

The Genius Guide to: FEATS OF PSIONIC MIGHT



PSIONICS
UNLEASHED
COMPATIBLE

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

I have always been a big fan of psionics. Some of my first professional, paid projects were articles about psionics for previous editions of the rules (in a magazine with a name that rhymes with *Flagon*). My decade-long home campaign had numerous psionic groups and characters, and I continued to allow such characters in the more recent OGL games I ran. With the advent of the *Pathfinder Roleplaying Game Core Rulebook*, however, psionics suddenly seemed out of kilter with the new rules. Although they were close enough that I could use them, I saw a disconnect between the old psionics rules and the new game. The amount of work required to bring them fully in line with what I was now playing seemed insurmountable. I feared my beloved psionics might be gone for good.

Then, Dreamscarred Press released *Psionics Unleashed Core Psionics System*. The rulebook takes the old psionics rules, and brings them fully in line with the new game. Characters from psions to soulblades are as good as new, maybe better, and can stand side-by-side with rogues, wizards, paladins, witches, and inquisitors as viable options for player and GM alike. *Psionics Unleashed* is clearly one of the best examples of the OGL in use, taking rules and ideas that already existed and putting a new spin (and a lot of hard work) into them to create something new.

Of course, any new rules set can use even more options! As we do with many subjects, Super Genius Games plans to explore and expand the existing psionics rules, starting with this product. We want to do this both because they are excellent rules and because they have a broad community already adapting them. We plan for all our psionics-related products to build off the rules from *Psionics Unleashed*, and we thank Dreamscarred Press for allowing us to indicate that compatibility with the *Psionics Unleashed* Compatibility Logo.

USING PSIONICS

You can use psionics in a campaign in many ways, and we've made an effort to make this product compatible with most of them. The easiest option, of course, is to allow psionic classes and powers in their totality, often as a rare element of a campaign world, or one that originates in far-off lands. You can also choose to bring only elements of the psionics rules into a game, and this option is popular with groups that like new feats and items, but feel psionics are too science-fiction oriented to fit comfortably in their fantasy campaigns.

A more drastic option is to allow all the psionics rules, but you could rebrand them as just another form of magic (again, possibly a rare and foreign magic). The easiest way to do this is to replace names with a strong "psionics" feel to them with more traditional fantasy names. For example, the psion becomes the mage, the psychic warrior becomes the knight-mage, and the soulknife becomes the mageblade. You can use similar search and replace options for the psionic disciplines (clairaudience becomes farseeing, metacreativity becomes invocation, psychokinesis becomes elementalism, psychometabolism becomes flesh shaping, psychoportation becomes portal magic, and telepathy becomes mind reading), items (dorjes become wands), and even individual powers. Although this can take a fair amount of work, the end result is a flexible, balanced form of magic that can act more like magic in most fantasy fiction than the standard spellcaster options.

Many of the psionic feats presented in this product are designed to be useful to classes that aren't traditionally psionic and are developed with the assumption that characters using these other classes might want to gain a little psionic ability with the Wild Talent feat. You can use the feats easily in many styles of game or when the psionic focus mechanic is replaced with something less mental and more magical. An example of such an option, the Mystic Focus feat, is presented below as a rules alternative so that characters can access many feats in this product without being psionic.

MYSTIC FOCUS

You can harness your personal magic energy into a tight focus.

Benefit: You can establish, maintain, and expend your mystic focus. Gaining mystic focus requires a full-round action that provokes attacks of opportunity. Once you are mystically focused, you remain focused until you expend your focus, become unconscious, or go to sleep (or enter a meditative trance in cases of races who do not sleep). You can use your mystic focus in place of a psionic focus for any feat you have that requires you to maintain and/or expend a psionic focus.

PSIONIC FEATS

Psionic feats are available only to characters with a reservoir of psionic power and those with the ability to manifest psi-like powers. Psionic feats are supernatural abilities, and as such they cannot be disrupted in combat (as powers can be)

and generally do not provoke attacks of opportunity (except as noted in their descriptions). Many psionic feats can be used only when you are psionically focused; others require you to expend your psionic focus to gain their benefit. Expending your psionic focus does not require an action; it is part of another action (such as using a feat). When you expend your psionic focus, it applies only to the action for which you expended it. For more information on psionic focus, and how it interacts with psionic feats, see **Psionic Focus** in **Chapter 3: Skills and Feats** of *Psionics Unleashed*.

