



# MINDSCAPES:™ A PSION'S GUIDE

A PSIONICS  
SOURCEBOOK  
by  
BRUCE R. CORDELL

MINDSCAPES: A PSION'S GUIDE



MALHAVOC PRESS®





# MINDSCAPES

## A PSION'S GUIDE

*A psionics classbook*

BY BRUCE R. CORDELL

Requires use of the *Dungeons & Dragons*® Third Edition Core Books and the *Expanded Psionics Handbook*, published by Wizards of the Coast, Inc.

*This book utilizes updated material from the v. 3.5 revision.*

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# Table of Contents

## INTRODUCTION: MIND, MATTER, AND REALITY

USING THIS BOOK .....	3
-----------------------	---

## CHAPTER ONE: MINDSCAPE PSIONIC COMBAT

WHAT HAS CHANGED? .....	4
OVERVIEW .....	4
STEPS OF PSIONIC COMBAT .....	5
STEP 1: MINDSCAPE FORMATION .....	5
STEP 2: DECIDE TO FIGHT .....	5
STEP 3: DECLARE MODES .....	6
STEP 4: OPPOSED MODE CHECK .....	6
STEP 5: APPLY MODE EFFECTS .....	7
STEP 6: END OF ROUND .....	8
AN EXAMPLE OF MINDSCAPE COMBAT .....	8
COMPLICATING FACTORS .....	8
MINDSCAPE PSIONIC COMBAT MODES .....	9
MINDSCAPES PSIONIC CHARACTERS .....	11
GOOD MINDSCAPES MODE CHECK PROGRESSION .....	11
AVERAGE MINDSCAPES MODE CHECK PROGRESSION .....	11
PSIONIC MONSTERS .....	11

## CHAPTER TWO: PRESTIGE CLASSES

ASTRAL ZEALOT .....	12
CEREBRAL RAGER .....	15
CHAKRA SAVANT .....	17
CHRONOREBEL .....	19
CRYSTAL PROSELYTE .....	22
GHOSTBREAKER .....	25
INNATE PRETENDER .....	27
LUCID CENOBITE .....	29
PATTERN MASTER .....	31
PSYCHIC CHIRURGEON .....	33
SPIRITUEL .....	35
VOCE WARRIOR .....	38

## CHAPTER THREE: FEATS

FEAT DESCRIPTIONS .....	41
ANTICIPATE POWER .....	41
CORTICAL RESONANCE .....	42
DISARM MIND .....	42
DURABLE CONSTRUCT .....	42
ELEMENTAL SPIKE .....	42
ENDURING TATTOO .....	42
MENTAL ADVERSARY .....	43
MIND TRAP .....	43
OVERWHELM BUFFER .....	43
PERMANENT FOCUS .....	43
PERMANENT TATTOO .....	43
PRECONSCIOUS POWER .....	43
PRIMORDIAL SURGE .....	43
PSYCHIC BASTION .....	43
SKILL FINESSE .....	44
SUBCONSCIOUS POWER .....	44
SUPPRESS AVATAR .....	44
VISCERAL SURGE .....	44
WOUNDING CUT .....	44
WOUNDING RESONANCE .....	44

## CHAPTER FOUR: POWERS

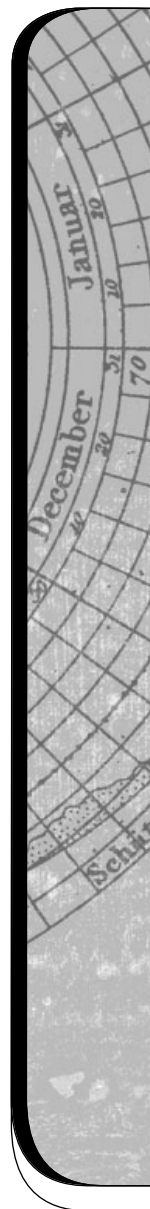
POWER LISTS .....	45
POWER DESCRIPTIONS .....	46
ALLOYED HIDE .....	46
APOPSIC HEMORRHAGE .....	46
AVAUNT .....	47
AVER .....	47
BOUND .....	47
BROKER .....	47
BRUTALIZE WOUNDS .....	47
CAUSAL LOOP .....	47
CIRCUMSTANCE SHIELD .....	48
CLOT .....	48
CONSTRUCT TOUGHNESS .....	48
CRAWLING CROMLECH .....	48
DEFER FATALITY .....	49
DESOLATE .....	49
DETECT COMPULSION .....	50
DETONATE PSICRYSTAL .....	50
DIMENSIONAL OBSTRUCTION .....	50
DOMINATE, PSIONIC .....	50
EMPATHIC CONDITION RELIEF .....	51
ERASE PRESENCE .....	51
EXPUNGE PSIONIC CIRCUIT .....	51
IMPRESA .....	51
JIGGER .....	52
JUDGE .....	52
LEECH KNOWN POWER .....	52
MINDEFUL AURA .....	52
PSYCHIC BODYGUARD .....	53
RESISTANCE, PSIONIC .....	53
SENSORINEURAL CASCADE .....	53
SHATTER STORM .....	53
SLOW LIGHT .....	54
STEAL ITEM .....	54
SUPPRESS COMPULSION .....	54
TELEPORT AUXILIARY .....	55
TEMPORAL CONCUSSION .....	55
THROW ECTOFORM .....	55
TRANSMIGRATE .....	56

## CHAPTER FIVE: PSIONIC ITEMS

PSICRYSTAL STAVES .....	58
SETTING STONES .....	58
COMPANION STONES .....	59
SYNAPTIC MASKS .....	60
MELD STONES .....	60

## LEGAL APPENDIX

OPEN GAME LICENSE .....	61
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# Mind, Matter, and Reality

*Psionics is the inborn mental art of mind over matter, mind over mind, and mind over reality. Magic's opposite, psionics explores personal potential and innate power. As adjuncts to the core classes, the psionic classes are unique professions that appeal to those who want to manifest their deepest desires through sheer determination—and to those with the will to call forth latent powers hidden in their physical and spiritual core.*

It's time for a psionics classbook. As people's games develop, players become more familiar with established psionics rules and more willing to stretch a bit and apply a variant rule or system or try on a new prestige class. It's an ongoing experience, for both players and game designers. *Mindscales: A Psion's Guide* is my attempt to help your game evolve.

Since the original release of *If Thoughts Could Kill*, my previous psionics sourcebook, I learned that players wanted an alternative to the *Psionics Handbook* v. 3.0 for psionic combat. That led me to develop the variant psionic combat system in Chapter One, which approaches psionic combat in a fundamentally different manner than the *Psionics Handbook* v. 3.0. Now, with the release of the *Expanded Psionics Handbook*, which deftly ducks the issue of psionic combat by simply deleting it entirely, the existence of an alternative psionic combat system that is entirely new and unique still has a potential place in your game. That alternative, the mindscape psionic combat system, appears in Chapter One.

Another plea that has not fallen on deaf ears is the request for more prestige classes. In Chapter Two I've created a dozen new prestige class types and themes. Just as importantly, the new feats, powers, and items in Chapters Three, Four, and Five allow a broader range of capabilities, enhancements, and new avenues of exploration for psionic characters and creatures.

## USING THIS BOOK

This book is named for the mindscape, a plane of the mind that comes into existence when two psionic beings approach each other. Upon this mindscape, the avatars of psionic beings fight their battles, which can affect the physical world—though none but the participants on the mindscape battlefield can sense this psionic combat.

This book is a new edition of the previously published version of *Mindscales: A Psion's Guide*. In this edition, we have updated the material to conform to the v. 3.5 revision of the core rules and the *Expanded Psionics Handbook* and corrected a few typos. Some variant rules from the previous edition of *Mindscales: A Psion's Guide*, such as the attack and defense modes as powers, were removed from this new edition, because they were adopted into the official d20 psionics rules.

Throughout this book, a dagger (†) indicates a power, feat, or item introduced in *Mindscales: A Psion's Guide*. Otherwise, all references to powers, spells, feats, and other rules come from the *Expanded Psionics Handbook* and the v. 3.5 revision of the three Core Rulebooks: the *Player's Handbook*, DMG, and MM.

Bonus source material and ideas to augment the information in *Mindscales: A Psion's Guide* appear on Monte Cook's website. To find the links to these free web enhancements, visit the book's product page online at the following address: [www.montecook.com/mpress\\_Mind.html](http://www.montecook.com/mpress_Mind.html).

Look for this book's companion volume, *Mindscales: Beasts of the Id*, available now. It contains 18 all-new psionic creatures, plus a handful of new templates, powers, and items to use with them.

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## About the Author

Born in Watertown, S.D., **Bruce R. Cordell** earned a degree in Environmental, Population, and Organismic Biology from the University of Colorado. While working as a research associate in process chemistry he learned to synthesize DNA, but he could not resist the call of game design.

In 1995, after a few years as a freelancer and designer of online text-generated virtual worlds (specifically the Tolkien-inspired *Elendor MUSH*), he abandoned science for a designer position at TSR, now Wizards of the Coast. His many design credits include the *Psionics Handbook*, *The Sunless Citadel*, *Heart of Nightfang Spire*, *Expanded Psionics Handbook*, and the *Origins Award*-winning *Return to the Tomb of Horrors*. He won the 2002 EN World d20 System Award for Best Adventure for his first Malhavoc psionics title, *If Thoughts Could Kill*, as well as the 2003 EN World d20 System Silver Award for Best Electronic Product for *Mindscales*.

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## Malhavoc Press

Malhavoc Press is game designer Monte Cook's d20 System imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. Malhavoc Press products such as *The Book of Eldritch Might* exhibit the mastery of the d20 System rules that only one of its original designers can offer. Look for *When the Sky Falls*, an event book designed by Bruce R. Cordell detailing the cataclysmic effects of a meteor strike on a fantasy campaign, available now.

Current titles are available to purchase in either print or electronic (PDF) format at [www.montecook.com](http://www.montecook.com).

# Mindscape Psionic Combat

*Psionic beings possess minds that extend outside their physical forms, and because of that, they must be constantly on their guard against others who seek to influence them for good or ill.*

The mindscape psionic combat system introduced in this book requires you to rethink your philosophy of psionic combat (if you were familiar with the psionic combat systems of the *Psionics Handbook* v. 3.0 and earlier editions of the psionics rules, that is). A few mindscape psionic combat terms are similar to terms utilized by the defunct combat system, but their meanings differ in this book. Here, psionic individuals engage each other's mental avatars on a fully visualized mental plane, while their physical bodies clash in the realm of the real. This mental plane, this mindscape, lies beyond the senses and comprehension of nonpsionic creatures.

When two psionic beings encounter one another, they instinctively go on the defensive to protect the territory of their minds, much as wolves protect their territory when

threatened. This instinctual response can call up a mindscape, where each being presents an avatar of itself. A mindscape is a nonphysical plane where beings with psionic capability can meet. If either being seeks conflict, then mindscape psionic combat begins, and its effects can influence how matters go in the physical world.

## WHAT HAS CHANGED?

The optional mindscape psionic combat system completely replaces the psionic combat system described in the *Psionics Handbook* v. 3.0 and sits "on top" of the basic rules of the *Expanded*

*Psionics Handbook* as a fully integrateable rule module. The psionic combat system described in the *Psionics Handbook* v. 3.0 is hereafter referred to as the "defunct system," and the system presented here is referred to as the mindscape system. Keep in mind that the attack and defense modes of the defunct system have been translated into straightforward powers in the *Expanded Psionics Handbook* and are available for the various psionic classes to take as part of their psionic power repertoire. (You can see these powers in Chapter Five of the *Expanded Psionics Handbook*.)

When Zelestine the colorless adept\* encounters her acquaintance, T'leth the psion, their psychic avatars may immediately engage on a mental plane. As friends, the two call off their avatars, with no harm done. But, if ever they should meet as enemies, the results of that engagement have significant repercussions in the physical world, affecting their ability to manifest powers against each other, engage in melee, resist the effects of specific attacks the other might launch, and more.

In the defunct psionic combat system, psionic characters choose whether to engage in psionic combat. In the mindscape system, the mere presence of another psionically endowed creature can put a psionic individual on mental combat footing—it happens automatically when two or more psionic characters detect one another and at least one of them desires mindscape contact. However, whether actual psionic combat occurs is a decision either can make—they can refuse to clash psionically, they can keep the conflict to the mental plane alone, or they can allow the combat to spill over into the realm of the physical.

\* Prestige class and character introduced in *If Thoughts Could Kill*.

## OVERVIEW

The mindscape psionic combat system includes the various psionic combat modes described in this book on page 10. A psionic creature automatically knows each combat mode described here; knowledge of each mode is simply part of every psionic creature's heritage. Think of mindscape psionic modes as akin to "mental attitudes" for the psionic individual. One mode or another is always active—just as a normal creature always has an attitude, be it happy, sad, murderous, or pacifistic, so too does a psionic creature always have a mode active.

### Key Terms

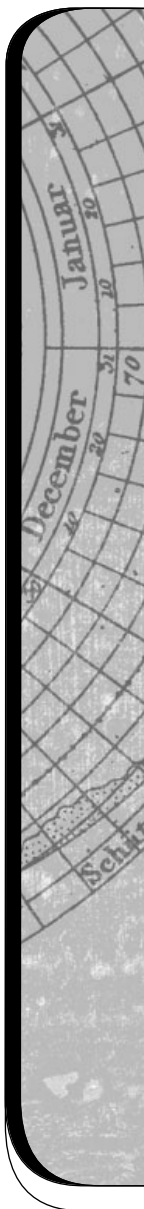
**Mindscape:** A mindscape is a nonphysical temporary plane that opens when two psionic beings knowingly encounter one another and at least one of them desires mindscape contact. On this temporary plane, psionic combat can ensue should either being seek it.

**Mindscape Type:** A mindscape type refers to the variety of landscape that makes up the mindscape. Each type provides a different mode check bonus.

**Mode:** In a manner similar to a nonpsionic creature's mood or attitude, every psionic creature can choose the psionic state of its mind. The specific state, whether it is offensive or defensive in effect, is called a mode, and modes have an effect on psionic combat. Additionally each mode has a name, a modifier (for combat), and an effect.

**Opposed Mode Check:** An opposed mode check occurs after initiative is rolled and modes are declared. The check simply determines who gains the benefit of his or her chosen mode that round. Each combatant makes a mode check modified as appropriate, and the results are compared (thus it's an "opposed" check). The higher score wins the opposed mode check.

**Resting Mode:** A psionic creature, under normal circumstances, always has a mode engaged. This mode is called a resting mode. A creature can change its resting mode at any time as a free action when not in a mindscape. Otherwise, changing a resting mode follows the rules presented under Step 3 in the mindscape psionic combat system (see page 6).





This “mental attitude,” or active mode, takes shape as a particular psychic avatar in a temporary mental plane (mindscape) created when two or more psionic creatures become aware of each other and at least one decides they should meet. Friendly psionic individuals can choose not to create a mindscape, or call off their psychic avatars and dissolve the mental plane after making initial contact. Other psionic creatures can use the outcome of a series of psionic clashes between their psychic avatars to decide a point of honor or to determine mental strength. Antagonistic psionic creatures battle both on the plane of the mind and in the physical world—the round-to-round outcomes of psionic combat on the mental plane directly influence the combatants’ physical attacks and tactics in the physical world. The choice of a particular mode can have a synergistic effect on the individual’s real-world attacks or defenses in a given round, alter one opponent’s saving throws for good or ill, or provide some other benefit or bane. From round to round, real effects can change as modes switch and as one combatant or the other wins the psionic combat round.

## STEPS OF PSIONIC COMBAT

Follow this guide, step by step, when psionic combat occurs. Psionic combat occurs within the confines of a standard round during regular combat. That means that a psionic character takes one mindscape action and one normal round of action on each of her rounds.

### STEP 1. MINDSCAPE FORMATION

When two or more psionic individuals knowingly encounter each other within a range of 60 feet, a plane of the mind (a mindscape) instantly springs into existence if at least one of the psionists desires mindscape contact. Mindscapes depend on the psychic resonance created by two or more psionic creatures that are aware of each other, and so mindscapes do not form around lone psionic creatures or psionic creatures who haven’t detected each other’s presence (or if one of the creatures is using *mind blank*, or if another is suffering from *brain lock*). Once the mindscape forms, the two avatars do not necessarily attack each other. Instead, they size each other up as two warriors would eye each other on the street or in a tavern when crossing paths by chance.

Nonpsionic creatures, or even lone psionic creatures farther than 60 feet from either of the combatants, cannot detect the mindscape. The mental plane springs up only if both psionic characters are aware of the other’s physical presence, so an undetected psionic creature in range of another psionic being will not form a mindscape until both

become aware of the other’s physical presence. Once mutually detected, neither has to know whether the other is psionic; the mindscape emerges if they both are psionic and at least one wishes it to form. Physical barriers, energy barriers, and force barriers block line of sight for the purposes of creating a mutual mindscape. The feat *Suppress Avatar*† (see Chapter Three: Feats) allows you to duck the formation of a mindscape.

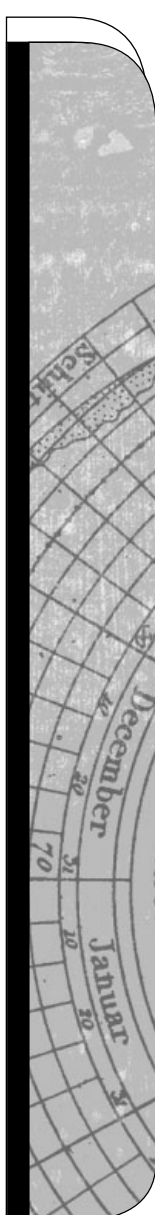
An avatar of each psionic individual in range populates the mental plane. The psychic avatar resembles the perfect self-image of each participant. The mental plane lasts only as long as at least two psionic creatures remain within 60 feet of each other and are directly aware of each other—the resonance creating the mindscape fails immediately when the range is exceeded or if one eludes physical, psionic, or magical detection by the other.

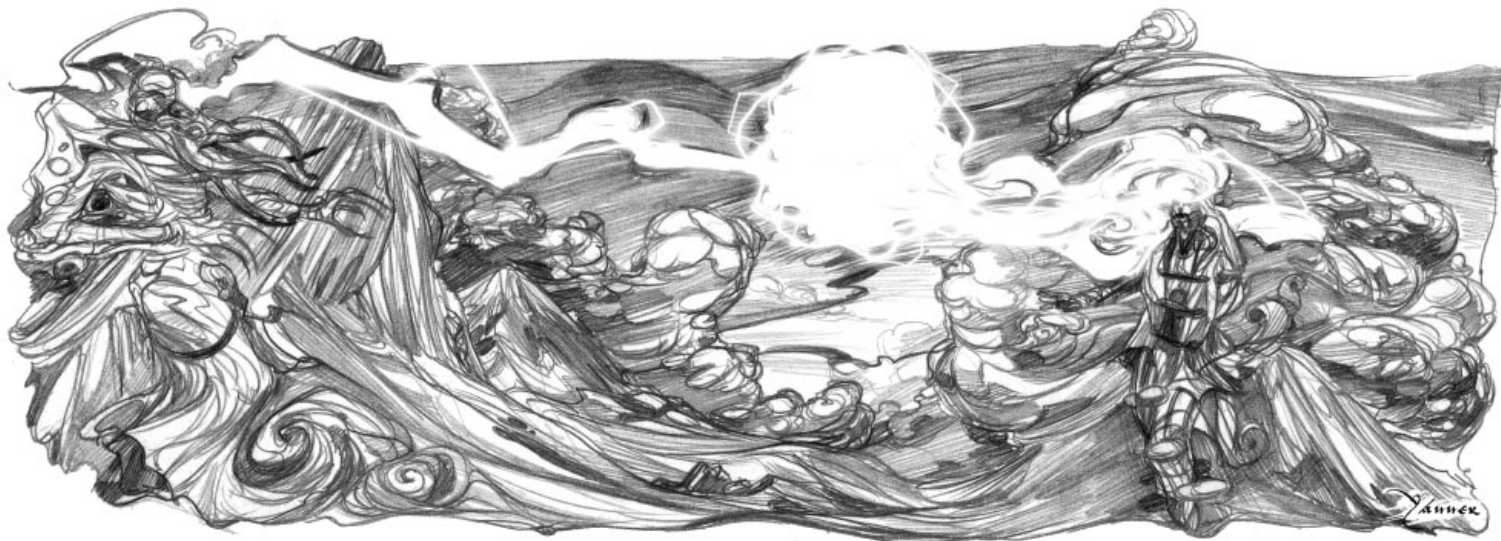
The landscape of the mental plane varies each time it is called up; however, the variance falls within six major types. (Minor variations within each major mindscape type are common but have no effect on psionic combat.) The mindscape type can help or hinder the success of each mode called up by avatars. See the Mindscape Types table on the next page for specific information on each variety of mindscape. Determine the mindscape type randomly when it springs up. Characters with a base bonus of at least +5 to their mode check (see the tables on page 11) who win initiative at the beginning of a mindscape combat can alter the mindscape type by up to two steps in either direction on the Mindscapes Types table. Those with a +8 bonus who win initiative can alter the mindscape type by choosing the type they prefer.

