplation, he gains 12 bonus PP and XP sufficient to place him halfway into the next level of experience. Those who use their powers for evil are punished for their impertinence, losing 5d6 x 1,000 XP for defiling the book. In addition, they must make a Will save or be confused as if affected by the Insanity power. Once the book is read, it vanishes into the Astral Plane to an unknown destination. Even if it is found again, the same character cannot benefit from it again. This book is useless to nonpsionic creatures; those who look at it simply find a book full of elaborate patterns and drawings of mysterious beings.

Annulus: The annulus is the ultimate psionic nullifier; if it's found, it could bring upheaval to the entire multiverse. The artifact is a 1-foot-diameter ring of silvery material lined with tiny slots, antennae and spheres, though two smoothed lengths of the ring providing a grasping point. The annulus contains several powers, all of which can be accessed when it is gripped; the knowledge of the powers fill the owner's head when the object is grabbed.

- The annulus creates a 100-ft. radius effect around the caster that is like the Amulet of Catapsi.
- The wielder gets a +2 bonus to resist all ability damage.
- Once per day, the wielder can trigger the Ultrablast power.
- Three times per day, the wielder can trigger an effect similar to the Psionic Dimensional Anchor power that affects all creatures in a 50-ft. radius.

The primary power of the Annulus is psionic nullification. Once per year, the wielder can trigger this effect, though it takes 10 rounds to manifest. The wielder specifies a target or targets within a 100-ft. radius, ranging from a specific psionic individual or item to a group of psionic beings who share the same philosophy. The nullification is accompanied by blast of light, heat and sound. Any psionic target within the range, regardless of its protection, disintegrates in a terrific explosion. Nullifying a more powerful being, such as a

demigod, destroys the artifact after the creature is destroyed.

Psicrown of the Crystal Mind: An elaborate crystalline psicrown etched with strange designs, this exceptional psicrown is so invested with power that it is considered an artifact. Unlike most psicrowns, this one contains 100 charges to spread amongst the powers. In addition, the psicrown grants 40% power resistance to its owner. As a special one-time use of the psicrown, the wearer can channel all the remaining charges in to an uncontrolled burst of energy. All within 20 feet of the owner take damage equal to the amount of charges left. The crown contains these following powers: Burst, Catfall, Concealing Amorphia, Concussion Blast, Psionic Daze, Detect Psionics, Psionic Dominate, Far Hand, Float, Mindlink, Inertial Armor, Telekinesis, Psionic Teleport, Thicken Skin, True Metabolism.

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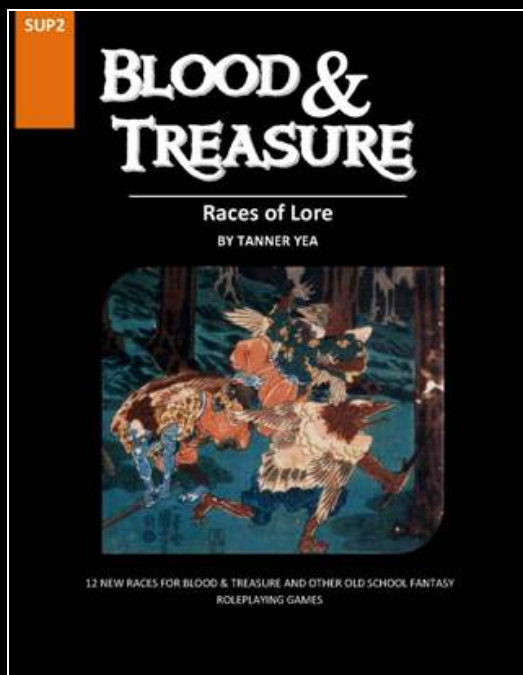
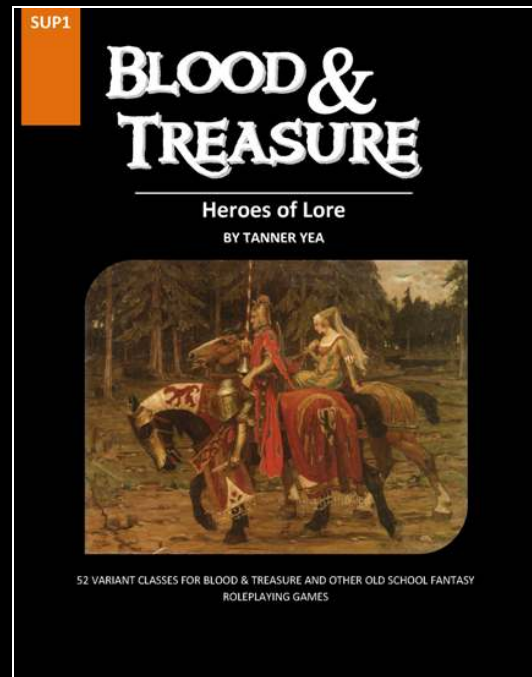
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