MANTRA FEATS

Manifesting a psionic power does not require any vocalization—manifesting powers have no equivalent to the verbal components for which spells often call. However, just because psionic powers don't require verbalization does not mean intonations cannot assist someone manifesting a power. Many psionic traditions are associated closely with esoteric philosophies that use mantras, short phrases that can be repeated ritualistically, to achieve transformative mental states. With practice and training, such transformative mental states can augment an aspect of the user's psionic powers. Each mantra feat represents mastery of a single psionic mantra technique.

Using mantra feats follow the same limitations as verbal components for spells: A silenced or mute manifester cannot use mantra feats, and a deaf manifester is 20% likely to speak a mantra incorrectly and not

TABLE 1: FEATS

Feat	Prerequisites	Benefit
Boundless Mind	Wis 13	Use a mantra to increase your powers' effectiveness.
Deep Focus	Skill Focus (autohypnosis)	Gain a second psionic focus.
Endless Mind	Wis 13	Use a mantra to increase your powers' duration.
Higher Consciousness	Wis 13	Use a mantra to increase how many points you can spend on a power.
Infinite Mind	Wis 13	Use a mantra to increase your powers' range.
Instinctive Power	Level 5	Gain two powers known at –4 manifester level.
Intuitive Leap	–	Expend psionic focus for a bonus to a skill check.
Oneness	Level 4	Increase your manifester level to compensate for nonpsionic class levels.
Power of Surprise	Dex 13	Use a mantra to make your powers more effective against flat-footed targets.
Psijinx	Hex class feature, at least one metapsionic feat	Augment your witch's hexes with metapsionic feats.
Psionic Bull Rush	Improved Bull Rush	Use psionic focus to damage bull rushed foes.
Psionic Channel	Improved Channel, channel energy class feature	Use psionic power points to augment your channel energy.
Psionic Counterspell	Improved Counterspell	Use psionic focus to damage counterspelled foes.
Psionic Critical	Improved Critical	Use psionic focus to deal additional damage on a critical hit.
Psionic Disarm	Improved Disarm	Use psionic focus to damage disarmed foes.
Psionic Familiar	Improved Familiar, familiar class feature	Grant your familiar bonuses with your psionic focus.
Psionic Fortitude	Great Fortitude, Improved Great Fortitude	Use psionic focus to delay the effect of a failed saving throw.
Psionic Grapple	Improved Grapple	Use psionic focus to move targets you successfully grapple.
Psionic Initiative	Improved Initiative	Use psionic focus to gain a +6 bonus to initiative checks.
Psionic Overrun	Str 13, Improved Overrun, Power Attack, base attack bonus +1	Use psionic focus to damage overrun foes.
Psionic Precise Shot	Dex 19, Improved Precise Shot, Point-Blank Shot, Precise Shot, base attack bonus +11	Use psionic focus to shoot through barriers.
Psionic Reflexes	Improved Lightning Reflexes, Lightning Reflexes	Use psionic focus to delay the effect of a failed saving throw.
Psionic Shield Bash	Improved Shield Bash, Shield Proficiency	Use psionic focus to rattle targets of a shield bash.
Psionic Sunder	Str 13, Improved Sunder, Power Attack, base attack bonus +1	Use psionic focus to damage the target of a sunder.
Psionic Trip	Int 13, Combat Expertise, Improved Trip	Use psionic focus to damage the target of a trip.
Psionic Unarmed Strike	Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist	Use psionic focus to punch through barriers.
Psionic Will	Improved Iron Will, Iron Will	Use psionic focus to delay the effect of a failed saving throw.
Psychic Bond	Autohypnosis as class skill, Wis 13	Bond with one item, gaining luck bonuses with it.
Sensitive	–	Gain a sixth sense about magic and psionics.
Speed of Thought	–	Use psionic focus to gain actions in the surprise round.
Summon Intellect Flyers	Spell Focus (conjuration) or Psionic Endowment	Summoned or created allies gain psionic feats.
Yiaster Bomb	Bomb class feature	Use bombs to deliver psionic powers.
Yiaster Draught	Extract class feature	Drink extracts to regain power points.
Wild Power	–	Manifest your power in a surge of chaotic energy.
Wild Talent	–	Your latent psionic ability flares to life.
METAPSIONIC POWERS		
Legion Power	–	Increase how many targets your power effects.



gain the benefit of any mantra feat. Note that inability to use a mantra feat does not prevent the manifester from using a psionic power. A psion trying to use the Boundless Mind feat while deafened has a 20% chance to pronounce the mantra incorrectly, but that does not prevent him from manifesting his power normally even if he fails the mantra. It would only prevent him from gaining the benefit of the Boundless Mind mantra feat. When in doubt as to whether a character can use a mantra feat, use the same ruling you would regarding verbal spell components.