For example, Zelestine meets with T’leth, a psion, and T’leth wins initiative. The random roll results in a desert mindscape (result of 3). Since T’leth has a +5 mode bonus, he can choose to adjust the mindscape type to forest, plains, sea, or mountain. He chooses sea. This means that, should Zelestine or T’leth use either the *Mind Insurgency* or *Sap Mind* psionic combat modes (see the *Psionic Combat Modes Table* on page 10), she or he gains a +2 modifier to the opposed mode check in Step 4.

### Adapting to Mindscapes

*Mindscape psionic combat doesn’t conflict with standard d20 System rules or with the expanded psionics rules—the mindscape combat merely sits atop the regular psionics rules, functioning as an adjunct to regular actions that a psionic character could take during a round.*





#### MINDSCAPE TYPES

d6	Type	Mode Check Bonus
1	Plains	+2 on Brain Hammer or Force Multiplier mode checks
2	Forest	+2 on Reflex Catechesis or Id Feint mode checks
3	Desert	+2 on Fortitude Intuition or Body Tank mode checks
4	Sea	+2 on Mind Insurgency or Sap Mind mode checks
5	Mountain	+2 on Indomitable Will or Acumen Screen mode checks
6	Cavern	+2 on Empathic Multiplier or Psychic Subdual mode checks

### STEP 2. DECIDE TO FIGHT

As the timeless instant stretches following the formation of the mindscape, one or both of the psionic combatants can choose to engage in psionic combat or ignore the formation of the mindscape. If one chooses to engage in combat, roll initiative normally. The initiative roll is the same roll used in the real world to determine the order of combat actions. Despite the appearance of both avatars in the mental plane, one can gain surprise over the other, if conditions for surprise are met. For instance, if an undetected psion attacks a psionic target from hiding, both suddenly become aware of each other, the mindscape instantly forms, but the attacking psion gains surprise both in the real world and in the mindscape.

If combat has already begun in the real world when the mental plane springs up (perhaps the psionic characters

were farther than 60 feet from each other when real-world hostilities broke out), the psionic combatants use their previously rolled initiative values.

### STEP 3. DECLARE MODES

Each psionic combatant who has an action (those not surprised, or both combatants if not a surprise round) can switch to a different mode, if desired, as a free action. Activating or switching a mode does not require power points or any other special cost except the desire to do so. Once the combatant decides to activate a new mode (or stick with the old mode), she cannot switch modes again until her next action. A surprised psionic combatant maintains the mode she previously designated as her resting mode until she gains an action. Remember, a psionic creature, under normal circumstances, always has a mode engaged—this is her “resting mode.” See the Psionic Combat Modes table on page 10 for a list of common psionic combat modes available to all psionic entities, along with descriptions of the benefits of each mode.

Knowing your opponent's mode is important: Her choice can affect your own choice of mode for the round. Thus, whoever has the highest initiative count each round declares his or her mode last, while the opponent with the lowest initiative declares first. Once declared, combatants cannot change modes until the following round. This gives the advantage to the combatant with the higher initiative. The delay action described in Chapter Eight: Combat of the *Player's Handbook*—an action that can be taken only during real-world actions—becomes more important in psionic combat.

For example, since T'leth won the initiative, Zelestine has to choose whether to change her resting mode of Brain

Hammer -4 or keep it. Since Zelestine wishes to take advantage of the sea mindscape type, she switches over to Sap Mind +0. T'lenth chooses to make use of the mindscape type's bonus by picking Sap Mind +4.

#### STEP 4. OPPOSED MODE CHECK

With modes chosen, the two psychic avatars clash on the highest initiative count of either combatant, first on the mental plane, then (if desired) in the physical world. The clash on the mental plane consists of an opposed mode check. When the initiative count reaches the first psionic combatant in the round, they make an opposed mode check. Any of the combatants could win and gain benefits, regardless of whose initiative triggered the check. Combatants make one opposed mode check each round the psionic combat continues. Even a surprised psionic character makes a mode check opposed by the other combatants. (On the mental plane, the only consequence of being surprised is the inability to shift modes during the surprise round or attempt to modify the mindscape type.) Each participant makes only a single opposed mode check each round, no matter the number of psionic avatars in the mindscape. Whoever wins the opposed mode check (see next page) gains the benefit of his or her chosen mode in the real world for that round.

The opposed mode check is a d20 roll made by each combatant. Whoever rolls the highest modified score wins that round of psionic combat. Ties go to the participant with the higher base mode check bonus (see the progres-

sion tables on page 11); reroll the check if a tie persists. The following items modify each combatant's individual mode check roll:

- + the mindscape type mode check modifier as appropriate (determined by the mindscape inhabited; see the Mindscape Types table on page 6);
- +/- the psionic combat mode modifier (determined by the mode used; see the Psionic Combat Modes table on page 10);
- + the character's mode check bonus (determined by the level and class of combatant; see the appropriate progression table on page 11 for the character's mode check bonus).

Thus, the formula is as follows:

**Mode check (opposed) = 1d20 + mindscape type modifier + psionic combat mode modifier + mode check bonus**

The winner of the opposed mode check gains a real-world advantage on his or her action on the same round, as described for each mode on the Psionic Combat Modes table on page 10. The loser gains no benefit this round and may suffer a negative influence for the round, depending on the victor's combat mode. See "An Example of Mindscape Combat" on the next page for an idea of exactly how it works.

Please note that ability score modifiers do not apply to opposed mode checks.





## STEP 5. APPLY MODE EFFECTS

Combatants now can take their real-world actions in initiative order, beginning with the psionic character whose initiative score triggered the opposed mode check. Modify real-world actions according to the victor's psionic mode. No matter how many actions you can take this round, the benefits of the mode check apply for only one of your actions. If you can make multiple attacks during a single round, and

your active mode grants you a bonus on attack rolls or damage, you gain the benefit on only one of the attacks (your choice) that round.

The combatants do not *have* to take physical actions each round if they don't want to. Some characters choose to confine their battles to a series of mode checks to determine the most psionically powerful among them. Nonpsionic creatures may remain completely unaware of the dual fight taking place between their psionic compatriots and psionic enemies.

## STEP 6. END OF ROUND

When all combatants, psionic and nonpsionic, have taken their actions as normal for the

round, proceed to the next round. If psionic combat continues, go back to Step 3 above, and repeat Steps 3 to 6 each round as necessary until the psionic combat and/or real-world conflict is over.

## AN EXAMPLE OF MINDSCAPE COMBAT

Nagesh the 9th-level egoist catches Tulmercy the 12th-level lich shaper by surprise. Nagesh is not seeking a psionic battle, but Tulmercy always is, so the moment the two become aware of each other, the mindscape forms. A roll on the Mindscape Type table indicates that the mindscape takes

the form of a sea, which favors the mode checks Mind Insurgency and Sap Mind. Despite the lich's continual desire for mindscape contact, Nagesh originally took Tulmercy unawares, so the lich gives away a surprise round to Nagesh.

In the surprise round, Nagesh changes his resting mode from Force Multiplier +2 (a plains mode check) to Mind Insurgency +4, to take advantage of the sea mindscape. Then the two psionic combatants roll their opposed mode checks. Nagesh's mode check modifier for being a 9th-level egoist is +6, according to the Good Progression table (for all psion disciplines) on page 11. That value is adjusted by the modifier of the mode he chose, which is +4 (Mind Insurgency +4). Also, the mindscape type modifier adjusts the total by another +2, since the sea favors Mind Insurgency. So, Nagesh rolls a d20 and gets a 12. His total for the opposed mode check is 12 (roll) + 2 (mindscape type modifier) + 4 (psionic combat mode modifier) + 6 (psion mode check bonus) = 24.

Tulmercy, stuck with Fortitude Intuition +2 (his resting mode) because of being surprised—and flat-footed, to boot—rolls a 10. Fortitude Intuition is a desert mode, which, in the sea, grants no benefit. As a 12th-level shaper, his mode check modifier is +8. Thus, Tulmercy's total for the opposed mode check is 10 (roll) + 0 (mindscape type modifier) + 2 (psionic combat mode modifier) + 8 (psion mode check bonus) = 20.

Nagesh's 24 beats Tulmercy's 20, and the mindscape benefit for the round goes to Nagesh. Nagesh's Mind Insurgency +4 grants him, in the real world for his normal action, a +1 bonus to the Difficulty Class of any power he uses against his foe. It doesn't make any difference what Tulmercy's mode would have done—he doesn't get its benefit because he lost the opposed mode check. Taking advantage of this benefit, Nagesh's real-world surprise action is to manifest *stomp*, which normally has a Difficulty Class of 12 for him, but in this instance has a Difficulty Class of 13. Nagesh's *stomp* precipitates a shock that threatens to topple Tulmercy, who rolls his Reflex saving throw normally—and fails! He falls prone. The surprise round is over.

With the surprise action resolved, the combatants roll initiative for the first normal round of combat. And so the battle continues. . . .

## COMPLICATING FACTORS

What if psionic combat is more complicated than the scenario described above? Refer to this section for your answers.

**Unconsciousness:** If one psionic combatant becomes unconscious, through any means, she can no longer take part in psionic combat, and her avatar drops out of the mindscape. If she is one of only two psionic entities sustaining it, the mindscape fades.

### Mindscape Psionic Combat Sequence

*It's important to remember that, during mindscape psionic combat, no actual physical action takes place within the mindscape. You don't use powers there, nor do you take a swing at your combatant. The mindscape is a purely mental plane in which a mode check victory gives a character the edge in an ongoing real-world conflict. Here's a quick recap of the combat steps:*

**1. Mindscape Formation:** Roll to determine the mindscape type. Combatants may adjust the mindscape type.

**2. Decide to Fight:** If combat occurs, roll initiative unless initiative has already been rolled for physical combat.

**3. Declare Modes:** The combatant with the lowest initiative declares its mode, then the next lowest declares its mode, and so on until all combatants have declared modes.

**4. Opposed Mode Check:** Each combatant rolls a mode check on the highest initiative result achieved by any psionic combatant present. The check is opposed by all other combatants. The highest modified result wins the round.

**5. Apply Mode Effects in the Real World:** Modify physical-world actions according to the winner's psionic combat mode.

**6. End of Round:** When all creatures involved in mindscape and real-world battle have taken their actions, go to the next round. If the mindscape combat continues, go to Step 3 and repeat until mindscape combat ends.

**Reluctant Combatant:** If you engage an enemy in psionic combat who doesn't wish to clash, too bad for him. If the decision to drop the mindscape is not mutual, the mental plane stays. And, if you lash out with a mode on your initiative, your enemy's avatar's very nature means that it has to interact with yours. In other words, a mode check occurs, regardless of the reluctant combatant's wishes. Of course, if the reluctant combatant wins the mode check for the round, he doesn't have to press the advantage he gains in the realm of the real.

**Multiple Combatants:** When more than two psionic creatures come within 60 feet of each other, their avatars all appear in the same mindscape. No matter how many psychic avatars appear in a given mindscape, each combatant rolls only a single mode check per round. Those who are unfriendly to each other compare totals, and depending on whose opposed mode check is higher, two or more enemies could potentially win the mindscape combat round against a single foe, or just one, or none, depending on whose opposed check was highest. (Friends could compare their opposed checks, too, but in the portion of the round in which they take real-world actions, they most likely will not target each other with attacks or powers.)

For instance, if Zelestine and Nagesh (psionic characters) fight against three blues (psionic goblins from the *Expanded Psionics Handbook*), each rolls just a single opposed mode check. The results: blue #1 gets 25, Zelestine gets 23, blue #2 gets 19, Nagesh gets 18, and blue #3 gets 15. No matter the order of initiative, when blue #1 takes its real-world action, its unbeaten mode check this round means that its action (or defense) is positively modified versus any of the others. Of course, it can physically act against only one of its foes this round. Zelestine's opposed rolls were higher than two of her foes', so if she chose a plains mode, she'll target either blue #2 or #3 (but again, she can act against only one foe during one action with the benefits of her mode). Finally, Nagesh beat only one of the blues. Since he switched to a desert mode this round, he hopes that blue #3, at least, attacks him; it is the only foe against which his mode has an effect. If Nagesh had beat all the blues and had used the Reflex Catechesis mode (which grants a bonus on his Reflex saves), he'd gain that bonus against all three if they targeted him with an effect that required a Reflex saving throw.

Despite the number of contests, all opposed mode checks are rolled simultaneously during the action of the psionic character with the highest initiative.

**Moving Around:** You win a mode check, but your enemy (who won initiative) moves farther than 60 feet from you, and so collapses the mental plane before you take your action. It doesn't matter—if the mode check indicated you as the winner, you gain the benefits of the particular mode against your foe for the round (and vice versa).

**Haste or Schism:** Regardless of the number of actions you gain in the real world, the effects of an opposed mode check apply to only one of your actions during that round. However, in the case of *schism* (as described in the *Expanded Psionics Handbook*), each half of your mind can make a separate mode check and use the one that wins (if either). If both win the opposed mode check, you decide which one to apply for the round.

**Multiple Heads:** If a creature has more than one head but otherwise acts as a single creature (like an udoroot or a psionic hydra), it still makes only a single mode check (unless it is using *schism*).

**Nonpsionic Combat Already Begun:** If a mindscape springs up in the midst of standard combat (such as when a new psionic character enters the fray), psionic characters previously in combat use their existing rolled initiative scores. Psionic characters newly entering into combat roll their initiative score normally, just as if they were entering standard combat. Roll the mindscape type and proceed to Step 3.

### Abusing the Mindscape

*Generally, the mindscape cannot be abused for getting around normal physical barriers. For instance, two psionic creatures cannot intelligibly communicate in a mindscape. (The avatars can make rough signals, but nothing as complicated as sign language—it just doesn't translate.) Also, the mindscape avatars cannot serve as the target of real-world powers if the psion doesn't have real-world line of sight. The mindscape cannot be used as a free way to get a "detect psionics" sort of power—trying to identify a psionic character in a room by noting who triggers a mindscape's formation is allowed, but only if the psionic characters in the room are aware of your physical presence and you, theirs.*

## MINDSCAPE PSIONIC COMBAT MODES

Psionic combat modes in the variant system do not fall into offensive and defensive varieties as was the case in the defunct system. Instead, they are sorted into six categories, each one loosely based on a psychic terrain type. (See the table on the next page.) The theory is that every mode of a particular psychic terrain type has a similar theme. For instance, plains modes grant offensive abilities, while mountain modes grant defensive ones.

Every psionic creature designates a resting mode. This mode remains active at all times, unless the individual changes it during the course of psionic combat. For instance, Zelestine's resting mode is Brain Hammer -4, which befits her martial outlook. (She's willing to live with the negative modifier for the chance of doing extra damage.) Meanwhile, Nagesh's resting mode is Force Multiplier +2.

## PSIONIC COMBAT MODES

MINDSCAPE TYPE	MODE	MODIFIER*	EFFECT**
Plains	Brain Hammer	+4	+1 bonus on one melee or ranged attack roll against your foe
Plains	Brain Hammer	+0	+3 bonus on one melee or ranged attack roll against your foe
Plains	Brain Hammer	-4	+5 bonus on one melee or ranged attack roll against your foe
Plains	Force Multiplier	+4	+1 bonus on one melee or ranged damage roll against your foe
Plains	Force Multiplier	+2	+3 bonus on one melee or ranged damage roll against your foe
Plains	Force Multiplier	+0	+5 bonus on one melee or ranged damage roll against your foe
Forest	Reflex Catechesis	+4	+2 bonus on all Reflex saves against your foe
Forest	Reflex Catechesis	+2	+3 bonus on all Reflex saves against your foe
Forest	Reflex Catechesis	+0	+4 bonus on all Reflex saves against your foe
Forest	Id Feint***	+4	+2 bonus on any Tumble checks against your foe
Forest	Id Feint***	+2	+4 bonus on any Tumble checks against your foe
Forest	Id Feint***	+0	+6 bonus on any Tumble checks against your foe
Desert	Fortitude Intuition	+4	+2 bonus on all your Fortitude saves against your foe
Desert	Fortitude Intuition	+2	+3 bonus on all your Fortitude saves against your foe
Desert	Fortitude Intuition	+0	+4 bonus on all your Fortitude saves against your foe
Desert	Body Tank	+4	DR 1/— against your foe
Desert	Body Tank	+0	DR 3/— against your foe
Desert	Body Tank	-4	DR 5/— against your foe
Sea	Mind Insurgency	+4	+1 bonus to one power Difficulty Class against your foe
Sea	Mind Insurgency	+0	+3 bonus to one power Difficulty Class against your foe
Sea	Mind Insurgency	-4	+5 bonus to one power Difficulty Class against your foe
Sea	Sap Mind††	+4	1 pp drained from foe who fails a save against your power
Sea	Sap Mind††	+0	3 pp drained from foe who fails a save against your power
Sea	Sap Mind††	-4	5 pp drained from foe who fails a save against your power
Mountain	Indomitable Will	+4	+2 bonus on all your Will saves against your foe
Mountain	Indomitable Will	+2	+3 bonus on all your Will saves against your foe
Mountain	Indomitable Will	+0	+4 bonus on all your Will saves against your foe
Mountain	Acumen Screen	+4	+1 bonus to your Armor Class against all your foe's attacks
Mountain	Acumen Screen	+2	+2 bonus to your Armor Class against all your foe's attacks
Mountain	Acumen Screen	+0	+3 bonus to your Armor Class against all your foe's attacks
Cavern	Empathic Multiplier	+4	+1 point of damage to one damaging power manifested against your foe
Cavern	Empathic Multiplier	+0	+3 points of damage to one damaging power manifested against your foe
Cavern	Empathic Multiplier	-4	+5 points of damage to one damaging power manifested against your foe
Cavern	Psychic Subdual††	+4	+2 bonus on your mode check roll next round against your foe
Cavern	Psychic Subdual††	+2	+3 bonus on your mode check roll next round against your foe
Cavern	Psychic Subdual††	+0	+4 bonus on your mode check roll next round against your foe

\* Implied progressions do not mean an extrapolated progression exists; extrapolating the implied progression could break the balance.

\*\* Psionic mode effects are applicable in the real world only during the round in which the mode check was made, unless specifically noted otherwise (such as with Psychic Subdual).

\*\*\* If you win the opposed mode check, your Tumble check is considered +2, +4, or +6 points higher against your mindscape foe (against other creatures, your Tumble check is as normally rolled).

†† The mode check bonus granted by Psychic Subdual works only against the foe that you beat in psionic combat the previous round.

## Your foe loses power points if she is affected by any one power you manifest this round (regardless of the nature of the power). If your foe is not affected either because she makes a successful saving throw or you don't target her with a power, she does not lose the power points. Powers that still have a partial effect even on the foe's successful saving throw and powers that affect a target without need for a saving throw also drain the foe's power points.

## MINDSCAPES PSIONIC CHARACTERS

The mindscape psionic combat system uses a level-based bonus on the mode check. Every psionic character and creature has a mode check bonus based on either class level or monster Hit Dice. Essentially, there are two mindscapes mode progressions, “good” and “average.” Depending on the class or monster type, a particular character will benefit either from a good or average mode check bonus progression.

### GOOD MINDSCAPES MODE CHECK PROGRESSION

The following character and prestige classes from the *Expanded Psionics Handbook* use the good mindscapes mode progression below: psion (all disciplines), soulknife, fist of Zuoken, metamind, psion uncarinate, and thrallherd.

GOOD PROGRESSION	
Level/HD	Check Progression
1	+2
2	+3
3	+3
4	+4
5	+4
6	+5
7	+5
8	+6
9	+6
10	+7
11	+7
12	+8
13	+8
14	+9
15	+9
16	+10
17	+10
18	+11
19	+11
20	+12

### AVERAGE MINDSCAPES MODE CHECK PROGRESSION

The following character and prestige classes from the *Expanded Psionics Handbook* use the average mindscapes mode progression below: psychic warrior, wilder, cerebremancer, elocater, pyrokineticist, slayer, and warmind.

### AVERAGE PROGRESSION

Level	Check Progression
1	+0
2	+0
3	+1
4	+1
5	+1
6	+2
7	+2
8	+2
9	+3
10	+3
11	+3
12	+4
13	+4
14	+4
15	+5
16	+5
17	+5
18	+6
19	+6
20	+6

## PSIONIC MONSTERS

Like psionic character classes, psionic monsters also make use of the mindscape psionic combat system. A monster's mode check bonus is Hit Dice-based. Use the good mode check progression for

psionic monsters, substituting Hit Dice for level. For instance, the temporal filcher, an 8 HD monster, has a mode check bonus of +6. The cerebrilith from the *Expanded*

*Psionics Handbook* has

9 HD, which, when using the good mode check progression, gives it a mode check bonus of +6, too.

Likewise, previously published psionic monsters, like psionic characters, “know” all the mindscape psionic combat modes listed in this chapter.