FEAT DESCRIPTIONS

BOUNDLESS MIND [MANTRA, PSIONIC]

You use a mantra to open your mind to the idea of having no limits, expanding the power of your psionic powers.

Prerequisite: Wis 13.

Benefit: As a move action, you can use a mantra to expand your mind. Until the beginning of your next turn, all variable, numeric effects of any psionic power you use (other than its range, area, number of targets, or duration) are calculated as if your manifester level was four higher. For example, a 15th-level nomad using the *banish* power could normally banish a maximum of 30 HD of creatures, but using the Bondless Mind feat he could banish up to 38 HD of creatures.

This feat has no effect on how many power points you can spend on the power. It affects only the power's calculations that are based on your manifester level, not including those for duration, range, area, and number of targets.

DEEP FOCUS [PSIONIC]

You have learned to create a deep psionic focus—a place of special calm and concentration in your subconscious mind.

Prerequisite: Skill Focus (autohypnosis).

Benefit: At any time when you need to expend your psionic focus, you can expend your deep psionic focus instead. However, maintaining your deep psionic focus does not qualify as maintaining focus for the use of feats, abilities, or powers. Once expended, it requires an hour of uninterrupted meditation to renew your deep psionic focus.

ENDLESS MIND [MANTRA, PSIONIC]

You use a mantra to open your mind to the concept of endlessness, expanding the duration of your psionic powers.

Prerequisite: Wis 13.

Benefit: As a move action you can use a mantra to expand your mind. Until the beginning of your next turn, the duration of any psionic power you use is calculated as if your manifester level was four higher. This has no effect on how many power points you can spend on the power, only on the calculations for duration that are based on your manifester level.

HIGHER CONSCIOUSNESS [MANTRA, PSIONIC]

By focusing your mental energy with ritualistic intonations and practiced hand movements, you raise your psionic power to a higher level of power.

Prerequisite: Wis 13.

Benefit: As a move action, you can increase your manifester level by +1 for

purposes of determining how many power points you can spend to augment a psionic power. This does not increase your manifester level for any other manifester level-dependent effects, such as range, duration, or the ability to overcome power resistance.

Normal: You cannot spend more power points on a psionic power than your manifester level.

INFINITE MIND [MANTRA, PSIONIC]

You use a mantra to open your mind to the concept of infinity, expanding the scope of your psionic powers.

Prerequisite: Wis 13.

Benefit: As a move action, you can use a mantra to expand your mind. Until the beginning of your next turn, the range, area, and number of targets of any psionic power you use are calculated as if your manifester level was four higher. This has no effect on how many power points you can spend on the power, only on the calculations for range, area, and number of targets that are based on your manifester level.

INSTINCTIVE POWER [PSIONIC]

You gain new powers, but lack full control over them.

Prerequisite: Character level 5.

Benefit: Add to your powers known two additional powers of any level up to half your character level -2. If you already have five or more levels in a class that grants you a manifester level, you can choose any powers, including powers from another discipline's list or even from another class's list, even if that power is already on your

class's power list. Your manifester level for these powers is four lower than your true manifester level.

If you do not already have five or more levels in a class that grants you a manifester level, you must choose both powers from a single class's powers list. You gain a manifester level equal to your character level -4.

Special: You can gain this feat multiple times. Each time, you learn two new powers at any level up to two less than the highest-level power you can manifest, with a manifester level four lower than your true manifester level.

INTUITIVE LEAP [PSIONIC]

You can use your instincts to aid you with a single skill.

Benefit: Select one skill. When making a skill check for this skill, you can expend your psionic focus to gain a +3 enhancement bonus to the skill check. You cannot regain your psionic focus for a period of time equal to the time required for the skill check.

Although many skill checks take a single action, allowing you to regain your psionic focus on your next turn, some skill checks represent considerably longer periods of time. Using this feat to boost a Craft check representing 8 hours of work, for example, would prevent you from regaining your psionic focus for 8 hours. Similarly, if you take 20 on a skill check and use this feat, you might not be able to regain your psionic focus for several minutes.

LEGION POWER [METAPSIONIC]

You can manifest powers that affect additional targets.

Benefit: To use this feat, you must expend your psionic focus. You can alter a power with a defined number of targets (as opposed to an area or effect) to affect 1d3 additional targets. All targets must match the target type required by the power (if the power normally affects one living target, with this feat it can affect 1d3+1 living targets). Powers that affect you as a target are still restricted to only affecting you, and thus normally gain no benefit from this feat. Using this feat increases the power point cost of the power by 5. The power's total cost cannot exceed your manifester level.

ONENESS [PSIONIC]

Having learned all things are part of a single greater thing, you have learned to apply your experiences outside mental studies to boost your mental power.

Prerequisite: Character level 4.

Benefit: You increase your manifester level by +2, to a maximum of two less than your character level. This feat is normally taken by characters who have multiclassed between psionic and nonpsionic classes, to prevent their manifester level from falling too short of their character level.

Special: You can take this feat more than once. Each time you take it, it increases your manifester level by +2, but your manifester level can never exceed a value of your character level -2.



POWER OF SURPRISE

[MANTRA, PSIONIC]

You can concentrate your psionic powers to overwhelm an unprepared target.

Prerequisite: Dex 13.

Benefit: As a move action, you can concentrate your psionic powers so they are more effective against flat-footed targets. This focus lasts for 1 minute, after which you must take another move action to concentrate your powers again. While this feat is active, flat-footed targets take a -2 penalty to saving throws against your psionic powers.

PSIJINX

You can augment your hexes with psionic power.

Prerequisites: Hex class feature, at least one metapsionic feat.

Benefit: You can augment your hexes with metapsionic feats you know. You can apply only one metapsionic feat to a specific use of a hex, and you must pay the normal power point cost of the metapsionic feat.

PSIONIC BULL RUSH [PSIONIC]

You can use psionic energy to carry the force of a bull rush through your foe.

Prerequisite: Improved Bull Rush.

Benefit: While maintaining psionic focus, when you successfully perform a bull rush combat maneuver, you also deal damage equal to half your level to the creature bull rushed.

If you expend your psionic focus when you successfully make a bull rush maneuver, you can also knock the target of your bull rush prone.

PSIONIC CHANNEL [PSIONIC]

You can augment your god's powers with your own.

Prerequisites: Improved Channel, channel energy class feature.

Benefit: While maintaining psionic focus, when you channel energy, you can expend 1 power point to add +1d6 your channel energy dice.

If you expend your psionic focus, you can also use your channeled energy to both heal and harm targets at the same time (healing living creatures and harming undead if channeling positive energy, healing undead and harming living creatures if channeling negative energy).

PSIONIC COUNTERSPELL [PSIONIC]

You can use psionic energy to cause a spell to feedback painfully into its caster.

Prerequisite: Improved Counterspell.

Benefit: While maintaining psionic focus, when you successfully perform a counterspell action, you also deal damage equal to half your level to the creature casting the countered spell.

If you expend your psionic focus, you also prevent the creature casting the spell you counterspelled from using the same spell for 2d4 rounds.

PSIONIC CRITICAL [PSIONIC]

You can add psionic energy to a perfect weapon strike.

Prerequisite: Improved Critical.

Benefit: While maintaining psionic focus, when you successfully score a critical hit, you deal +1d8 bonus damage. If you expend your psionic focus, you deal an additional +1d8 bonus damage.

PSIONIC DISARM [PSIONIC]

You can psionically carry your disarm maneuver's force through your foe.

Prerequisite: Improved Disarm.

Benefit: While maintaining psionic focus, when you successfully perform a disarm combat maneuver, you also deal damage equal to half your level to the creature disarmed.

If you expend your psionic focus when you make a successful disarm combat maneuver, you can also send the disarmed object into any space of your choosing within 25 ft. +5 ft./2 levels. If a creature is in the selected space and has a hand free, it can grab the disarmed object as an immediate action.

PSIONIC FAMILIAR [PSIONIC]

You have augmented your familiar's abilities with your own psionic energy.

Prerequisites: Improved Familiar, familiar class feature.