**Phrenic Template:** The phrenic template described in the *Expanded Psionics Handbook* allows the DM to create psionic monsters from nonpsionic base creatures. Phrenic monsters also use the good mode check progression.

**Multiclassing:** Characters who multiclass between psionic classes add their mode check bonuses together. Psionic monsters who take levels in a psionic class likewise add their monster and class mode check bonuses together.

### Intelligent Items

*Intelligent psionic items can have a place in mindscape psionic combat. Every round the item helps its owner, the owner gains a +2 bonus on her mode check. An item succeeds at helping its owner if its opposed mode check beats the roll of a psionic foe its owner is opposing. An intelligent item's mode check is equal to d20 plus its Ego score. Just as with NPCs, the DM determines the active mode for intelligent items.*

# Prestige Classes

*Within this chapter, you will find a veritable cornucopia of new psionic prestige classes. From the astral zealot, who studies ectoplasm and uses it quite effectively in a variety of situations, to the voice warrior, whose very vocalization can strike down a foe, each prestige class offered here makes use of the mindscape psionic combat system.*

Each class' class advancement table includes the mode check bonus for the mindscape psionic combat system in Chapter One. Unless noted otherwise, use the following formulas to determine the DC (if any) and manifester level (if required) for these classes' psi-like abilities: DC 10 + Charisma, Intelligence, or Wisdom modifier (whichever serves as the base class' key ability) + half manifester level. Manifester level equal to manifester level of character.

## ASTRAL ZEALOT

The medium of the Astral Plane, when drawn into a corporeal plane, is ectoplasm; every psionic student of meta-creativity knows this. Shapers daily draw that astral substance into the plane of the real to work wonders. But the astral zealot goes further, becoming a lifelong student in the study of the form, substance, and nature of ectoplasm itself to fabricate reality according to her will. To the astral zealot, ectoplasm acts as a medium in which she can forge any creation, including semiliving versions of herself, and warp and bend to her will the ectoplasmic creations of others. Ectoplasmic constructs look with envy on the permutations and powers of the astral zealot.

Shapers pick up the astral zealot prestige class most often; however, anyone with a psionic bent could eventually meet the prerequisites to manipulate astral matter.

Astral zealots who grow in power frequently clothe themselves only in skins of living ectoplasm, which become far better than simple clothing in providing protection against the extremes of the environment and the travails of adventure. Thus, NPC astral zealots stand out vividly with their swirling, skin-tight garments of conjoined ectoforms. However, some who become particularly adept at manipulating astral matter can make their protective layer appear as if simple clothing. Many PC astral zealots choose to blend in—at least, until they need to display their power.

**Hit Die:** d4

## REQUIREMENTS

To qualify to become an astral zealot, a character must fulfill all the following criteria.

<b>Craft (Alchemy):</b> 2 ranks
<b>Craft (Sculpting):</b> 2 ranks
<b>Knowledge (Psionics):</b> 8 ranks
<b>Manifesting:</b> Ability to manifest at least one 3rd-level psionic power

## CLASS SKILLS

The astral zealot's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (any) (Int), Disguise (Cha), Knowledge (psionics) (Int), Perform (Cha), and Psicraft (Int). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Intelligence modifier

## CLASS FEATURES

All of the following are class features of the astral zealot prestige class.

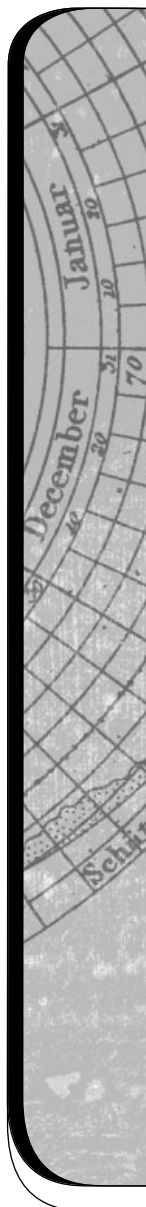
**Weapon and Armor Proficiency:** Astral zealots gain no additional proficiency in any weapon or armor.

**Powers Known:** At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if she had also gained a level in the psionic class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those she receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, she must decide to which class she adds the new level for purposes of determining effective manifester level.

For example, a 7th-level psion/6th-level astral zealot has a character level of 13th and a manifester level of 12th. So, the character manifests powers with level-dependent parameters as if she were 12th level.

**Ectopic Suit (Su):** As a free action, the character can clothe herself in custom clothing of solidified astral material. The suit's color, cut, design, and consistency vary at the whim of the wearer (it could appear as intimidating body armor or even as a specific creature\*), but it provides as much or as little protection as standard clothing. For instance, the full body suit could provide as much protection from the rigors of a frigid environment as a parka and furs, or provide as little protection as a skirt and a tunic. Even when wearing a completely enclosing full body suit, the wearer doesn't lose any

\* Attempts to appear as a creature provide a +4 bonus on Disguise checks.





tactile, visual, or auditory sensitivity to her environment. In this way, ectopic suits resemble psychoactive skins (see *Expanded Psionics Handbook*). In fact, psychoactive skins worn in conjunction with ectopic suits seamlessly blend and merge, without loss of function for either. Null psionic fields do not disperse ectopic suits, though they could suppress any powers imbedded in the suit.

**Throw Ectoform (Ps):** At 1st level, the character discovers deeper abilities of shaping. She learns *throw ectoform*† as if normally learning a new power through gaining an effective manifester level. Moreover, she gains one free manifestation of this power per day. The character learns *throw ectoform* in addition to any other powers she otherwise learns (see Chapter Four for the power description). If the character already knows this power, she can choose another metacreativity power of equal or lower level to unlock from latency, though she continues to gain the free manifestation of *throw ectoform*, not the substitute power.

Regardless of whether the astral zealot freely manifests or normally manifests *throw ectoform*, she never pays the XP Cost for the power.

**Conjoin Ectoform (Su):** When using the *throw ectoform*† power, the character can throw a duplicate that forms around her instead of appearing in an adjacent square while she maintains her psionic focus. The consequences of this ability vary.

The character does not gain the normal benefit of the chance to confuse her enemies if conjoining an ectoform from the *throw ectoform* power. Nor does the conjoined ectoform appear exactly as the character; instead it takes on the qualities of her ectopic suit. Each round that her *throw ectoform* continues, the character can thicken her conjoined ectoform by conjoining instead of normally throwing the astral duplicate. Each layer of conjoined ectoform minutely enlarges the character's appearance as the astral layer incrementally thickens.

The first benefit of a conjoined ectoform is damage reduction 1/—. Each layer of conjoined ectoform provides an

additional +1/— bonus to damage reduction, so three conjoined ectoforms provide DR 3/—. However, whenever the damage reduction is used (from hits, but not spells, energy attacks, spell-like abilities, and supernatural abilities), the conjoined ectoform dissipates. For example, if the character wearing three conjoined ectoforms with damage reduction 3/— takes what would normally be 2 points of damage, she instead takes no damage, but now retains only a single conjoined ectoform and damage reduction 1/—. If she had instead taken what would normally be 5 points of damage, she instead takes 2 points of damage and loses all her current conjoined ectoforms and damage reduction. On her next action she can conjoin another ectoform if the duration of her original *throw ectoform* power has not yet elapsed. Conjoined ectoforms last past the duration of the *throw ectoform* power or until destroyed.

The astral zealot gains further benefits of a conjoined ectoform at higher levels.

**Note:** If a character conjoining an ectoform is using another power that grants damage reduction (such as *chrysalis* from *If Thoughts Could Kill* or *alloyed hide*† from this book), apply the damage reduction gained from the conjoined ectoform first from damage sustained, before deducting damage reduction from the powers.

**Upgrade Construct (Ex):** Whenever the character manifests an *astral construct* power, she can make one additional menu choice from the customization menu at the highest level allowed for the construct being created, as described in the *Expanded Psionics Handbook* in Chapter Eight: Monsters under the astral constructs entry. However, she can't subdivide a choice off Menu B or C for multiple lower menu choices. For instance, in addition to giving a 1st-level astral construct cold resistance as normal, the character could also give it acid resistance, or trip. This power does not work in conjunction with the improved ectoform or advanced ectoform abilities (see next page).

#### THE ASTRAL ZEALOT

Class Level	Base				Mode	Special	Powers Known
	Attack	Fortitude	Reflex	Will	Check		
	Bonus	Save	Save	Save	Bonus		
1	+0	+2	+0	+0	+0	Ectopic suit, <i>throw ectoform</i> †	—
2	+1	+3	+0	+0	+0	Conjoin ectoform	+1 level of existing class
3	+1	+3	+1	+1	+1	Upgrade construct	+1 level of existing class
4	+2	+4	+1	+1	+1	Ectopic proficiency	+1 level of existing class
5	+2	+4	+1	+1	+1	Improved ectoform	+1 level of existing class
6	+3	+5	+2	+2	+2	Ectopic expertise	+1 level of existing class
7	+3	+5	+2	+2	+2	Metacreative latency	+1 level of existing class
8	+4	+6	+2	+2	+2	Ectopic mastery	+1 level of existing class
9	+4	+6	+3	+3	+3	Advanced ectoform	+1 level of existing class
10	+5	+7	+3	+3	+3	Ectopic dispersion	—

**Ectopic Proficiency (Ex):** Once per day the character can customize her ectopic suit (whether conjoined or not) as if it were an astral construct by making one choice from Menu A as described above. In so modifying the ectopic suit, treat the benefits as if conferred upon the character. At 4th level, a character can possess only a single customization.

For example, the character could confer *psionic fly* on her ectopic suit, which means that she gives that power to herself. If she instead conferred Improved Bull Rush, she would gain that benefit herself.

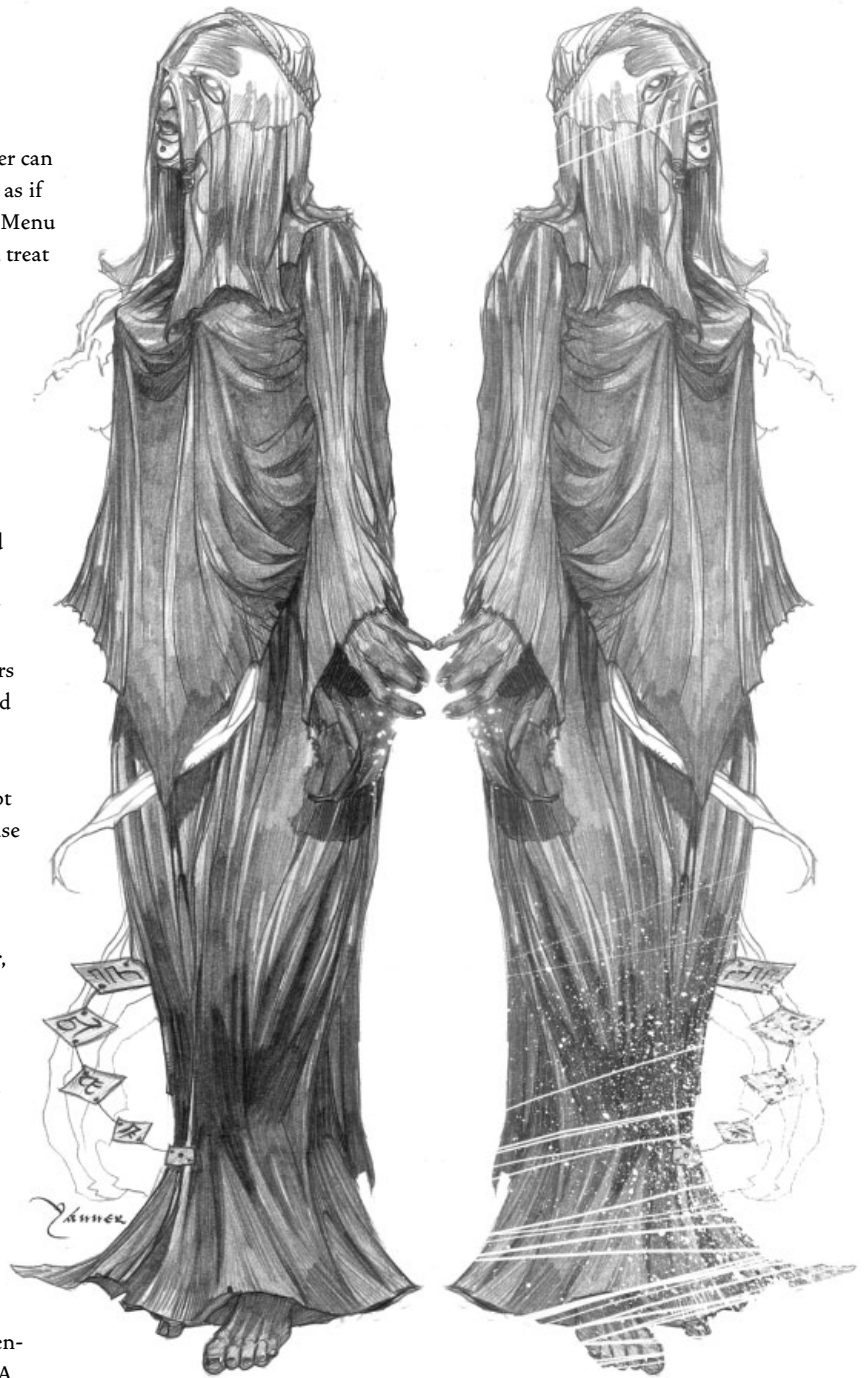
Powers conferred on the character are now triggered by the character. For instance, if using trip or Improved Bull Rush, the character uses her Dexterity or Strength score to modify the check, respectively. Likewise, power Difficulty Classes are set according to the character's appropriate ability score. Nonconstant conferred powers (such as the level C menu choice *concussion*) can be used only three times per day, not once per round.

**Improved Ectoform (Su):** Once per day when the character manifests *throw ectoform*, those ectoforms not conjoined continue to duplicate her and provide the base effect of the power, but they have the stats of 3rd-level astral constructs (including a choice from Menu A as described for astral constructs in Chapter Eight: *Monsters of the Expanded Psionics Handbook*). However, like astral constructs, improved ectoforms last only a brief period—until the duration of the *throw ectoform* power elapses. At the character's option, she can throw base ectoforms mixed in with improved ectoforms on a round-to-round basis; the base ectoforms persist as normal (and could be conjoined), while the improved ectoforms wink out when the *throw ectoform* power lapses. Improved ectoforms can't be conjoined.

**Ectopic Expertise (Ex):** As ectopic proficiency, except the character gains one choice from Menu B (she can't subdivide her Menu B selection into two choices from Menu A). At 6th level, she can gain the benefits of both the Menu B (from this ability) and Menu A (from ectopic proficiency) choices simultaneously.

**Metacreative Latency:** At 7th level, the character's knowledge of her craft broadens. She learns any power from the metacreativity discipline (including powers from the shaper's select list) as if normally learning a new power through gaining an effective manifester level; however, the character learns this power in addition to any other powers she otherwise learns. The metacreativity power unlocked from latency can be any power of a level equal to or lower than the highest-level power she can currently manifest.

**Ectopic Mastery (Ex):** As ectopic expertise, except the character gains one choice from Menu C (she can't subdivide her Menu C selection into two choices from Menu B). At 8th level, she can gain the benefits of the Menu C (from this



ability), Menu B (from ectopic expertise), and Menu A (from ectopic proficiency) choices simultaneously.

**Advanced Ectoform (Su):** Once per day, the character can throw ectoforms with the base stats of a 4th-level astral construct (including one choice from Menu B as described above). The character can use this ability while she retains a power point reserve of 11+ power points. She could continue to use improved ectoform as her actions permit, as well.

**Ectopic Dispersion (Su):** Starting at 10th level, the astral zealot can attempt to cheat death once per week. When death from a lethal melee or ranged attack is about to claim her, or when she would normally die from bleeding, instead she has a chance to disperse her form. The astral zealot

attempts a Fortitude save (DC 21); if successful, the astral zealot simply evaporates, as if composed of unstable ectoplasm, along with anything she is holding or carrying. Twenty-four hours later, the astral zealot condenses at a point randomly determined by the DM within 10 miles of where she was dispersed. While dispersed, the astral zealot exists outside of time. When she condenses, she has 1 hit point and 1 power point.

## CEREBRAL RAGER

Secret furies shake the mental depths of every living creature—some more, some less. A few learn to harness that secret rage in shackles of pure will. Whereas others suppress their rages, lest their impartiality falter, the cerebral rager directs his white-hot anger through specially forged mental pathways. Pumping these emotions to a peak, the cerebral rager bleeds energy directly into his psionic abilities. Those who would risk the cerebral rager's ire must beware the consequences.

The qualifying requirements for this prestige class virtually assure that multiclassed barbarian/psions or barbarian/psychic warriors take up the cerebral rager class. Of course, wilders are also exceptional candidates.

Cerebral ragers are sometimes strangely restrained—they bottle up all their emotions to fuel their power. They sometimes act as leaders, envoys, or heads of small companies. Because their rages live inside, they can interact with the world on a seemingly cold and calculating basis. When they do make an exterior display of their towering anger, it is all the more effective for its rarity. Other cerebral ragers dress and behave boisterously and allow some of their nature to slip into their demeanor. Few can tolerate these outsiders because nobody knows when they will blow up next.

**Hit Die:** d6

## REQUIREMENTS

To qualify to become a cerebral rager, a character must fulfill all the following criteria.

<b>Alignment:</b>	Any nonlawful
<b>Concentration:</b>	2 ranks
<b>Intimidate:</b>	4 ranks
<b>Knowledge (Psionics):</b>	7 ranks
<b>Special:</b>	Able to rage as a barbarian at least once per day or possess the volatile mind class ability

## CLASS SKILLS

The cerebral rager's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Intimidate (Cha), Knowledge (any) (Int), Psicraft (Int), and Sense Motive (Wis). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Intelligence modifier

## CLASS FEATURES

All of the following are class features of the cerebral rager.

**Weapon and Armor Proficiency:** Cerebral ragers gain no additional proficiency in any weapon or armor.

**Powers Known:** At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if he had also gained a level in the psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those he receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, he must decide to which class he adds the new level for purposes of determining effective manifester level.

### THE CEREBRAL RAGER

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Mode Check Bonus	Special	Powers Known
1	+0	+2	+0	+0	+0	Cerebral rage 1/day	—
2	+1	+3	+0	+0	+0	Lesser killing look	+1 level of existing class
3	+2	+3	+1	+1	+1	Hate	+1 level of existing class
4	+3	+4	+1	+1	+1	Cerebral rage 2/day	+1 level of existing class
5	+3	+4	+1	+1	+1	Glare	+1 level of existing class
6	+4	+5	+2	+2	+2	Abhor	+1 level of existing class
7	+5	+5	+2	+2	+2	Cerebral rage 3/day	+1 level of existing class
8	+6	+6	+2	+2	+2	Killing look	+1 level of existing class
9	+6	+6	+3	+3	+3	Despise	+1 level of existing class
10	+7	+7	+3	+3	+3	Nimbus of fury, no longer fatigued after cerebral rage	—

For example, a 1st-level barbarian/6th-level psion/6th-level cerebral rager has a character level of 13th and a manifester level of 12th. So the character manifests powers with level-dependent parameters as if he were 12th level.

**Cerebral Rage (Ex):** When necessary, a cerebral rager can ignite his inner fury. In a cerebral rage, the character gains mental strength and single-minded fortitude but becomes reckless and less able to see reason. He temporarily gains +4 to his key ability score, and a +2 morale bonus on Fortitude saves, but he also suffers a –2 penalty on Will saves. The increase to his key ability score does not last long enough to increase his power point total, but he does gain more power points temporarily as described below. Cerebral rage and barbarian rage cannot be used simultaneously.

Cerebral rage increases the character's power points by 2 points per effective manifester level, but these power points go away at the end of the rage. If this would bring him to negative power points, his power point total is set at 0. While raging, a cerebral rager can use skills that require patience and concentration, because his rage is shackled to his will.

A fit of cerebral rage lasts for a number of rounds equal to 3 + the character's (newly improved) key ability modifier. The character can prematurely end the rage voluntarily. At the end of the rage, the cerebral rager is mentally fatigued (–2 to his key ability score) for the duration of that encounter—unless the cerebral rager is 10th level, when this limitation no longer applies. The cerebral rager can fly into a rage only once per encounter and only a certain number of times per day (determined by level).