Benefit: While you maintain psionic focus, if your familiar is within 1 mile of you, it gains a +1 bonus to its attack rolls, saving throws, and skill checks. If your familiar takes damage, you can expend your psionic focus as an immediate action to halve the damage it takes.

PSIONIC FORTITUDE [PSIONIC]

Mind over body.

Prerequisites: Great Fortitude, Improved Great Fortitude.

Benefit: Whenever you fail a Fortitude saving throw while you are maintaining psionic focus, as an immediate action you can delay the onset of one harmful condition

or affliction you were saving against (such as paralyzed, stunned, and so on), including permanent and instantaneous conditions. Activating this feat delays the onset of the condition until the end of your next turn, after which time the condition takes its normal effect. This feat has no effect on hit point damage or ability damage.

If you expend your psionic focus when you make a Fortitude saving throw, you gain a +4 bonus to the saving throw.

PSIONIC GRAPPLE [PSIONIC]

You can tap your psionic nature to gain a telekinetic advantage over a foe.

Prerequisite: Improved Grapple.

Benefit: While maintaining psionic focus, when you successfully perform a grapple combat maneuver you can (as a swift action) move the target of the maneuver up to 5 feet, +5 feet for every four levels you possess. If you are grappling a foe, you can use the movement to keep the target adjacent to you while you take movement of your own. If you end your round with the grappled target not adjacent to you, the grapple ends.

If you spend your psionic focus when you successfully perform a grapple combat maneuver, you can take a single standard action while grappled without suffering the normal -4 penalty to Dexterity, -2 to combat maneuver checks and attack rolls, or concentration check to cast a spell or manifest a power.

PSIONIC INITIATIVE [PSIONIC]

You can use your inner strength to burst into action.

Prerequisite: Improved Initiative.

Benefit: Whenever you roll for initiative, you can expend your psionic focus to gain a +6 bonus to your initiative check.

PSIONIC OVERRUN [PSIONIC]

You can draw on your psionic power to boost the power of an overrun attack.

Prerequisites: Str 13, Improved Overrun, Power Attack, base attack bonus +1.

Benefit: While maintaining psionic focus, when you successfully perform an overrun combat maneuver, you also deal damage equal to half your level to the creature you overrun.

If you expend your psionic focus when you perform a successful overrun combat maneuver, you can also push your target up to 5 feet, +5 feet for every four levels you possess.

PSIONIC PRECISE SHOT [PSIONIC]

Your ranged attacks sometimes bypass barriers.

Prerequisites: Dex 19, Improved Precise Shot, Point-Blank Shot, Precise Shot, base attack bonus +11.

Benefits: To use this feat, you must expend your psionic focus. You can attempt to make a single ranged attack as a standard action against a target that is sheltered behind a wall, *wall of force* effect, or similar barrier. Your attack briefly skips through the Astral Plane to bypass the barrier. This does not grant you line of sight, which requires you to make the attack without being able to see the target or use some other method of seeing the target (such as *clairaudience/clairvoyance*).



PSIONIC REFLEXES [PSIONIC]

You can briefly hold entanglement at bay through force of will.

Prerequisites: Improved Lightning Reflexes, Lightning Reflexes.

Benefit: Whenever you fail a Reflex saving throw while you are maintaining psionic focus, as an immediate action you can delay the onset of one harmful condition or affliction you were saving against (such as entangled, grappled, pinned and so on), including permanent and instantaneous conditions. Activating this feat delays the onset of the condition until the end of your next turn, after which time the condition takes its normal effect. This feat has no effect on hit point damage or ability damage.

If you expend your psionic focus when you make a Reflex saving throw, you gain a +4 bonus to the saving throw.

PSIONIC SHIELD BASH [PSIONIC]

Your shield bash attacks can strike both the body and mind of a foe.

Prerequisites: Improved Shield Bash, Shield Proficiency.

Benefit: While maintaining psionic focus, when you successfully strike a foe with a shield bash attack, the foe must also make a Will save (DC 10 + one-half your base attack bonus + your Wisdom modifier) or be shaken for 1 round. This is a mind-affecting fear effect.

If you expend your psionic focus when you make a shield bash, on a successfully attack roll you can instead force the target to make a Will saving throw or be stunned for 1 round.

PSIONIC SUNDER [PSIONIC]

You can draw on your psionic power to boost the power of a sunder attack.

Prerequisites: Str 13, Improved Sunder, Power Attack, base attack bonus +1.

Benefit: While maintaining psionic focus, when you successfully perform a sunder combat maneuver, you also deal damage equal to half your level to the creature holding the item sundered.

If you expend your psionic focus when you perform a successful sunder maneuver, you ignore half the hardness of the object you are sundering.

PSIONIC TRIP [PSIONIC]

You can draw on your psionic power to boost the power of a trip attack.

Prerequisites: Int 13, Combat Expertise, Improved Trip.

Benefit: While maintaining psionic focus, when you successfully perform a trip combat maneuver, you also deal damage equal to half your level to the creature tripped.

If you expend your psionic focus when you perform a successful trip combat maneuver, you can also throw your target up to 5 feet, +5 feet for every four levels you possess.

PSIONIC UNARMED STRIKE [PSIONIC]

Your unarmed attacks sometimes bypass barriers.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist.

Benefit: To use this feat, you must expend your psionic focus. You can attempt to make a single unarmed melee attack as

a standard action against a target that is sheltered behind a wall, *wall of force* effect, or similar barrier. Your attack briefly skips through the Astral Plane to bypass the barrier. This does not grant you line of sight or extra reach, requiring you to make the attack without being able to see the target or use some other method of seeing the target (such as *clairaudience/clairvoyance*) and be within your normal reach for your unarmed attack.

PSIONIC WILL [PSIONIC]

Your mind can stave off the mental assaults of others, for a time.

Prerequisites: Improved Iron Will, Iron Will.

Benefit: Whenever you fail a Will saving throw while you are maintaining psionic focus, as an immediate action you can delay the onset of one harmful condition, affliction, or mind-affecting effect you were saving against (such as *charm person*, confusion, panicked and so on), including permanent and instantaneous conditions. Activating this feat delays the onset of the condition until the end of your next turn, after which time the condition takes its normal effect. This feat has no effect on hit point damage or ability damage.

If you expend your psionic focus when you make a Will saving throw, you gain a +4 bonus to the saving throw.

PSYCHIC BOND [PSIONIC]

You can forge a mental link between yourself and one object.

Prerequisites: Autohypnosis as class skill, Wis 13.

Benefit: With 1 hour of uninterrupted meditation, you can forge a deep bond between yourself and one piece of equipment. You can be bound to only one piece of equipment at a time, and if you forge a new bond, any old bond ends.

While you maintain your psionic focus, you gain a +1 luck bonus to the normal function of the item to which you are bonded. If it is a weapon, you gain a +1 luck bonus to damage rolls with it. If it is armor, you gain a +1 luck bonus to AC with it. If it is a kit or equipment that aids to skill checks, you gain a +1 luck bonus to skill checks made with the item.

SENSITIVE

You can sense psychic vibrations.

Benefit: Though you might or might not be psionic yourself, you can sense things that are. This functions as the scent ability, but can be used only to locate objects or effects that could be found with the *detect magic* spell or *detect psionics* power.

SPEED OF THOUGHT [PSIONIC]

You can move yourself more quickly through sheer willpower.

Benefit: At the beginning of a surprise round, if you would not normally take an action, you can expend your psionic focus to roll initiative and take a standard action or a move action. If you do move normally in a surprise round, you can expend your psionic focus to take a full-round of action, rather than only a standard or move action.

Normal: A character that is allowed to act in a surprise round can take only a standard action or a move action, not both.

SUMMON INTELLECT FLAYERS [PSIONIC]

Your minion creatures are also psionic.

Prerequisite: Spell Focus (conjunction) or Psionic Endowment

Benefit: When you summon creatures using conjunction (summoning) spells or create them with a metacreativity (creation) power, the creatures gain Wild Talent as a bonus feat. For every 3 full CR of the summoned creatures, they also receive one psionic feat of your choice that you also possess.

YLIASTER BOMB [PSIONIC]

You can imbue your bombs with yliaster—a physical, liquid manifestation of psionic power.

Prerequisite: Bomb class feature.