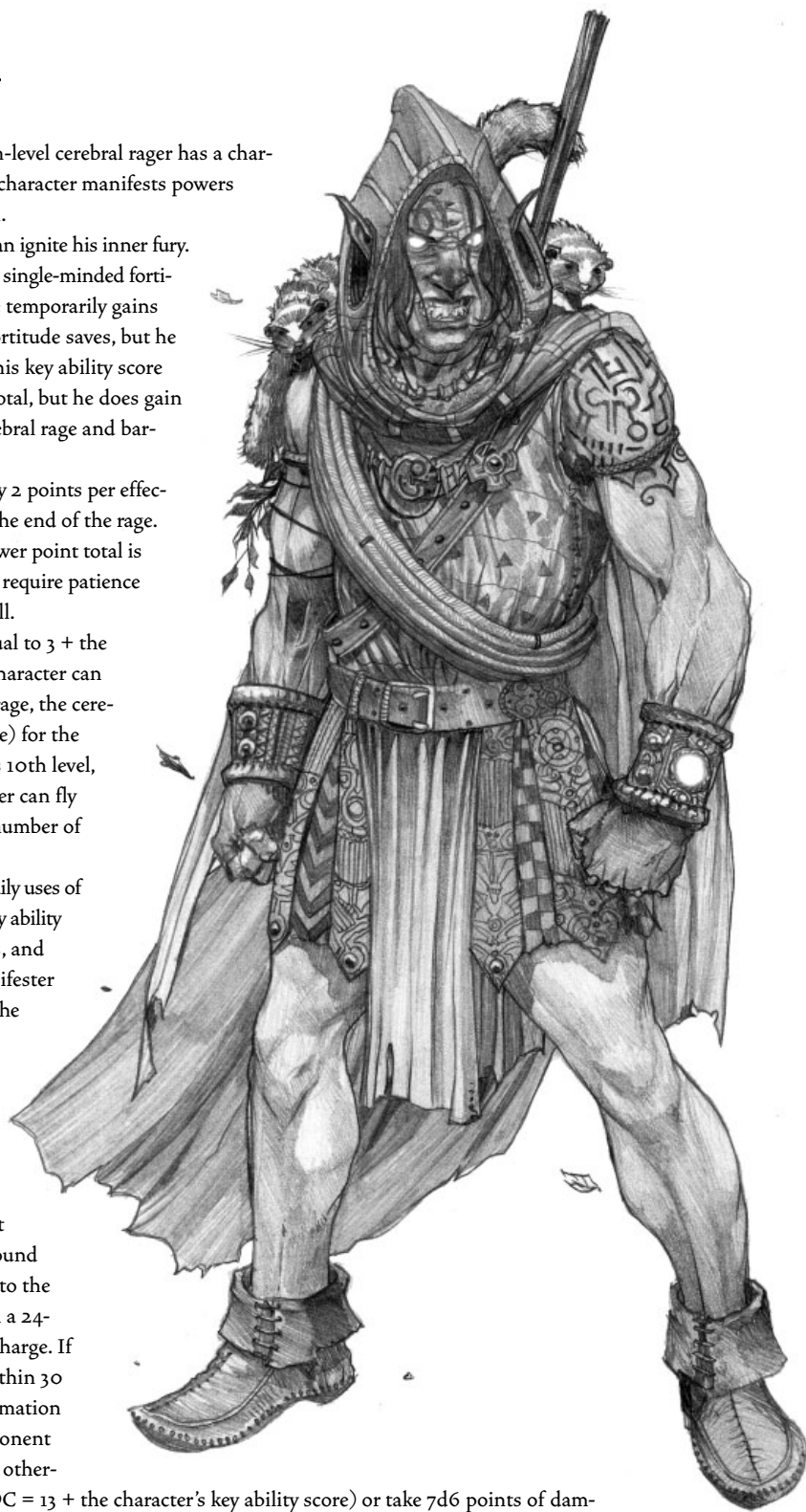
Beginning at 4th level, the character can burn his two daily uses of cerebral rage simultaneously. This pumps the character's key ability score by +6, gives him a +4 bonus on his Fortitude saves, and increases his power points by 3 points per effective manifester level. (The Will save penalty remains at –2.) At 7th level, the character could burn all three of his daily cerebral rages to increase his key ability score by +8, give him a +6 bonus on his Fortitude saves, and increase his power points by 4 points per effective manifester level. (The Will save penalty remains at –2.)

**Lesser Killing Look (Ps):** Once per day, starting at 2nd level, a portion of the cerebral rager's hate seeps out in the form of a lesser killing look. He can choose to ground his lesser killing look into the dirt or gaze harmlessly into the sky, but he can't stop it from occurring sometime within a 24-hour period, though he can choose the time for the discharge. If he directs the lesser killing look at a person or object within 30 feet, he makes a gaze attack (see the MM for more information on gaze attacks). The target that meets his gaze (an opponent always meets the rager's gaze unless actively attempting otherwise) must make a successful Fortitude saving throw (DC = 13 + the character's key ability score) or take 7d6 points of damage as the full weight of rage flashes from the rager's eyes. The target takes half damage on a successful saving throw.

**Hate (Ex):** Beginning at 3rd level, as a swift action, a cerebral rager can designate one opponent as the focus of his hate. He thereby receives a +1 bonus on damage (melee, ranged, power, or spell) from a successful attack that normally damages that opponent as a primary effect.

**Glare (Ex):** At 5th level and up, a cerebral rager gains a +6 morale bonus on his Intimidate checks.

**Abhor (Ex):** Beginning at 6th level, as a free action, a cerebral rager can designate one opponent as the focus of his abhorrence. He thereby receives a +2 morale bonus on damage (melee, ranged, power, or spell) from a successful attack that normally damages that opponent as a primary effect. Abhor stacks with the bonus granted by hate.



**Killing Look (Ps):** Starting at 8th level, once per day a portion of the cerebral rager's hate seeps out in the form of a killing look. He can choose to ground his killing look into the dirt or gaze harmlessly into the sky, but he can't stop it from occurring sometime within a 24-hour period, though he can choose the time for the discharge. If he directs the killing look at a person or object with 30 feet, he makes a gaze attack (see the MM for more information on gaze attacks). A target that meets his gaze (an opponent always meets the rager's gaze unless actively attempting otherwise) must make a successful Fortitude saving throw ( $DC = 16 + \text{the character's key ability modifier}$ ) or take 13d6 points of damage as the full weight of rage flashes from the rager's eyes. The target takes half damage on a successful saving throw.

**Despise (Ex):** Beginning at 9th level, as a free action, a cerebral rager can designate one opponent as the focus of his despise. He thereby receives a +1 bonus on damage (melee, ranged, power, or spell) from a successful attack that normally damages that opponent as a primary effect. Despise stacks with the bonuses granted by hate and abhor.

**Nimbus of Fury (Ps):** At 10th level, the cerebral rager can manifest his fury as a nimbus of raging psionic energy for one hour per day. The nimbus surrounds and coats the character in brilliant red light, which flickers almost like fire. While manifesting his nimbus, he gains benefits as if in a constant cerebral rage (see above). His flashing eyes contain an even deeper threat to those he despises. While he maintains a psionic focus, he can use his killing look every 4 rounds (for instance, he can use it on the first round of combat and then on the sixth round, but only if he maintained his psionic focus unbroken from the first to the fifth round).

## CHAKRA SAVANT

Chakras are invisible energy centers that all creatures possess, though few know how to exploit this energy. To those with the spiritual eyes to see, chakras appear as seven energy vortices, each one centered over one part of a character's

body. They serve as the openings for life energy to flow into and out of the character. Their function is to vitalize the physical body and to bring about the development of one's self-consciousness, and they are associated with a character's physical, mental, and emotional interactions. To the chakra savant, they are the keys to even greater psionic power and eventual cosmic consciousness.

Any psionic class may show interest in studying the ways of the chakra savant, especially those spiritually motivated to discover their connection with reality and life. Those most likely to become chakra savants, however, are egoists.

NPC chakra savants are visually identical to standard psions and psychic warriors—only their philosophies and ways to power differ. The same is true for PC chakra savants.

**Hit Die:** +1 Hit Die of existing class (in other words, if previously a psion, her Hit Die is a d4; if previously a psychic warrior, her Hit Die is a d8). If a character has more than one class, use +1 Hit Die of the class in which she possesses more levels. If equal, choose the class with fewer Hit Dice.

## REQUIREMENTS

To qualify to become a chakra savant, a character must fulfill all the following criteria.

**Autohypnosis:** 4 ranks

**Knowledge (Psionics):** 4 ranks

**Manifesting:** Ability to manifest *biofeedback* and at least one 3rd-level power

## CLASS SKILLS

The chakra savant's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Knowledge (psionics) (Int), Psicraft (Int), and Swim (Str). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Intelligence modifier

### THE CHAKRA SAVANT

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Mode Check Bonus	Special	Powers Known
1	+0	+2	+0	+0	+0	Root chakra	—
2	+1	+3	+0	+0	+0	Sacral chakra	+1 level of existing class
3	+2	+3	+1	+1	+1	Solar chakra	+1 level of existing class
4	+3	+4	+1	+1	+1	Heart chakra	+1 level of existing class
5	+3	+4	+1	+1	+1	Throat chakra	+1 level of existing class
6	+4	+5	+2	+2	+2	Brow chakra	+1 level of existing class
7	+5	+5	+2	+2	+2	Crown chakra	+1 level of existing class
8	+6	+6	+2	+2	+2	Chakra balance	+1 level of existing class
9	+6	+6	+3	+3	+3	Chakra blast	+1 level of existing class
10	+7	+7	+3	+3	+3	Cosmic consciousness	—



## CLASS FEATURES

All of the following are class features of the chakra savant prestige class.

**Weapon and Armor Proficiency:** Chakra savants gain no additional proficiency in any weapon or armor.

**Powers Known:** At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if she had also gained a level in the psionic class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those she receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, she must decide to which class she adds the new level for purposes of determining effective manifester level.

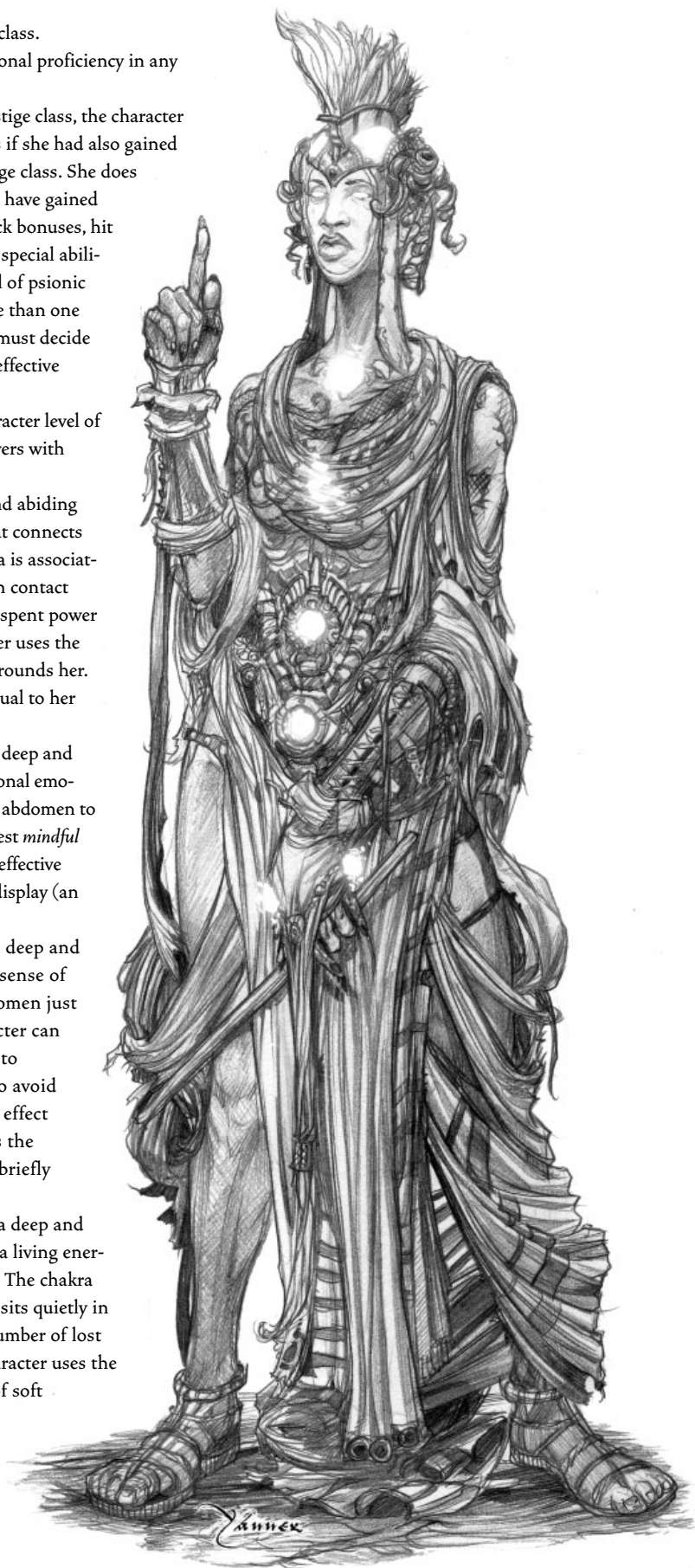
For example, a 7th-level psion/6th-level chakra savant has a character level of 13th and a manifester level of 12th. So, the character manifests powers with level-dependent parameters as if she were 12th level.

**Root Chakra (Ps):** At 1st level, the chakra savant gains a deep and abiding understanding of the root chakra, which is the grounding force that connects the character to earth energies and empowers her being. The chakra is associated with the base of the spine. Whenever the character sits quietly in contact with raw earth for a period of 10 minutes, she regains a number of spent power points equal to her chakra savant class level. Whenever the character uses the power, it creates a visual display: A cherry-red aura of soft light surrounds her. The chakra savant can use this power a number of times per day equal to her chakra savant class level.

**Sacral Chakra (Ps):** Beginning at 2nd level, the character gains a deep and abiding understanding of the sacral chakra, which governs her personal emotional and creative energies. The chakra is associated with the lower abdomen to the navel. This power grants the character the ability to freely manifest *mindful aura* (see Chapter Four: Powers) once per day as a character of her effective manifester level. Whenever the savant uses the power, its standard display (an aura) possesses a vivid orange tinge.

**Solar Chakra (Su):** Starting at 3rd level, the character gains a deep and abiding understanding of the solar chakra, which governs one's sense of self and self worth. The chakra is associated with the upper abdomen just above the point where the ribs separate. Once per day the character can ignore any one charm or compulsion; she must make the choice to ignore the charm or compulsion before making a saving throw to avoid the effect normally. This power allows the character to avoid the effect even if a save is not normally allowed. Whenever the savant uses the power, it creates a visual display. A rich yellow aura of soft light briefly surrounds the character.

**Heart Chakra (Ps):** At 4th level and above, the character gains a deep and abiding understanding of the heart chakra, which is the center of a living energy system and is the unconscious focus in bringing about healing. The chakra is associated with the center of the chest. Whenever the character sits quietly in contact with raw earth for a period of 10 minutes, she regains a number of lost hit points equal to her chakra savant class level. Whenever the character uses the power, the power creates a visual display: An emerald green aura of soft light surrounds her. The chakra savant can use this power a number of times per day equal to her chakra savant class level.



**Throat Chakra (Su):** Beginning at 5th level, the character gains a deep and abiding understanding of the throat chakra, which governs one's willpower. The chakra is associated with the throat and neck. Understanding this chakra grants the character a permanent +2 bonus on her Will saving throws. Whenever she makes a Will saving throw, a sky-blue aura of soft light briefly surrounds her.

**Brow Chakra (Ps):** Starting at 6th level, the character gains a deep and abiding understanding of the brow chakra, which is one's avenue to truly understanding the world. The chakra is associated with the center of the forehead. This power grants the savant the ability to freely manifest *psionic true seeing* once per day as a character of her effective manifester level. Whenever she uses the power, its standard visual display is replaced with an indigo aura of soft light that briefly surrounds her.

**Crown Chakra (Ps):** Upon attaining 7th level, the character gains a deep and abiding understanding of the crown chakra. Through this energy vortex, the life force of both the external universe and the character's internal psionic centers disperses into the lower six chakras. The crown chakra is associated with the top of the head. Whenever the character sits quietly in contact with raw earth for a period of 10 minutes, she can revitalize one of the other chakra powers that has a daily usage which she has already used for the day (sacral, solar, brow, and chakra blast; not root, heart, or cosmic consciousness). Using the power creates a visual display: A pure white aura of soft light surrounds the character. The chakra savant can use this power a number of times per day equal to half her chakra savant class level.

**Chakra Balance (Ex):** At 8th level, the character becomes adept at constantly keeping her chakras in balance and gains a permanent +2 insight bonus to her key ability score as a result. If the character doesn't have a key ability score, she can choose any one of her ability scores to receive the +2 bonus.

**Chakra Blast (Ps):** At 9th level, the character's deep understanding of her own chakras grants her a native understanding of the chakras in others. Once per day, the savant can use her own purged residual energy to block the chakras of another sentient creature she can see within 30 feet. The chakra savant concentrates and releases seven bolts of darkened chakra light, each of which crackles forth from one of her own chakras and hits the target's corresponding chakra. The savant must make a ranged touch attack to hit. If the attack succeeds, it blocks some or all of the target's chakras. If desired, the chakra savant could split up her chakra blast, dividing her blast between targets. In this case, she must make a separate ranged touch attack for each target (up to seven targets all within 30 feet of her), and the total negative effect (see below) is likewise divided.

When a chakra becomes blocked, it is damaged, and this damage affects the target's body and soul; the target gains 1d7 (1d8, reroll 8s) negative levels. If the target has at least as many

negative levels as Hit Dice, it dies. Each negative level gives a creature the following penalties: –1 competence penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the strength, duration, Difficulty Class, and other details of powers, spells, or special abilities). Additionally, a psionic character targeted with the effect loses a number of power points equal to the power point cost of the highest-level power the character can manifest, and loses knowledge of that power. (A spellcaster loses one spell or spell slot from his highest available level.) Negative levels stack.

Twenty-four hours after gaining any negative levels, the target must make a Fortitude saving throw (DC = 15 + 1/2 effective manifester level) for each negative level. If the save succeeds, that negative level is negated. If it fails, the negative level goes away, but one of the target's character levels has been permanently drained. (See Chapter One: Running the Game in the DMG for more information about negative levels and energy drain.)

This ability has no effect on another chakra savant.

**Cosmic Consciousness (Ex):** Once per week the savant can expand her mind far beyond its mortal confines. This occurs when all the chakras are open, bright, and clean, and glowing their associated color. For a moment, she crests into godmind and can see greater patterns in reality and existence. Few things are beyond her ability for a precious few seconds—just long enough for her to manifest one power. When cresting, the savant can manifest *reality revision*. If the manifestation incurs an XP Cost, the savant doesn't need to pay it immediately to manifest the effect; however, she must pay it later, and until she pays the cost, she can't use cosmic consciousness again.

### Undead and Chakras

*Sentient undead have chakras, just like living creatures, but they don't have all of them; they do not have the biology to sustain anything other than brow and crown chakras. Thus, undead who take the chakra savant prestige class (or chakra savants who somehow become undead and retain their class levels) do not gain benefits from most of the powers of the prestige class. They do gain the benefits from brow chakra, crown chakra, chakra balance, and chakra blast, but they can never crest into godmind with cosmic consciousness.*

## CHRONOREBEL

Psychoportionists instinctively know that the dimension of space is linked inextricably to the dimension of time. Time is a fabric invisible to most eyes, but it forms the backdrop to all psionic activities that impinge on the realm of the real. Most psions ignore the shape of the cosmos, as if their minds do not stay in tune to the flow of time. However, some learn to embrace their sense of timespace and use its structure as a springboard to greater power. Despite natural laws to the contrary, the chronorebel wields time the way other psions wield psychic energy. Who knows where moments go once past? The chronorebel knows.

Any psionic character who meets the requirements can become a chronorebel, but those with a past grievance they obsess over are most likely to take this prestige class.

When events critical to the future happen (often realized only in hindsight), it is a sure bet that a concentration of chronorebels from the future have floated downstream to observe, though most PCs and NPCs would be hard-pressed to pick them out, since the Edict of Time (see sidebar) forbids the alteration of history.

**Hit Die:** d6

## REQUIREMENTS

To qualify to become a chronorebel, a character must fulfill all the following criteria.

<b>Concentration:</b>	8 ranks
<b>Knowledge (History):</b>	2 ranks
<b>Knowledge (Psionics):</b>	2 ranks
<b>Feats:</b>	Speed of Thought
<b>Manifesting:</b>	Ability to manifest the powers <i>defensive precognition</i> and <i>offensive precognition</i>

## CLASS SKILLS

The chronorebel's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (history) (Int), Knowledge (psionics) (Int), Psicraft (Int), and Speak Language. See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Intelligence modifier

## CLASS FEATURES

All of the following are class features of the chronorebel prestige class.

**Weapon and Armor Proficiency:** Chronorebels gain no additional proficiency in any weapon or armor.

**Powers Known:** At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if he had also gained a level in the psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those he receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, he must decide to which class he adds the new level for purposes of determining effective manifester level.

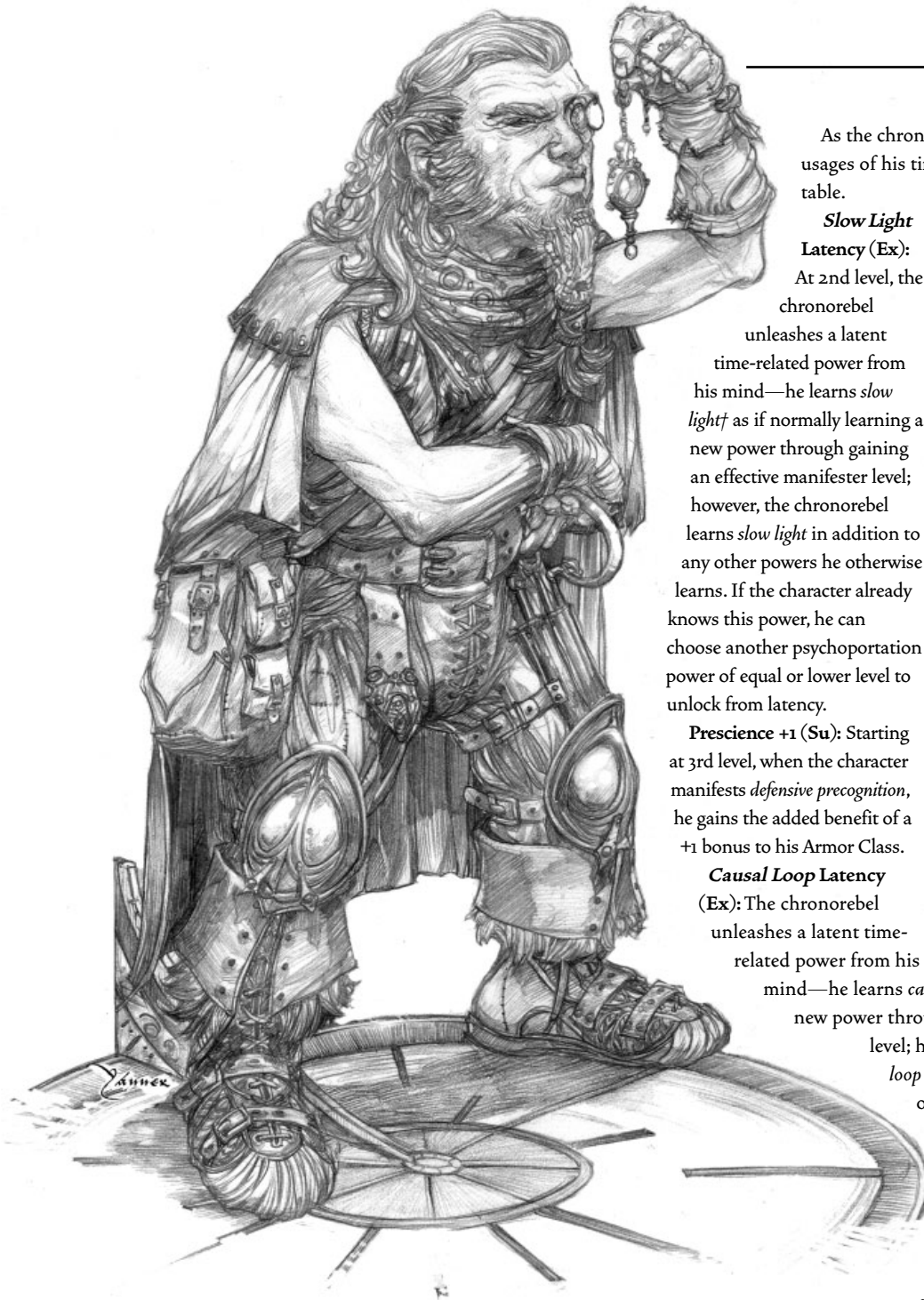
For example, a 7th-level psion/6th-level chronorebel has a character level of 13th and a manifester level of 12th. So the character manifests powers with level-dependent parameters as he were 12th level.

**Timeless (Su):** Once per day when he expends his psionic focus as part of a swift action, a chronorebel's personal time frame speeds up in relation to the standard time frame so that all other creatures seem frozen; however, they are actually still moving at their normal speeds. The character can act freely for 1 round. While he is timeless, other creatures are invulnerable to his attacks; however, he can create psionic effects and leave them to take effect when his timeless period ends. (The durations of the psionic powers do not begin until the timeless period is over.)

The character cannot move or harm items held, carried, or worn by a creature stuck in normal time, but he can affect any item that is not in another creature's possession. He is undetectable while the timeless period lasts. He cannot enter an area protected by a *null psionics field*, or by magical *protection from chaos/evil/good/law* as appropriate for his alignment, or by a *magic circle* spell. If the character passes through normal or magical fire, cold, gas, and the like, these energy effects harm him normally.

## THE CHRONOREBEL

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Mode Check Bonus	Special	Powers Known
1	+0	+0	+2	+0	+0	Timeless 1/day	—
2	+1	+0	+3	+0	+0	<i>Slow light</i> † latency	+1 level of existing class
3	+2	+1	+3	+1	+1	Prescience +1	+1 level of existing class
4	+3	+1	+4	+1	+1	<i>Causal loop</i> † latency	+1 level of existing class
5	+3	+1	+4	+1	+1	Backslip	+1 level of existing class
6	+4	+2	+5	+2	+2	Precognition +1	+1 level of existing class
7	+5	+2	+5	+2	+2	Timeless 2/day	+1 level of existing class
8	+6	+2	+6	+2	+2	<i>Temporal concussion</i> † latency	+1 level of existing class
9	+6	+3	+6	+3	+3	Temporal focus	+1 level of existing class
10	+7	+3	+7	+3	+3	Chrosynchrony	—



As the chronorebel gains levels, he gains additional usages of his timeless ability per day as shown on the table.

### **Slow Light**

#### **Latency (Ex):**

At 2nd level, the chronorebel unleashes a latent time-related power from his mind—he learns *slow light*† as if normally learning a new power through gaining an effective manifester level; however, the chronorebel learns *slow light* in addition to any other powers he otherwise learns. If the character already knows this power, he can choose another psychoportation power of equal or lower level to unlock from latency.

**Preciscence +1 (Su):** Starting at 3rd level, when the character manifests *defensive precognition*, he gains the added benefit of a +1 bonus to his Armor Class.

### **Causal Loop Latency**

#### **(Ex):** The chronorebel

unleashes a latent time-related power from his

mind—he learns *causal loop*† as if normally learning a new power through gaining an effective manifester level; however, the chronorebel learns *causal loop* in addition to any other powers he otherwise learns. If the character already knows this power, he can choose another psychoportation power of equal or lower level to unlock from latency.

**Backslip (Ps):** Working in a fraction of time no longer than six seconds, the character can briefly defy the

### **Edict of Time**

While a chronorebel can use knowledge he gained in the past to inform his actions of the present, those who knowingly alter history to any significant degree are destroyed in their present. None know who or what monitors the timestream, if anything other than the cosmos itself, but timestream alteration of any significance always results in the chronorebel's destruction (and the destruction of his friends, if any). The destruction comes by apparent chance—an earthquake, a marauding dragon, a psion killer, or even a solar flare or meteor strike that inflicts collateral damage beyond just the chronorebel. However, it never fails to find the chronorebel within seven days (in his personal timeframe) of the historical change. Thus, those given to abuse of the timestream are self-limiting. Those who change the timestream have seven days (in their own personal time) to put things aright, if they can.

**To the DM:** The Edict of Time doesn't mean you should always quash your PC chronorebel's desire to use chrosynchrony. Many subtle interactions are easily allowed, including simple observation, sample retrieval, and even conversations with historical figures. The cosmos has a way of mending what would otherwise be chaotic disruptions to the timestream, so unless the PCs take fairly drastic action, they'll be okay. Of course, the murder of an ancient ruler who had yet to make his historically noted major contribution to the future is right out, and it dooms PCs unless they stop themselves from making the change.

Edict of Time without fear of retribution and slip back 1 full round into the past once per day. In effect, the character “replays” the previous round of activity. The power regresses time to the beginning of the character's very last full-round action before the action the character used to initiate the power.

The DM does not absolutely have to remember exactly what happened on the previous round because the “paradox flux” created during the backslip is sufficient to explain discrepancies of position, actions of other PCs, and NPC action. In all cases, the DM has the final word—when you backslip in the DM's world, the DM calls the shots as to how events play out the second time.

When the character uses backslip, he retains knowledge of the next round of activity and can attempt to communicate that knowledge to anyone around him. During the round he relives, he can act on knowledge of the immediate future. Based on his actions, the round could play out completely differently. If the character attempts to use this ability outside of combat, he slips back 10 seconds. For instance, he could warn the rogue that, despite her belief to the contrary, there really is a lethal trap

on the door. No matter what the character does in the previous round, he has used this ability for the day, even though when he “relives” the original round, he doesn’t use this power. Likewise, power points spent by the chronorebel remain spent, even if in a second go-around the character does not manifest a power.

**Precognition +1 (Su):** From 6th level on, whenever the character manifests *offensive precognition*, he gains the extra added benefit of a +1 competence bonus on his attack roll.

**Temporal Concussion Latency (Ex):** At 8th level, the chronorebel unleashes a latent time-related power from his mind. He learns *temporal concussion*† as if normally learning a new power through gaining an effective manifester level; however, the chronorebel learns *temporal concussion* in addition to any other powers he otherwise learns. If the character already knows this power, he can choose another psychopotation power of equal or lower level to unlock from latency.

**Temporal Focus (Ex):** Starting at 9th level, all the chronorebel’s time-related powers become more potent. The character adds +2 to the Difficulty Class for all saving throws against powers he manifests that directly manipulate time to achieve their effect, such as *temporal concussion*†.

**Chrosynchrony (Ps):** At 10th level, the character achieves a breakthrough in temporal cognition and gains the ability to travel into the far past once per day as a standard action using a 9th-level power. He can’t use this power while he is already traveling in the past, however—only from his home time. The chronorebel can bring along objects and willing creatures totaling up to 50 lbs. per manifester level. The character doesn’t make a saving throw, and the power resistance is not applicable to him; only objects held or in use (attended) by another person receive saving throws and power resistance.

A chronorebel can move into the past only within a preset chronological window. Once moving, he has to move a minimum of 17 days into the past (he has to expend significant energy to get over a temporal “hump,” and once expended, it is impossible to travel any less time) and a maximum number of years into the past equal to  $500 \times$  his effective manifester level. A chronorebel can spend a maximum of one day per effective manifester level in the past before he and all he brought with him are automatically pulled back into their present by a temporal elastic spasm. Nothing can prevent this elastic spasm, except maybe deific intervention or epic-level psionic effects.

The farther the chronorebel moves into the past, the less likely he is to be tripped up by the Edict of Time. Those who make a habit of traveling the minimum temporal distance have become very good at blending in so as to avoid creating temporal ripples. Whether moving into the recent or far past, a chronorebel’s worst nightmare is to return to the present only to discover a change, either subtle or great. A subtle change might be a sculpture erected in the town

square where none previously existed. A great change could be as drastic as the color of the sun, or even a shift in the predominant race on the world. Major changes of this magnitude, if not fixed, end up budding off a new parallel world, leaving the original world unaffected—of course, this doesn’t save the chronorebel from the retribution of the Edict of Time. To escape the Edict, the chronorebel must use this power again to undo whatever influence was exerted the first time.

When the chronorebel travels into the past, he does not move physically. He appears in the same physical location he was in when he left the present. If this would mean appearing in a solid object that existed in the past, he is immediately pulled back to the present by a particularly violent temporal elastic spasm, dealing 6d6 points of damage to all would-be temporal travelers. When he appears, the amount of personal timeframe time spent in the past has elapsed in the traveler’s present. Thus, if the chronorebel spends two days and 10 minutes in the past, when he returns to his present, two days and 10 minutes have passed from the time he first used the power. If he returns to the present to find a solid object now exists where he left, he (and his companions, if any) appears in the nearest unoccupied space from where he departed.

## CRYSTAL PROSELYTE

The gradual upgrade from frail flesh to unyielding crystal is a transformation for the psionic few capable of appreciating the purity and power of living mineral. The crystal proselyte seeks ascendancy above mortal skin and bones, and he discovers an affinity in himself for the most wondrous apotheosis possible. The bell-like tones of purity that accompany those who are partly and fully ascended to crystal reveal the power inherent in their very bodies.

Initially, a crystal proselyte doesn’t seem dramatically changed—a crystal eye, veins of crystal running through his skin, or crystal teeth are common for those who have just begun the journey. Later, a crystal proselyte can exchange whole limbs for crystal, including large portions of his skin. No one who sees him can deny his mineral strength, especially when he allows his power to visibly blaze forth in psionic light and clear tones as loud as thunder.

Crystal proselytes usually live and work in ancient places, where they research lost psionic races and attempt to better understand their ties to crystal. Others follow naturally crystalline creatures, ever curious about their own similarities and differences. PC crystal proselytes seek adventure like any psion, reveling in their enhanced durability and focused power.

**Hit Die:** d4

## REQUIREMENTS

To qualify to become a crystal proselyte, a character must fulfill all the following criteria.



<b>Appraise:</b> 1 rank
<b>Knowledge (Psionics):</b> 8 ranks
<b>Perform (Any):</b> 1 rank
<b>Manifesting:</b> Ability to manifest two or more 2nd-level psionic powers
<b>Special:</b> The crystal proselyte must break a crystal psionic item worth 100 gp or more. Doing so allows the proselyte to mentally infuse the essence of the crystal into his flesh.

### CLASS SKILLS

The crystal proselyte's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (any) (Int), Intimidate (Cha), Knowledge (psionics) (Int), Perform (any) (Cha), Profession (any) (Wis), and Psicraft (Int). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Intelligence modifier

### CLASS FEATURES

All of the following are class features of the crystal proselyte prestige class.

**Weapon and Armor Proficiency:** Crystal proselytes gain no additional proficiency in any weapon or armor.

**Powers Known:** At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if he had also gained a level in the psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those he receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, he must decide to which class he adds the new level for purposes of determining effective manifester level.

For example, a 7th-level psion/6th-level crystal proselyte has a character level of 13th and a manifester level of 12th. So the character manifests powers with level-dependent parameters as if he were 12th level.

**Infuse Crystal (Su):** A crystal proselyte uses a psionic crystal item (100 gp or more in value) to catalyze a crystalline morphological change in his own body. The process, sometimes called crystal ascendancy, is painful and even a little dangerous. Once the crystal proselyte breaks the item, the ritual requires 10 rounds

from initiation to completion. Once begun, nothing can halt its progress. The crystal essence partly replaces the outer layer of the character's skin in an agonizing process that deals 1d4 points of damage each round of the ritual.

When finished, the crystal proselyte has exchanged a thin layer of dermal flesh for crystal. However, as he gains additional levels of the prestige class, crystal replaces more and more of his body, including deeper layers of his skin, whole limbs, and some of his internal organs! The character determines the color of the crystal, and once chosen, the color remains constant.



## THE CRYSTAL PROSELYTE

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Mode Check Bonus	Special	Powers Known
1	+0	+2	+0	+2	+0	Infuse crystal, countertone	—
2	+1	+3	+0	+3	+0	Heat resistant	+1 level of existing class
3	+1	+3	+1	+3	+1	Crystal blaze	+1 level of existing class
4	+2	+4	+1	+4	+1	Crystal knowledge	+1 level of existing class
5	+2	+4	+1	+4	+1	Crystal adaptation	+1 level of existing class
6	+3	+5	+2	+5	+2	Electricity resistant	+1 level of existing class
7	+3	+5	+2	+5	+2	Crystal mind	+1 level of existing class
8	+4	+6	+2	+6	+2	Crystal knowledge	+1 level of existing class
9	+4	+6	+3	+6	+3	Crystal carapace	+1 level of existing class
10	+5	+7	+3	+7	+3	Crystalline	—

The crystal grants the character a +4 natural armor bonus, the ability to produce illumination equal to daylight from his crystal portions in up to a 60-foot-radius, and the ability to produce bell-like tones of utter purity at will. The character can use these tones to produce a countertone that negates magical or psionic effects that depend on sound (but not powers with audible displays or spells with somatic components).

**Countertone (Ps):** The crystal proselyte can emit a countertone as a swift action costing 1 power point per round. During each round the countertone sounds, any characters and creatures within 30 feet who are affected by sonic or language-dependent psionic or magical attacks (such as *sound burst* or *command*) gain another saving throw to resist.

**Heat Resistant (Ex):** At 2nd level, the crystal infusion spreads further, granting the character fire resistance 5.

**Crystal Blaze (Ex):** At 3rd level, the character gains the ability to illuminate his crystalline portions with a dazzling, unnerving light once per day. A crystal blaze is a standard action that affects any creature that can see within 60 feet. All unprepared creatures in the radius must succeed at a Fortitude save equal to 13 + the crystal proselyte's key ability modifier or become blinded and discomfited. The blindness and discomfiture last for 10 minutes. Discomfited creatures suffer a –2 morale penalty on attack rolls, damage rolls, and saving throws. Blinded creatures suffer a 50 percent miss chance in combat, lose any Dexterity bonus to Armor Class, move at half speed, and suffer a –4 penalty on Search checks and on most Strength and Dexterity-based skill checks. Any skill that relies on vision, such as Spot, automatically fails. Opponents of a blinded character gain a +2 bonus on their attack rolls, being effectively invisible.

**Crystal Knowledge:** The crystal infusion continues, reverberating with psionic power. At 4th and 8th level, the character gains a bonus feat for which he already meets the prerequisites.

**Crystal Adaptation (Ex):** By 5th level, crystal and flesh become more seamless in their integration, as if they had never

been separate. The crystal infusion's natural armor bonus increases to +6, the ability to produce illumination from the proselyte's crystal portions equals daylight in up to a 120-foot radius, and the proselyte gains the ability to focus the bell-like tones he produces into a sonic cone of destructive harmonics:

**Sonic Cone (Ps):** The character can blast sonic energy in a cone up to 60 feet long as a standard action each time he pays a cost of 3 power points. The crystal proselyte can tune the bell-like tones he produces into destructive harmonics that disrupt tissue and rend bone, dealing 5d6 points of sonic damage to all within the cone (Reflex save [DC 15 + key ability modifier] half); for each additional power point paid, the proselyte deals an additional 1d6 points of damage, up to a maximum of 10d6 points of sonic damage. All objects made of wood, stone, metal, or glass within the cone must succeed at a Fortitude save (DC 15 + the crystal proselyte's key ability modifier) or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

**Electricity Resistant (Ex):** At 6th level, the crystal infusion spreads further, granting the character electricity resistance 5.

**Crystal Mind (Su):** At 7th level, the crystal proselyte's crystalline nature allows him to treat his whole body as if it were a cognizance crystal 7. All rules for using a cognizance crystal apply (see Chapter Seven: Psionic Items in the *Expanded Psionics Handbook*).

**Crystal Carapace (Ex):** By 9th level, crystal and flesh are on the verge of total integration. The crystal infusion's natural armor bonus increases to +8. Additionally, the proselyte's ability to produce illumination equal to daylight from his crystal portions increases to a 240-foot radius, and the proselyte gains the ability to change the duration, color, and intensity of the light he produces to create a prismatic burst:

**Prismatic Burst (Ps):** The character can release a 20-foot-radius burst of prismatic light centered on himself as a standard action once per day. The prismatic burst is psionically harmonic. It creates a spray of shimmering, intertwined,

multicolored beams. Each beam has a different power. Creatures in the area with 8 HD or less are automatically blinded (see *blindness/deafness*) for 2d4 rounds. All creatures in the area are randomly struck by one or more beams, which have additional effects. Roll on the table below for each creature affected to determine which beam strikes it. The Difficulty Classes for the effects below are equal to 17 + the crystal proselyte's key ability modifier.

1d8	Beam's Color	Effect
1	Red	20 points sonic damage (Reflex half)
2	Orange	40 points cold damage (Reflex half)
3	Yellow	60 points force damage (Reflex half)
4	Green	Disintegrate (turns to dust; Fortitude partial, take 20 points of damage instead)
5	Blue	Turned to blue crystal shot through with cracks (Fortitude negates)
6	Indigo	Infected with <i>mind seed</i> of crystal proselyte (Will negates)
7	Violet	Sent into personal <i>microcosm</i> (Will negates, unlike in power)
8	—	Struck by two rays; roll again twice, ignoring any "8" results

**Crystalline (Ex):** At 10th level, the crystal infusion and the proselyte become one. Proselytes who achieve crystalline status become pure crystal through and through. A crystalline proselyte is immune to poison and disease and is no longer at risk of death from massive damage. Characters are no longer subject to critical hits, and by extension, sneak attacks. Crystalline proselytes gain a sonic-dependent power resistance—they have power resistance equal to their manifester level + 10 against psionic or magical effects that deal sonic damage.