Benefit: When you prepare a bomb, you can replace its normal damage with the effect of a psionic power you know. The power must have a defined area or a number of targets other than you (rather than effect). Subtract the power point cost of the power from the number of dice of damage the bomb deals (the power cannot require more power points than the number of dice of damage your bomb normally deals). On a direct hit, the bomb deals any remaining dice of damage, and it affects the target with psionic power. Targets in the splash area take splash damage from any remaining dice of damage, and they are affected by the power but gain a +4 bonus to any required saving throw. (If the psionic power does not normally allow a saving throw, targets in the splash area can negate the power with a Reflex saving throw, with a +4 bonus to their saving throw.)

YLIASTER DRAUGHT [PSIONIC]

Your extracts are made of yliaster: a physical, liquid manifestation of psionic power.

Prerequisite: Extract class feature.

Benefit: When you drink an extract of your own making, you can opt to forgo its normal effect to instead gain power points equal to half the level of the spell in the extract. You cannot exceed your normal maximum power points, and any excess power points are lost.

WILD POWER [METAPSIONIC]

You can manifest powers with unpredictable results.

Benefit: To use this feat, you must have expended your psionic focus (you cannot use this feat while maintaining psionic focus, and you cannot regain your psionic focus until your

next round). You can manifest a power in a surge of raw, chaotic psionic power. There is a 25% chance the power acts as if your manifester level is half your true manifester level, a 50% chance it manifests normally, and a 25% chance the power acts as if your manifester level is two levels higher than your true level. If the power acts as if your manifester level is two levels higher than your true level, you can spend additional power points up to your effective manifester level. If your effective level is lowered, you cannot spend more points than your effective manifester level. If this does not cover the base cost of the power, the power fails and your power points are lost. In no case can a power's total cost exceed your manifester level.

If the power has different damage type options, the type of damage it deals is determined randomly from the possible damage types the power normally deals.

WILD TALENT

Your mind wakes to a previously unrealized talent for psionics.

Benefit: Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points and can take psionic feats, metapsionic feats, and psionic item creation feats. You do not, however, gain the ability to manifest powers simply by virtue of having this feat.



WE ERR ON THE SIDE OF AWESOME! CREDITS

Designer:
Owen K.C. Stephens

Interior Art:
Lin Bo and Sina Kasra

Graphic Design and Typesetting:
Anthony Kenniston

Editor:
Miranda Horner

Cover Art:
Lin Bo

Creative Director:
Stan!

Proofreader:
Jeremy Miller

Produced By:
Super Genius Games
www.supergeniusgames.com

Contents ©2011 Owen K.C. Stephens
Used with permission.

For more information about Super Genius Games and our upcoming products, follow us on Facebook:

www.facebook.com/supergeniusgames, via Twitter: Owen: @Owen_Stephens, Stan: @stannex, and/or Super Genius Games: @SuperGeniusRPG, or at our Yahoo Group: <http://games.groups.yahoo.com/group/super-genius/>

All logos are the trademark of
Super Genius Games All rights reserved.

Compatibility with Psionics Unleashed requires Psionics Unleashed: Core Psionics System from Dreamscarred Press. See <http://dreamscarredpress.com> for more information on Psionics Unleashed. Dreamscarred Press does not guarantee compatibility, and does not endorse this product. Psionics Unleashed is copyright 2010 Dreamscarred Press and is referenced with permission.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

DESIGNATION OF PRODUCT IDENTITY: The Super Genius Games (SGG) and OtherWorld Creations (OWC) company names and logos; the "Genius Guide To: Feats of Psionic Might" name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements. DECLARATION OF OPEN CONTENT: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License: Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content you must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Unearthed Arcana Copyright 2004, Wizards of the Coast, Inc.; Authors Andy Collins, Jesse Decker, David Noonan, Rich Redman

The Iconic Bestiary: Classics of Fantasy Copyright 2005, Lions Den Press; Author Ari Marmell

Hyperconscious: Explorations in Psionics Copyright 2004 Bruce R Cordell. All rights reserved.

If Thoughts Could Kill Copyright 2001-2004 Bruce R. Cordell. All rights reserved.

Mindscapes Copyright 2003-2004 Bruce R. Cordell. All rights reserved.

Unearthed Arcana Copyright 2004 Wizards of the Coast.

Mutants & Masterminds Copyright 2002, Green Ronin Publishing.

Swords of Our Fathers Copyright 2003, The Game Mechanics.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker

Psiionics Unleashed. Copyright 2010, Dreamscarred Press.

The Genius Guide To: Feats of Psionic Might. Copyright 2011, Super Genius Games. Author: Owen K.C. Stephens