In addition, crystalline characters can use their prismatic burst power more than a single time per day, but must pay 9 pp for the privilege with each use beyond the first.

## GHOSTBREAKER

The power of the insightful mind can discern what is alive, what is dead, and what treads the shadowy veil in between. The self-appointed task of the ghostbreaker is to eradicate those demons of necrotic flesh that outstay their welcome in life's pageant. The ghostbreaker uses the power of mind, not prayer or entreaties to a divine power, to eradicate flesh that walks without living. Thus she is the hated enemy of the undead. The ghostbreaker bears any deprivation to track undead to their crypts and slay them, lest their unholy influence spread.

The ghostbreaker draws on many skills, not the least of which is simple knowledge, to fight undead. The skills of the warrior are necessary to fight those undead who cannot be cleansed any other way than by the blade—thus those with levels of psychic warrior or even fighter find this class easier to take. The most common ghostbreaker is someone with four levels of psion and two levels of ranger or paladin (though fighters and barbarians are almost as common).

Ghostbreaker NPCs are found standing vigil in lonely tombs or ruined necropoli. Player character ghostbreakers can join their strength with groups who have a habit of running into undead on a regular basis.

**Hit Die:** d8

## REQUIREMENTS

To qualify to become a ghostbreaker, a character must fulfill all the following criteria.

**Base Attack Bonus:** +3

**Concentration:** 8 ranks

**Knowledge (Psionics):** 4 ranks

**Knowledge (Religion):** 2 ranks

**Special:** Must have slain an undead and have fashioned from a portion of the slain undead a focus to wear as an amulet, brooch, circlet, or ring.

## THE GHOSTBREAKER

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Mode Check Bonus	Special	Powers Known
1	+1	+2	+0	+2	+0	Effective turning, <i>detect undead</i>	+1 level of existing class
2	+2	+3	+0	+3	+0	Raze undead	+1 level of existing class
3	+3	+3	+1	+3	+1	Endure drain	+1 level of existing class
4	+4	+4	+1	+4	+1	Drain feedback	+1 level of existing class
5*	+5	+4	+1	+4	+1	Turning harrier	+1 level of existing class

\*You cannot progress farther than 5th level in this prestige class.

## CLASS SKILLS

The ghostbreaker class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Knowledge (psionics) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (any) (Wis), Psicraft (Int), Search (Int), and Spot (Wis). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Intelligence modifier

## CLASS FEATURES

All of the following are class features of the ghostbreaker prestige class.

### Weapon and Armor Proficiency:

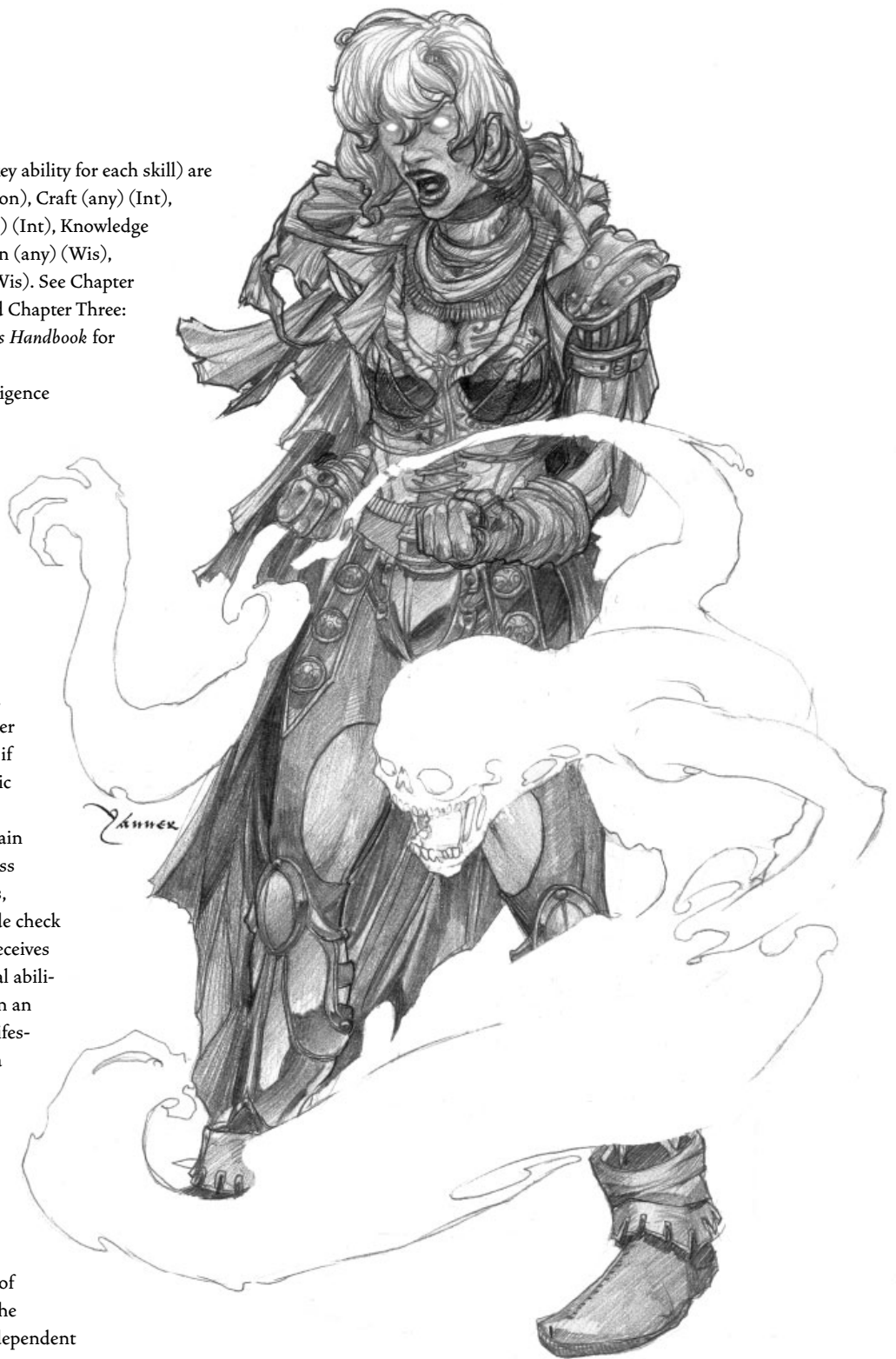
Ghostbreakers gain no additional proficiency in any weapon or armor.

**Powers Known:** At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if she had also gained a level in the psionic class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those she receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, she must decide to which class she adds the new level for purposes of determining effective manifester level.

For example, a 10th-level psion/3rd-level ghostbreaker has a character level of 13th and a manifester level of 13th. So the character manifests powers with level-dependent parameters as if she were 13th level.

**Effective Turning (Su):** A ghostbreaker can turn undead as divinely inspired clerics do, but she uses the power of her mental presence, not a channel to a higher power. A ghostbreaker turns undead with an effective turning level equal to her manifester level minus 2 by mentally channeling and manipulating positive energy. Thus, a psion 6/ghostbreaker 1 turns undead as if she were a 5th-level cleric. A ghostbreaker who also has levels as a cleric or paladin adds those levels to determine effective turning level. Charisma continues to modify the turning check and turning damage.

**Detect Undead (Ps):** Ghostbreakers can detect that peculiar mental deficiency that indicates an undead mind animated with negative energy, not life. The ghostbreaker can *detect undead* (per the spell) as a standard action within a 60-foot radius automatically while she retains her psionic focus. The amount of information received depends on how long the character ponders:



**1st Round:** She determines the presence or absence of undead.

**2nd Round:** She determines the number of undead in the area and the level of the strongest undead present.

**3rd Round:** She knows the level and location of each undead. If an undead is outside her line of sight, then she discerns its direction but not its exact location.

**Raze Undead (Su):** Starting at 2nd level, a ghostbreaker can raze undead with one melee, ranged, touch, or psionic power attack that directly deals damage, such as *concussion blast*. On a successful attack, she deals 2 extra points of damage per effective manifester level (regardless of whether the undead makes its save, if any). The character can raze undead a number of times per day equal to her prestige class level plus her Charisma modifier (if positive).

**Endure Drain (Su):** Beginning at 3rd level, while the character retains her psionic focus, she enjoys limited protection from level-draining attacks. Each round, the character ignores the first negative level that she would otherwise receive from any attack that bestows negative levels (such as from a vampire's attack). This ability absorbs only negative levels bestowed, not damage associated with the attack, if any.

**Drain Feedback (Su):** From 4th level on, any time the character takes negative levels (such as when her endure drain ability doesn't shield her fully from a level-draining attack), the extra negative levels trigger an autonomic psionic response against a specific attacker (such as an undead, a spellcaster casting *enervate*, a fighter wielding a level-draining sword, and so on). As an immediate action, the character sends an arc of feedback energy at the level-draining attacker (even if invisible or out of line of sight, as long as an uninterrupted path exists between the two). The feedback has one of two effects. Undead are treated as if subject to a free effective turning effect by the ghostbreaker, with a +3 bonus to effective turning levels (treat these undead as rebuked, as the feedback energy is negative, not positive). Against living creatures who bestow negative levels with powers, spells, or items, the feedback

arc bestows one negative level. Either way, the ghostbreaker takes the negative level or levels that caused the feedback, too. Even if the ghostbreaker takes multiple levels, only a single feedback arc forms, with the specified effect described above.

**Turning Harrier (Su):** At 5th level, ghostbreakers become even better at turning undead. A ghostbreaker turns undead with an effective turning level equal to her manifester level +2 (which replaces the –2 effective turning level of the previous ability) by mentally channeling and manipulating positive energy. Thus, a psion 6/ghostbreaker 5 turns undead as a 13th-level cleric! A ghostbreaker who also has levels as a cleric or paladin adds those levels to determine effective turning level. Charisma continues to modify the turning check and turning damage.

## INNATE PRETENDER

Solely reliant on his skills of mind and body, the innate pretender moves like a shadow through society—just below notice and behind the scenes. And that's how innate pretenders prefer it. Hiding their true purpose to all who know them, innate pretenders focus their psionic ability toward deception, robbery, spying, and sometimes even assassination. Adaptable to almost any situation, whether with psionic powers or by calling on their razor-sharp skills, innate pretenders fear little.

The qualifying requirements for this prestige class virtually ensure that multiclassed psion/rogues or wilder/rogues are the primary candidates. However, psychic warrior/rogues and soulknife/rogues can also qualify for this class, and they make up a small percentage of innate pretenders.

Innate pretenders, masters of misdirection, focus on powers that improve their stealth and mobility. Those who meet NPC innate pretenders rarely recognize them. More often than not, even PCs are taken in by a pretender's act and may not realize until later that they have been burgled. Characters who come into contact with pretenders less interested in larceny and more interested in assassination rarely survive the experience.

**Hit Die:** d6

### THE INNATE PRETENDER

Class Level	Base				Mode		Special	Powers Known
	Attack Bonus	Fortitude Save	Reflex Save	Will Save	Check Bonus			
1	+0	+0	+2	+2	+0		<i>Chameleon</i> 3/day	—
2	+1	+0	+3	+3	+0		Sneak attack +1d6	+1 level of existing class
3	+2	+1	+3	+3	+1		Innate <i>far hand</i> 3/day	+1 level of existing class
4	+3	+1	+4	+4	+1		Sneak attack +2d6	—
5	+3	+1	+4	+4	+1		Innate attack 1/day	+1 level of existing class
6	+4	+2	+5	+5	+2		Sneak attack +3d6	+1 level of existing class
7	+5	+2	+5	+5	+2		Slippery customer 3/day	—
8	+6	+2	+6	+6	+2		Sneak attack +4d6	+1 level of existing class
9	+6	+3	+6	+6	+3		<i>Mind blank</i> 1/day	+1 level of existing class
10	+7	+3	+7	+7	+3		Sneak attack +5d6	—



## REQUIREMENTS

To qualify to become an innate pretender, a character must fulfill all the following criteria.

<b>Alignment:</b> Any nonlawful
<b>Bluff:</b> 5 ranks
<b>Disguise:</b> 2 ranks
<b>Hide:</b> 5 ranks
<b>Knowledge (Psionics):</b> 2 ranks
<b>Manifesting:</b> Ability to manifest <i>far hand</i> and <i>body equilibrium</i>
<b>Special:</b> Sneak attack +2d6

## CLASS SKILLS

The innate pretender's class skills (and the key ability for each skill) are Appraise (Int), Autohypnosis (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Psicraft (Int), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

**Skill Points at Each Level:** 6 + Intelligence modifier

## CLASS FEATURES

All of the following are class features of the innate pretender prestige class.

**Weapon and Armor Proficiency:** Innate pretenders gain no additional proficiency in any weapon or armor.

**Powers Known:** At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if he had also gained a level in the psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those he receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, he must decide to which class he adds the new level for purposes of determining effective manifester level.

For example, a 2nd-level psion/3rd-level rogue/3rd-level innate pretender has a character level of 8th and a manifester level of 4th. So the character manifests powers with level-dependent parameters as if he were 4th level.

**Chameleon (Ps):** The innate pretender's first instinct is to blend into his surroundings. At 1st level, the innate pretender can freely manifest the psionic power *chameleon* three times per day. This ability's manifester level is equal to the character's manifester level.

**Sneak Attack (Ex):** This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If the innate pretender receives a sneak attack modifier from another source (such as rogue levels), the extra damage stacks.

**Innate Far Hand (Ps):** In conjunction with the *far hand* power, an innate pretender can perform one of the following class skills at the range of the *far hand* power: Disable Device, Open Lock, or pick pocket using Sleight of Hand. Working at a distance increases the normal skill check Difficulty Class by +2, and the innate pretender cannot take 10 on the check. Any object so manipulated must weigh 5 lbs. or less.



**Innate Attack (Su):** At 5th level, the innate pretender can apply sneak attack damage to a foe he strikes in melee or ranged combat (within 30 feet) once per day. He enjoys this bonus on damage regardless of whether he would normally have gained it based on considerations of flanking or the opponent being denied its Dexterity bonus to Armor Class. The innate pretender's psionic sense of his opponent guides his hand.

**Slippery Customer (Ex):** By 7th level, foes find it almost impossible to pin down an innate pretender. The character can reroll a roll that he just made. He must take the result of the reroll, even if it's worse than the original roll (unless he chooses to apply another use of this ability for the day). He can reroll three rolls per day. Unlike others, the innate pretender makes his own luck.

**Mind Blank (Ps):** To his enemies (and friends), the innate pretender always remains a closed book. At 9th level, the innate pretender can freely manifest the psionic power *mind blank* once per day. The ability's manifester level is equal to the character's manifester level.

## LUCID CENOBITE

"The world is an illusion that cloaks supreme reality."

The lucid cenobite pursues philosophies that advocate renunciation. She looks upon the visible material world as an illusion and knows well the supreme mental reality that lies beyond it, invisible to nonpsionic creatures. The cenobite believes that the mindscape that forms as psionic creatures prepare to duel is a manifestation of this supreme mental reality; dreams are echoes of it. As such, the lucid cenobite has given up worldly pleasures and roams the earth to seek spiritual solace in the world that traps her. Through achievement of supreme physical grace and ability, she believes she can transcend the physical and enter the realm of the mental. By her lucid actions, she seeks to throw back, however briefly, the cloak of the world and reveal the mental reality beyond.

Only those who have trained as monks and have awakened psionic latency can hope to walk the philosophical path of the lucid cenobite. Psion/monks are the most common lucid cenobite since they qualify fairly quickly, but psychic warrior/monks also qualify for the lucid cenobite prestige class soon enough.

Characters can encounter a lucid cenobite without knowing it. Nothing distinguishes a lucid cenobite from a common monk; however, when the lucid cenobite demonstrates her powers, the distinction becomes clear. Player character lucid cenobites travel the world seeking physical perfection, and they act as unintended agents of Law—not only does the lucid cenobite seek to purify herself, but she also seeks to curb the chaotic tendencies of the world around her.

**Hit Die:** d8

## REQUIREMENTS

To qualify to become a lucid cenobite, a character must fulfill the following criteria.

<b>Alignment:</b>	Any lawful
<b>Autohypnosis:</b>	6 ranks
<b>Knowledge (Psionics):</b>	2 ranks
<b>Manifesting:</b>	Ability to manifest <i>biofeedback</i>
<b>Feats:</b>	Improved Unarmed Strike
<b>Class Abilities:</b>	Still mind

## CLASS SKILLS

The lucid cenobite's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (psionics) (Int), Listen (Wis), Move Silently (Dex), Perform (any) (Cha), Profession (any) (Wis), Psicraft (Int), Swim (Str), and Tumble (Dex). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Intelligence modifier

## THE LUCID CENOBITE

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Mode Check Bonus	Special	Powers Known
1	+0	+0	+2	+2	+0	Student, id strike	—
2	+1	+0	+3	+3	+0	Tranquil mind	+1 level of existing class
3	+2	+1	+3	+3	+1	Diamond eyes	+1 level of existing class
4	+3	+1	+4	+4	+1	—	+1 level of existing class
5	+3	+1	+4	+4	+1	Lucid thrust, bonus feat	—
6	+4	+2	+5	+5	+2	<i>Eradicate invisibility</i> latency	+1 level of existing class
7	+5	+2	+5	+5	+2	Accepting body, bonus feat	—
8	+6	+2	+6	+6	+2	—	+1 level of existing class
9	+6	+3	+6	+6	+3	Ego slap	—
10	+7	+3	+7	+7	+3	Lucidity	+1 level of existing class

## CLASS FEATURES

All of the following are class features of the lucid cenobite prestige class.

**Weapon and Armor Proficiency:** Lucid cenobites are proficient with the club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling. Lucid cenobites are not proficient with any armor or shields—in fact, many of the cenobite's special powers require unfettered movement. When wearing armor, using a shield, or carrying a medium or heavy load, a cenobite loses her AC bonus, as well as her fast movement and flurry of blows abilities (from her monk class).

**Powers Known:** At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if she had also gained a level in the psionic class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those she receives from the prestige class, psycrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, she must decide to which class she adds the new level for purposes of determining effective manifester level.

For example, a 7th-level psion/3rd-level monk/3rd-level lucid cenobite has a character level of 13th and a manifester level of 9th. So the character manifests powers with level-dependent parameters as if she were 9th level.

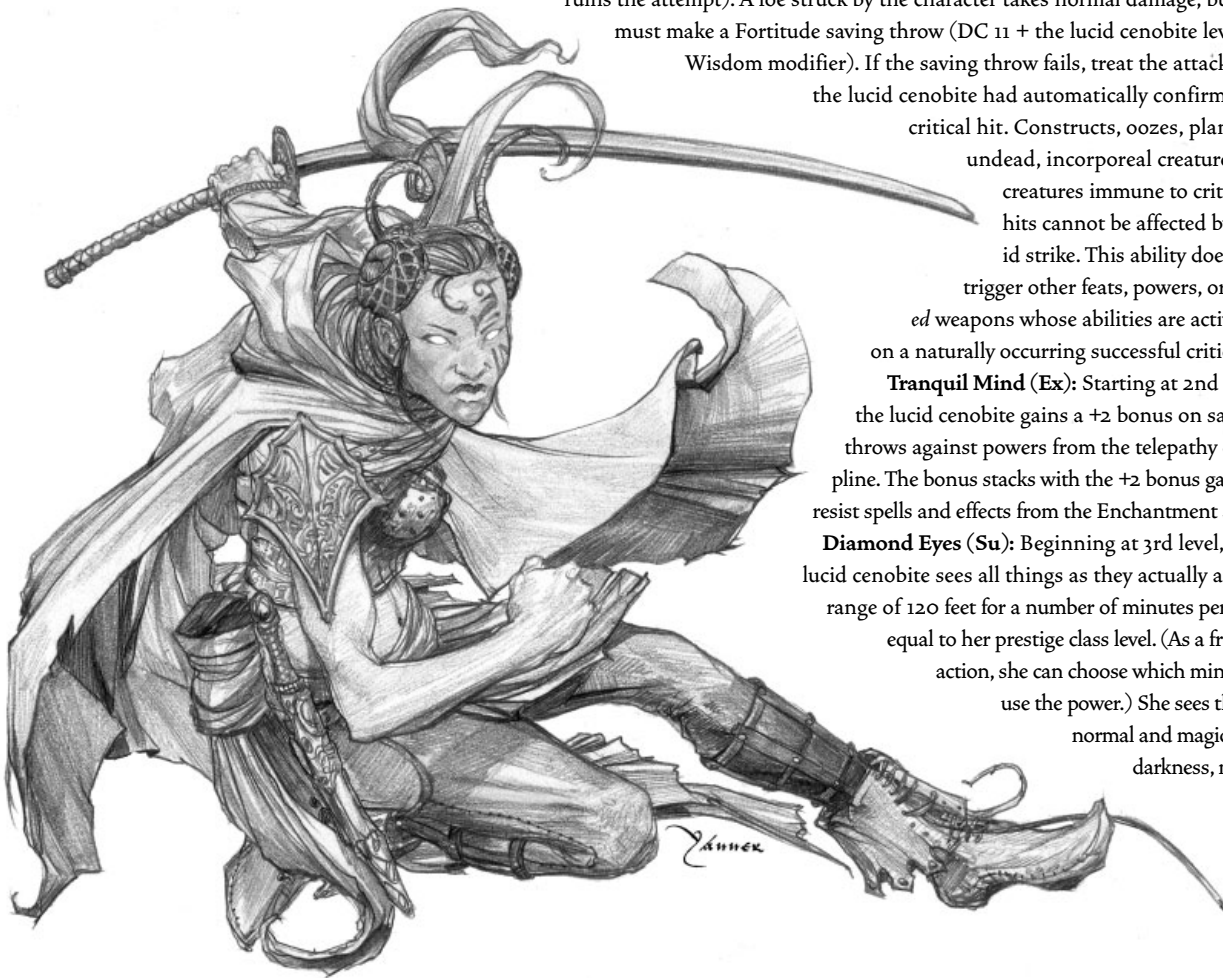
**Student (Ex):** Lucid cenobites are monks, though they achieve physical enlightenment and hope to transcend the physical eventually. As such, a lucid cenobite gains the flurry of blows, *ki* strike abilities, unarmed damage, Armor Class bonus, and the unarmored speed of a monk whose level equals her monk level + her lucid cenobite level. If the lucid cenobite has levels in another psionic class such as psion or soulnife, she can count half of those levels to determine her effective student of perfection ability. For instance, a 4th-level monk/4th-level psychic warrior/1st-level lucid cenobite has a flurry of blows attack bonus of +4/+4 (as if she were a 7th-level monk). Those who meet the requirements for this class who are not monks or psychic warriors gain these abilities as monks of a level equal to their lucid cenobite level only.

**Id Strike (Su):** A lucid cenobite can pierce the physical shell of matter with her unarmed attacks. The character can use this ability once per round on one attack, but no more than once per prestige class level per day. The character must declare she is using an id strike attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the character takes normal damage, but also must make a Fortitude saving throw (DC 11 + the lucid cenobite level + Wisdom modifier). If the saving throw fails, treat the attack as if

the lucid cenobite had automatically confirmed a critical hit. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected by the id strike. This ability doesn't trigger other feats, powers, or *grafted* weapons whose abilities are activated on a naturally occurring successful critical hit.

**Tranquil Mind (Ex):** Starting at 2nd level, the lucid cenobite gains a +2 bonus on saving throws against powers from the telepathy discipline. The bonus stacks with the +2 bonus gained to resist spells and effects from the Enchantment school.

**Diamond Eyes (Su):** Beginning at 3rd level, the lucid cenobite sees all things as they actually are to a range of 120 feet for a number of minutes per day equal to her prestige class level. (As a free action, she can choose which minutes to use the power.) She sees through normal and magical darkness, notices



secret doors hidden by psionics or magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of psychometabolically changed, polymorphed, or transmuted things. Further, she can focus her vision to see into the Ethereal Plane (but not into extradimensional spaces).

**Lucid Thrust (Su):** From 5th level forward, a lucid cenobite can pierce the physical shell of matter with her unarmed attacks. The character can use this ability once per day. The character must declare she is using a lucid thrust attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the character must make a Will saving throw (DC 11 + the lucid cenobite's level + Wisdom modifier) in addition to receiving normal damage. If the saving throw fails, the victim is dominated as if affected by a power similar to *psionic dominate*, except that when struck by lucid thrust, any creature type subject to mind-affecting effects of up to Large size is affected for a duration of one minute.

**Bonus Feat:** At 5th and 7th level the character can choose any psionic, metapsionic, or psionic item creation feat for which she would normally qualify as a bonus feat.

**Eradicate Invisibility Latency (Ex):** Starting at 6th level, the lucid cenobite unleashes a latent power from her mind. She learns *eradicate invisibility* as if normally learning a new power through gaining an effective manifester level; however, the lucid cenobite learns *eradicate invisibility* in addition to any other powers she otherwise learns. If the character already knows this power, she can choose another clairsentient power of equal or lower level to unlock from latency.

**Accepting Body (Su):** Beginning at 7th level, the lucid cenobite's aura of incisive understanding absorbs psionic powers, spells, spell-like abilities, and supernatural abilities targeted against her, rather than suffering their effects. This ability absorbs only powers and spells that have the lucid cenobite as a target. Effect and area powers are not affected.

Each day, the cenobite can absorb a number of power levels equal to her lucid cenobite level plus her Wisdom modifier. Subtract the level of each power absorbed from the amount of absorption left. However, a power is never partially absorbed. Any time a power with a level higher than the cenobite's remaining amount of daily absorption targets the character, the power affects her normally, without drawing down the amount of absorption left or impeding the power.

**Ego Slap (Su):** A lucid cenobite has the ability to pierce the physical shell of matter with her unarmed attacks. The character can use this ability once per round, but no more than once per two prestige class levels per day (round down). The character must declare she is using an ego slap before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the character must make a Will saving throw (DC 11 + the lucid cenobite's level + Wisdom

modifier), in addition to receiving normal damage. If the saving throw fails, the creature loses a number of power points equal to the cost of manifesting its three highest-level powers. (The cenobite doesn't get these; the points are simply lost.) Against a creature that freely manifests its psionic powers, ego slap suppresses one usage of its "best" power for the day (determined by the DM). Against spellcasters, ego slap erases their three highest-level spells, either as prepared spells or spell slots for the day (against those who cast like sorcerers).

**Lucidity (Su):** The remaining distractions of reality are cleared up. The lucid cenobite sees truth in all things to a range of 120 feet for a number of rounds per day equal to her Wisdom modifier. (As a swift action each round, she can choose which rounds to use the power.) The cenobite can see through solid objects no thicker than 1 inch per prestige class level plus her Wisdom modifier. Her sight pierces concealment, including that caused by fog and the like. She can pierce mundane disguises, spot creatures that are simply hiding, or notice secret doors hidden by mundane means; she gains a +20 lucid bonus on her Spot check. Her lucidity extends through psionic powers or devices that further extend seeing or viewing, so she could use lucidity in conjunction with *clairaudience/clairvoyance* or *remote viewing*.

## PATTERN MASTER

Indelible designs inked on living flesh supersede art when a psionic character mentally charges the scribed circuit with the potential for power. Called psionic tattoos, these psionic circuits are works more of artistry than design in the hands of a true master of the craft: the pattern master. Few appreciate the joy of tattooed flesh more fully.

Also called "engravers of power," these specialists scribe tattoos of rare strength, and do so both for aesthetics and for utility. But utility is almost secondary; pattern masters are at least as interested in the intricacy and beauty of any given design as they are with the power held within it.

Pattern masters have quicker access to abilities that enhance the effects of their tattoo-stored powers, and so PCs are often drawn to this prestige class. Nonplayer character pattern masters often own circuit schools or tattoo parlors where they command hefty fees for their craft.

**Hit Die:** d4

## REQUIREMENTS

To qualify to become a pattern master, a character must fulfill all the following criteria.

<b>Concentration:</b>	8 ranks
<b>Craft (Tattooing):</b>	4 ranks
<b>Feats:</b>	Scribe Tattoo
<b>Manifesting:</b>	Ability to manifest at least two 2nd-level powers

## CLASS SKILLS

The pattern master's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Craft (tattooing) (Int), Knowledge (psionics) (Int), and Psicraft (Int). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Intelligence modifier

## CLASS FEATURES

All of the following are pattern master class features.

**Weapon and Armor Proficiency:** Pattern masters gain no additional proficiency in any weapon or armor.

**Powers Known:** At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if he had also gained a level in the psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those he receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, he must decide to which class he adds the new level for purposes of determining effective manifester level.

For example, a 7th-level psion/6th-level pattern master has a character level of 13th and a manifester level of 12th. So the character manifests powers with level-dependent parameters as if he were 12th level.

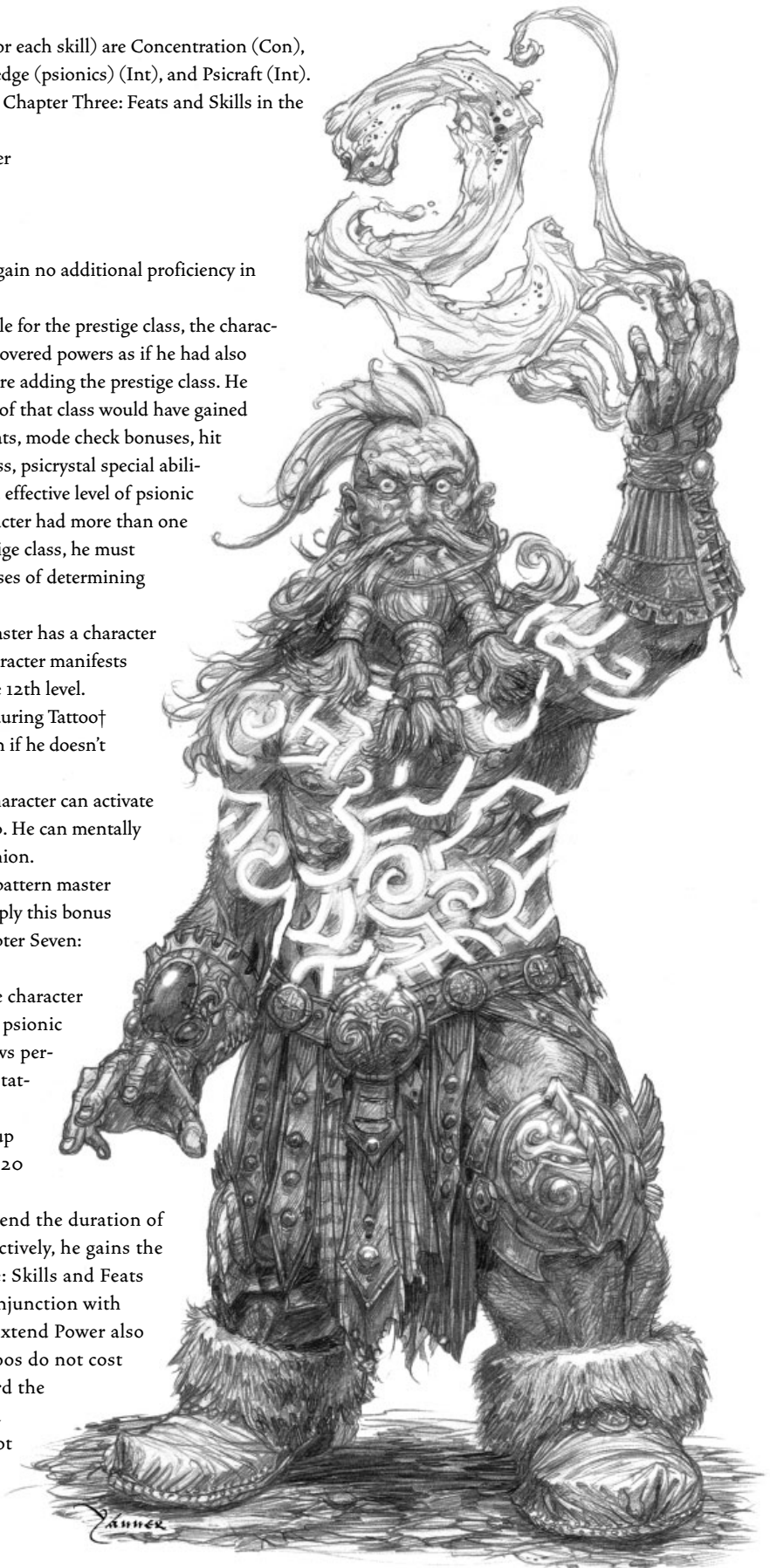
**Enduring Tattoo (Ex):** The character gains the Enduring Tattoo† feat as a bonus feat. He gains and can use the feat even if he doesn't otherwise qualify for it.

**Mind Activation (Ex):** Starting at 2nd level, the character can activate his psionic tattoos with a swift action instead of a tap. He can mentally activate only one psionic tattoo per round in this fashion.

**Crawling Tattoo (Ex):** Beginning at 3rd level, the pattern master gains Craft Universal Item as a bonus feat. He can apply this bonus feat only to the creation of crawling tattoos (see Chapter Seven: Psionic Items in the *Expanded Psionics Handbook*).

**Upgrade Tattoo (Ex):** From 4th level forward, the character learns how to scribe powers of up to 5th level in his psionic tattoos. However, he can scribe only powers he knows personally. Upgraded tattoos take up one more psionic tattoo slot than normal. For instance, if scribing an upgraded enduring psionic tattoo, the tattoo takes up three slots. A character can normally wear a total of 20 psionic tattoos.

**Extend Tattoo (Ex):** The pattern master can extend the duration of powers stored in a tattoo starting at 5th level. Effectively, he gains the Extend Power metapsionic feat (see Chapter Three: Skills and Feats in the *Expanded Psionics Handbook*), but only in conjunction with scribing tattoos. All the rules that apply to using Extend Power also apply to extended tattoos. However, extended tattoos do not cost more power to scribe, and they do not count toward the metapsionic power point limit when manifesting a power. They do take up one more psionic tattoo slot than normal.



## THE PATTERN MASTER

Class Level	Base				Mode		Special	Powers Known
	Attack Bonus	Fortitude Save	Reflex Save	Will Save	Check Bonus			
1	+0	+2	+0	+2	+0	Enduring Tattoo	—	
2	+1	+3	+0	+3	+0	Mind activation	+1 level of existing class	
3	+1	+3	+1	+3	+1	Crawling tattoo	+1 level of existing class	
4	+2	+4	+1	+4	+1	Upgrade tattoo	+1 level of existing class	
5	+2	+4	+1	+4	+1	Extend tattoo	+1 level of existing class	
6	+3	+5	+2	+5	+2	Permanent Tattoo	+1 level of existing class	
7	+3	+5	+2	+5	+2	Steal tattoo	+1 level of existing class	
8	+4	+6	+2	+6	+2	<i>Expunge psionic circuit†</i>	+1 level of existing class	
9	+4	+6	+3	+6	+3	Virgin canvas	+1 level of existing class	
10	+5	+7	+3	+7	+3	Psychoactive tattoo	—	

**Permanent Tattoo (Ex):** Upon reaching 6th level, the pattern master gains Permanent Tattoo† as a bonus feat. He gains and can use the feat even if he doesn't otherwise qualify for it.

**Steal Tattoo (Ps):** Beginning at 7th level, once per day when the pattern master makes a successful melee touch attack, he gains knowledge of all the psionic tattoos his foe possesses (if any) and automatically transfers 1d4 desired tattoos to his body if he has psionic tattoo slots available.

**Expunge Psionic Circuit (Ps):** From 8th level on, once per day the pattern master can freely manifest *expunge psionic circuit†* even if he doesn't normally know this power. This ability's manifest level is equal to the character's manifest level.

**Virgin Canvas (Ex):** When he reaches 9th level, the character's number of potential psionic tattoo slots on his body increases from 20 to 40.

**Psychoactive Tattoo (Su):** At 10th level, the pattern master gains expert proficiency with psionic tattoos and can spontaneously animate and merge psionic tattoos into a design greater than the sum of its parts. Once per day, the engraver's tattoos combine to form a special psychoactive skin for one hour. Pattern masters call this the *skin of the tattoo*. Even while so transformed, the character can still call upon any of his underlying psionic tattoos.

The *skin of the tattoo* has two main abilities. First, the skin answers the first attack made against the pattern master each round with an automatically manifested and targeted "emblem burst" against his attacker. On his action, the burst lifts off the skin in the form of an intricate, twisting design, not unlike what a flying crawling tattoo might look like. The burst makes a ranged touch attack using the pattern master's base ranged attack bonus (range increment 10). If hit, his enemy takes 2d6 points of damage as the design psychically brands the enemy's flesh. This attack does not in any way hinder him, count against the pattern master's total actions for the round, or draw an attack of opportunity; it doesn't even take up an immediate or swift action.

Second, the skin grants the pattern master regeneration 1. Damage dealt to him is treated as nonlethal damage, except for fire and cold damage, which damages him normally. He automatically heals nonlethal damage at rate of 1 point per round. If rendered unconscious through nonlethal damage, he can be killed with a *coup de grace*.

## PSYCHIC CHIRURGEON

The hurts done to others are as open wounds to the psychic surgeon, who feels others' pain as his own. The psychic surgeon has other concerns but has decided to devote part of his development as a psionic entity toward the study of psionic healing. His concentration in psionic healing pays big dividends; with only a small loss of his original skills, the psychic surgeon begins to compete with divine healers in their ability to bring relief from hurt.

Psions who study the ways of the psychometabolism discipline most easily pick up the psychic surgeon prestige class, though psions of other flavors can eventually assume the prestige class as well.

Many consider psychic surgeons *de rigueur* members of any adventuring party that can't find or won't countenance a cleric member. In areas where divine magic is absent or discouraged, psychic surgeons are the only game in town.

**Hit Die:** d8

## REQUIREMENTS

To qualify to become a psychic surgeon, a character must fulfill the following criteria.

<b>Heal:</b> 3 ranks
<b>Knowledge (Psionics):</b> 8 ranks
<b>Manifesting:</b> Ability to manifest <i>body adjustment</i>

## CLASS SKILLS

The psychic surgeon's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Heal (Wis), Knowledge

(psionics) (Int), Profession (any) (Wis), Psicraft (Int), and Swim (Str). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Intelligence modifier

## CLASS FEATURES

All of the following are class features of the psychic surgeon prestige class.

**Weapon and Armor Proficiency:** Psychic surgeons gain no additional proficiency in any weapon or armor.

**Powers Known:** At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if he had also gained a level in the psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those he receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, he must decide to which class he adds the new level for purposes of determining effective manifester level.

For example, a 10th-level psion/3rd-level psychic surgeon has a character level of 13th and a manifester level of

12th. So the character manifests powers with level-dependent parameters as if he were 12th level.

**Metahealer I (Ps):** The psychic surgeon can absorb the hurts of the creature he touches by curing 3d8 points of damage +1 point per effective manifester level (up to +15) when he expends 5 power points. Though the harm passes briefly to the psychic surgeon, he feels only a slight twinge. The absorbed wounds instantly melt away, leaving no initial or lasting harm or scar.

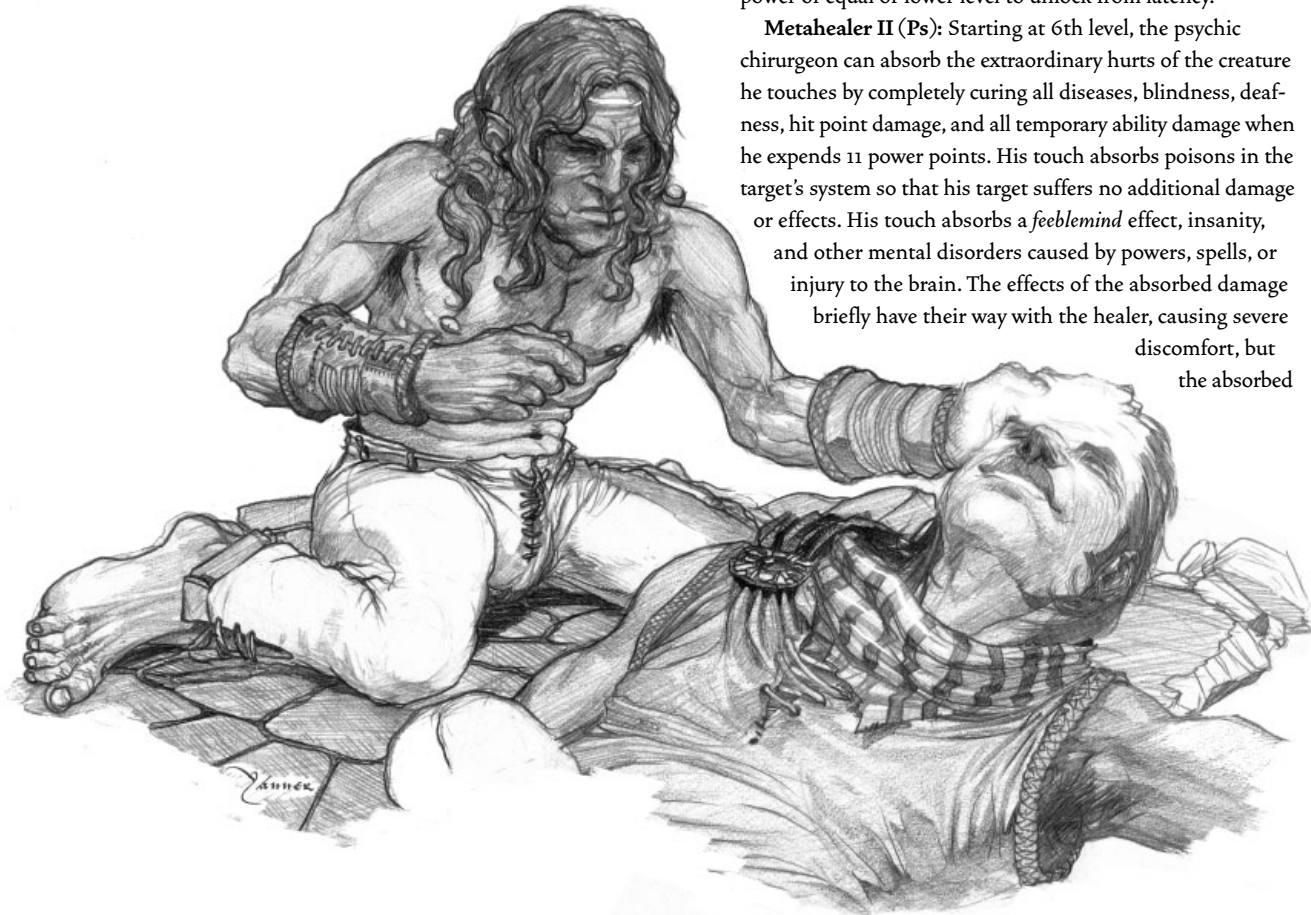
**Rapid Metabolism (Ex):** At 2nd level, the character gains the Rapid Metabolism feat from the *Expanded Psionics Handbook*.

**Empathic Condition Relief Latency (Ps):** At 3rd level, the character discovers further avenues for healing. He learns *empathic condition relief* as if normally learning a new power through gaining an effective manifester level; however, the character learns *empathic condition relief* in addition to any other powers he otherwise learns. If the character already knows this power, he can choose another psychometabolism power of equal or lower level to unlock from latency.

**Psionic Metabolism (Ex):** At 4th level, the character gains the Psionic Metabolism feat from the *Expanded Psionics Handbook*.

**Psionic Repair Damage Latency (Ps):** At 5th level, the character discovers even more methods of healing. He learns *psionic repair damage* as if normally learning a new power through gaining an effective manifester level; however, the character learns *psionic repair damage* in addition to any other powers he otherwise learns. If the character already knows this power, he can choose another psychometabolism power of equal or lower level to unlock from latency.

**Metahealer II (Ps):** Starting at 6th level, the psychic surgeon can absorb the extraordinary hurts of the creature he touches by completely curing all diseases, blindness, deafness, hit point damage, and all temporary ability damage when he expends 11 power points. His touch absorbs poisons in the target's system so that his target suffers no additional damage or effects. His touch absorbs a *feeblemind* effect, insanity, and other mental disorders caused by powers, spells, or injury to the brain. The effects of the absorbed damage briefly have their way with the healer, causing severe discomfort, but the absorbed





## THE PSYCHIC CHIRURGEON

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Mode Check Bonus	Special	Powers Known
1	+0	+2	+0	+0	+0	Metahealer I	—
2	+1	+3	+0	+0	+0	Rapid Metabolism	+1 level of existing class
3	+2	+3	+1	+1	+1	<i>Empathic condition relief</i> latency	+1 level of existing class
4	+3	+4	+1	+1	+1	Psionic Metabolism	+1 level of existing class
5	+3	+4	+1	+1	+1	<i>Psionic repair damage</i> latency	+1 level of existing class
6	+4	+5	+2	+2	+2	Metahealer II	+1 level of existing class
7*	+5	+5	+2	+2	+2	Chirurgeon savant	—

\* You cannot progress further than 7th level in this prestige class.

hurts melt away quickly, leaving no lasting harm, scar, poisonous taint, or mental disorder.

**Chirurgeon Savant (Ps):** Beginning at 7th level, the character can use the power *psychic surgery* once every week as if he were an 18th-level manifester. Though he can use the power only once every week, he need not spend power points; however, if he implants powers, he must pay the XP Cost noted under the power description (see the *Expanded Psionics Handbook*).

## SPIRITUEL

The banished gods of mental capacity sometimes briefly return to the known planes of reality to show forth their power. Like divine gods, psionic godminds act upon the worlds mostly through intermediaries—their spirituels. A spirituel is a psionic individual who hears the faint call of a psionic godmind and responds wholeheartedly, giving the godmind worship and praise. In return, the psionic godmind invigorates its worshiper with psionic abilities that it channels from the divine sphere to the mortal realm.

Any psionic character can potentially become an adherent of a psionic godmind, though seers become aware of the divine minds most often. Even then, psionic characters have few godminds to choose from. Most godminds are banished, and the rest are hidden. Thus the route to becoming a spirituel is not straightforward. Luck and chance play at least as much a role as desire and planning for those seeking psionic communion with a higher entity. Of the few psionic godminds rumored to be active, one of them, Actaeus, is described here (see page 37).

Unlike clerics of divine gods, spirituels are lone voices in the wilderness who serve the will of their godmind without supporting organizations, religious centers, or churches. In a way, they are like prophets, though few spirituels find much profit in too loudly proclaiming the nature of their godmind, lest they be banned from a civilization that prefers divine gods to psionic godminds.

**Hit Die:** d6

## REQUIREMENTS

To qualify to become a spirituel, a character must fulfill all the following criteria.

**Knowledge (Psionics):** 6 ranks

**Knowledge (Religion):** 8 ranks

**Manifesting:** Ability to manifest *precognition*

**Special:** The character must have found a psionic codex detailing the nature and powers of the specific psionic godmind worshiped (this falls to the DM to arrange as he sees fit).

## CLASS SKILLS

The spirituel's class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Heal (Wis), Knowledge (psionics) (Int), Knowledge (religion) (Int), Profession (any) (Wis), and Psicraft (Int). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Intelligence modifier

## CLASS FEATURES

All of the following are class features of the spirituel.

**Weapon and Armor Proficiency:** Spirituels gain no additional proficiency in any weapon or armor.

**Powers Known:** At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if she had also gained a level in the psionic class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those she receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige

## THE SPIRITUEL

Class	Base				Mode		
Level	Attack	Fortitude	Reflex	Will	Check	Special	Powers Known
	Bonus	Save	Save	Save	Bonus		
1	+0	+2	+0	+2	+0	Psionic node	—
2	+1	+3	+0	+3	+0	—	+1 level of existing class
3	+1	+3	+1	+3	+1	—	+1 level of existing class
4	+2	+4	+1	+4	+1	Channel energy	+1 level of existing class
5	+2	+4	+1	+4	+1	—	+1 level of existing class
6	+3	+5	+2	+5	+2	—	+1 level of existing class
7	+3	+5	+2	+5	+2	Extra channeling	+1 level of existing class
8	+4	+6	+2	+6	+2	—	+1 level of existing class
9	+4	+6	+3	+6	+3	—	+1 level of existing class
10	+5	+7	+3	+7	+3	Minor psionic avatar	—

class, she must decide to which class she adds the new level for purposes of determining effective manifester level.

For example, a 10th-level psion/3rd-level spirituel has a character level of 13th and a manifester level of 12th. So the character manifests powers with level-dependent parameters as if she were 12th level.

**Psionic Node (Ex):** Choose a psionic godmind for the spirituel. At this time, only the godmind Actaeus is known (though the DM or other sources could develop others). Other known gods of psionic creatures that have domains and stan-

dard clerics may also possess the necessary mental architecture to support spirituels (at the DM's option). Actaeus is described starting on page 37. The spirituel's psionic godmind influences her alignment, what psionics she can perform (from this point forward), her values, and how others see her.

A psionic godmind has nodes in a manner similar to a standard god's domains, though nodes are *not* domains. Choose two from among the godmind's psionic nodes to serve as your spirituel's nodes.

(Actaeus has only two,

but other psionic godminds could have more. DMs should feel free to create more nodes that suit their campaigns, perhaps using existing domains to model their nodes upon.)

Each psionic node gives the spirituel knowledge of a node power at every power level, from 1st on up, as well as a grant-

ed power. (For instance, an 8th-level effective manifester would know node powers of 1st through 4th level.) The spirituel gains the granted powers of both selected psionic nodes (psionic nodes have similar, but not identical, granted powers to standard divine domains of the same name). With extra knowledge of two node powers at a given power level, the character's total knowledge of discovered psionic powers increases by two at each additional level—knowledge of one extra power for each of the two nodes.

**Channel Energy (Su):** Starting at 4th level, the spirituel gains the power to channel the psionic might of her godmind a number of times per day equal to three plus her Wisdom, Charisma, or Intelligence modifier (whichever is more beneficial—once the choice is made, the spirituel cannot switch to another ability score). The spirituel can use this power in a variety of ways. All uses of channel energy to boost another quality (see below) are free actions that count as uses of a quickened action for the round (normally, only one quickened action is allowed per round).

**Boost Mode Check:** Each time the spirituel channels energy to boost a mode check, she gains a +4 insight bonus on her mindscape opposed mode check roll.

**Boost Power:** Each time the spirituel channels energy to boost a power, she gains a +2 insight bonus to set the power's Difficulty Class (if any).

**Boost Grace:** Each time the spirituel channels energy to boost grace, she gains a +2 insight bonus on her Will saving throw. The spirituel can channel energy as an immediate action.

**Boost Fury:** Each time the spirituel channels energy to boost fury, she adds +1d6 points of damage to any power that deals damage dice. The extra damage is treated as holy damage. A single power can be augmented by more than a single usage of channel energy.

**Boost Reserve:** Each time the spirituel channels energy to boost her reserve, she gains 1d4+1 power points that she must use toward the cost of a psionic power. Any points not used are lost. The spirituel can channel energy to boost her reserve as a swift action.

### Godminds: What Are They?

*Godminds, like gods, are immensely powerful entities. However, unlike many deities, godminds were not born divine, and so they do not channel divine energy. Instead, they all belong to an ancient family of 17 siblings whose natural psionic gifts registered off the charts in all tests during the age before now; they were a freak mutation of nature. A few were slain, either one by the other in internecine strife or by mobs of the fearful who learned of their growing power. Eventually, of the 11 that survived, seven transcended into a state of godmind on par with the power of demigods. They gained the ability to channel some of their power to the followers that learned of their existence and chose to venerate them.*

*No one knows what became of the four who did not transcend, but three of those who did died at the hands of avatars of jealous deities (including Nyrocamaz, who is mentioned in Chapter Three: New Creatures of If Thoughts Could Kill). Three more fled to distant planes to nurture their power to even greater heights, while Actaeus alone remains, gaining worshipers to whom he transmits portions of his psionic power in return for their devotion and occasional service.*

**Awe:** The spirituel can apply up to three uses of her daily channel energy ability in an attempt to awe specified targets. The spirituel uses a standard action to fill herself with the glory of her psionic godmind, seeking to put the fear of her godmind into her chosen targets (she can affect all specified targets who view her within a 30-foot radius) who fail a Will saving throw (DC = 10 + effective manifester level). Affected creatures stand dazed, as the condition. This tableau holds until the spirituel ends the effect, 10 minutes pass, or the awed creatures are attacked.

**Psionic Symbol:** The spirituel can apply up to four uses of her daily channel energy ability to create a psionic symbol. Each time the spirituel channels energy to invoke a psionic symbol, she inscribes her godmind's symbol upon any surface (even stone or metal) without harm to it. The symbol can be no more than 6 inches in diameter. The symbol can be visible or invisible. If she makes an invisible symbol, speaking the godmind's name in the vicinity causes it to glow and become visible (as does a *detect psionics* power and other effects that allow the viewing of invisible things). The symbol cannot be negated or dispelled, except by the spirituel (who can do so as a swift action). If inscribed on a living being, normal wear gradually causes the symbol to fade in about a month.

If inscribed upon an inanimate, immobile object or surface, the psionic symbol consecrates the area (up to a 50-foot radius centered on the symbol) to the character's psionic godmind. It grants a psionic effect upon specified creatures that enter the area, but only while they remain in the area. The psionic symbol lasts for one day and functions throughout the entire radius, regardless of the normal duration and area or effect. The spirituel can designate whether the effect applies to all creatures, creatures who share her faith or alignment, psionic creatures, nonpsionic creatures, creatures who adhere to another faith or alignment, or potentially some other general grouping. The effect is either benign (all specified creatures gain a morale bonus of +4 on their attack rolls and a morale bonus of +4 on saving throws against fear effects) or baneful (all specified creatures gain a morale penalty of -4 on their attack rolls and a morale penalty of -4 on saving throws against fear effects).

**Extra Channeling (Su):** Starting at 7th level, the spirituel can channel the energy of her godmind an additional four times per day.

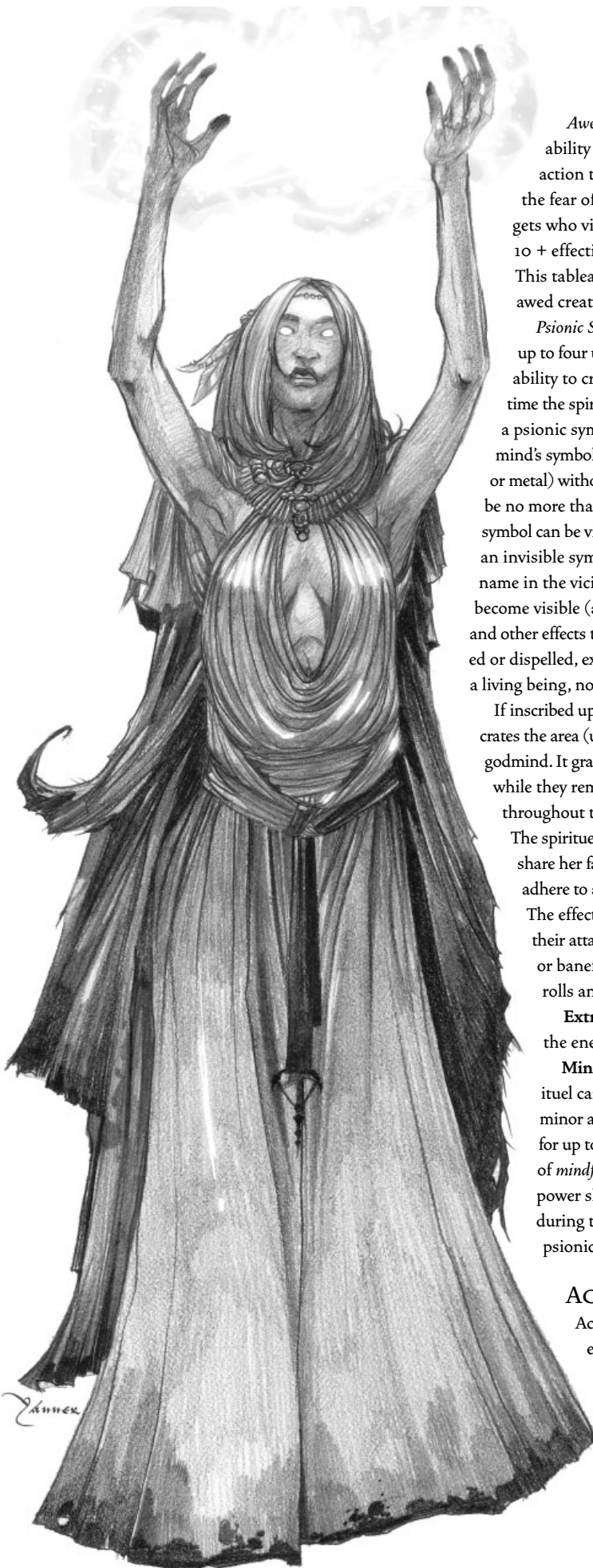
**Minor Psionic Avatar (Su):** From 10th level forward, once per day the spirituel can open a wider mental channel to her psionic godmind and become a minor avatar to the godmind's purpose. The spirituel can maintain the channel for up to one hour. While a minor psionic avatar, the spirituel gains the benefits of *mindful aura*. More importantly, she can freely manifest any psionic node power she knows, but she cannot use more than three free manifestations during the hour. Finally, if she would otherwise be killed while acting as a psionic avatar, she instead receives the effects of the *defer fatality* power.

### Wild Surge Advancement

*As it currently stands, wilders are unlikely to take prestige classes due to the loss of their surge abilities. As a variant, you might consider allowing a wilder to treat prestige class levels that currently grant a "+1 level of existing class" as wilder levels for the purpose of using wild surge and psychic enervation. However, not all prestige classes are appropriate for this—any psionic prestige class that allows a character to increase save DCs as a class ability should never gain the use of this wild surge advancement variant.*

## ACTAEUS, A GODMIND

Actaeus (ak TEY us), a psionic godmind, is chaotic good, and he possesses the title "the Mindful God." Actaeus is one of an extended pantheon of psionic godminds, most of whom are absent, missing, or banished far from known planes. (Nyrocamaz is a "sibling," described briefly as the absent kureshim god in Chapter Three: *New Creatures of If Thoughts Could Kill*.)



Even Actaeus is little known, though he seeks to reintroduce his liturgy to the world. His symbol is three eyes. He is associated with the psionic nodes of Knowledge and Protection. (Psionic nodes have similar, but not identical, granted powers and abilities to standard divine domains of the same name.) His favored weapon is the naked intellect. Standard clerics gain no powers from worshipping Actaeus unless they multiclass into a psionic class and meet the requirements for the spiritual prestige class.

### KNOWLEDGE PSIONIC NODE

**Granted Powers:** You gain a base proficiency of +2 in all Knowledge skills and the ability to manifest powers from the clairsentience discipline at +1 manifester level.

#### Knowledge Psionic Node Powers

- 1 *Precognition.* Gain floating +2 insight bonus to one roll.
- 2 *Read Thoughts.* You detect subject's surface thoughts.
- 3 *Eradicate Invisibility.* Negate invisibility in a 50-foot burst.
- 4 *Steadfast Perception.* Immunity to illusory effects, +6 bonus on Spot and Search checks.
- 5 *True Seeing, Psionic.* See all things as they really are.
- 6 *Precognition, Greater.* Gain +4 insight bonus to one roll.
- 7 *Sequester, Psionic.* Target becomes invisible to sight and *remote viewing*, renders subject comatose.
- 8 *Astral Seed.* You plant the seed of your rebirth from the Astral Plane.
- 9 *Metafaculty.* You learn details about any one creature.

### PROTECTION PSIONIC NODE

**Granted Power:** You can generate a protective ward that grants someone you touch a resistance bonus equal to your effective manifester level on her next saving throw. Activating this power is a standard action that draws an attack of opportunity. The protective ward is an effect from the psychokinesis discipline with a duration of one hour, usable once per day.

#### Protection Psionic Node Powers

- 1 *Empty Mind.* You gain a +2 bonus on Will saves until your next action.
- 2 *Alloyed Hide†.* The target's skin becomes toughened and provides damage reduction.
- 3 *Mental Barrier.* Gain +4 deflection bonus to AC until your next action.
- 4 *Intellect Fortress.* Those inside fortress take only half damage from all powers and psi-like abilities until your next action.
- 5 *Tower of Iron Will.* Grant PR 19 against mind-affecting powers to all creatures within 10 feet until your next turn.
- 6 *Dispelling Buffer.* The target is buffered from one *dispel psionics* effect.
- 7 *Reddopsi.* Powers targeting you rebound on manifester.

- 8 *Mind Blank.* The target becomes immune to mental/emotional magic, scrying, and so on.
- 9 *Timeless Body.* Ignore all harmful, and helpful, effects for 1 round.

## VOCE WARRIOR

Sound is sometimes powerful, sometimes subtle, and—in the hands of a voce warrior—potentially cataclysmic in effect. The weapon of the voce warrior is his echoic saber. This is not a physical weapon; the voce warrior needs nothing so crude. The echoic saber is a transient sonic construction created round-by-round through a synergy of precise subvocalizations in delicate concert with mentally generated psi-phonemes. The synthesis of the two is the keen, subtle, swift, invisible, and deadly weapon of the voce warrior, who can maim with a whisper and kill with a sound.

Psychic warriors enter the voce warrior prestige class primarily, although some egoists find this class perfect when they've achieved all the prerequisites.

**Hit Die:** d12

### REQUIREMENTS

To qualify to become a voce warrior, a character must fulfill all the following criteria.

<b>Base Attack Bonus:</b> +3
<b>Knowledge (Psionics):</b> 1 rank
<b>Listen:</b> 3 ranks
<b>Move Silently:</b> 3 ranks
<b>Manifesting:</b> Ability to manifest <i>synesthete</i>
<b>Feats:</b> Exotic Weapon Proficiency (any), Skill Focus (Listen)

### CLASS SKILLS

The voce warrior's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Listen (Wis), Move Silently (Dex), Swim (Str), Tumble (Dex), and Use Psionic Device (Cha). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

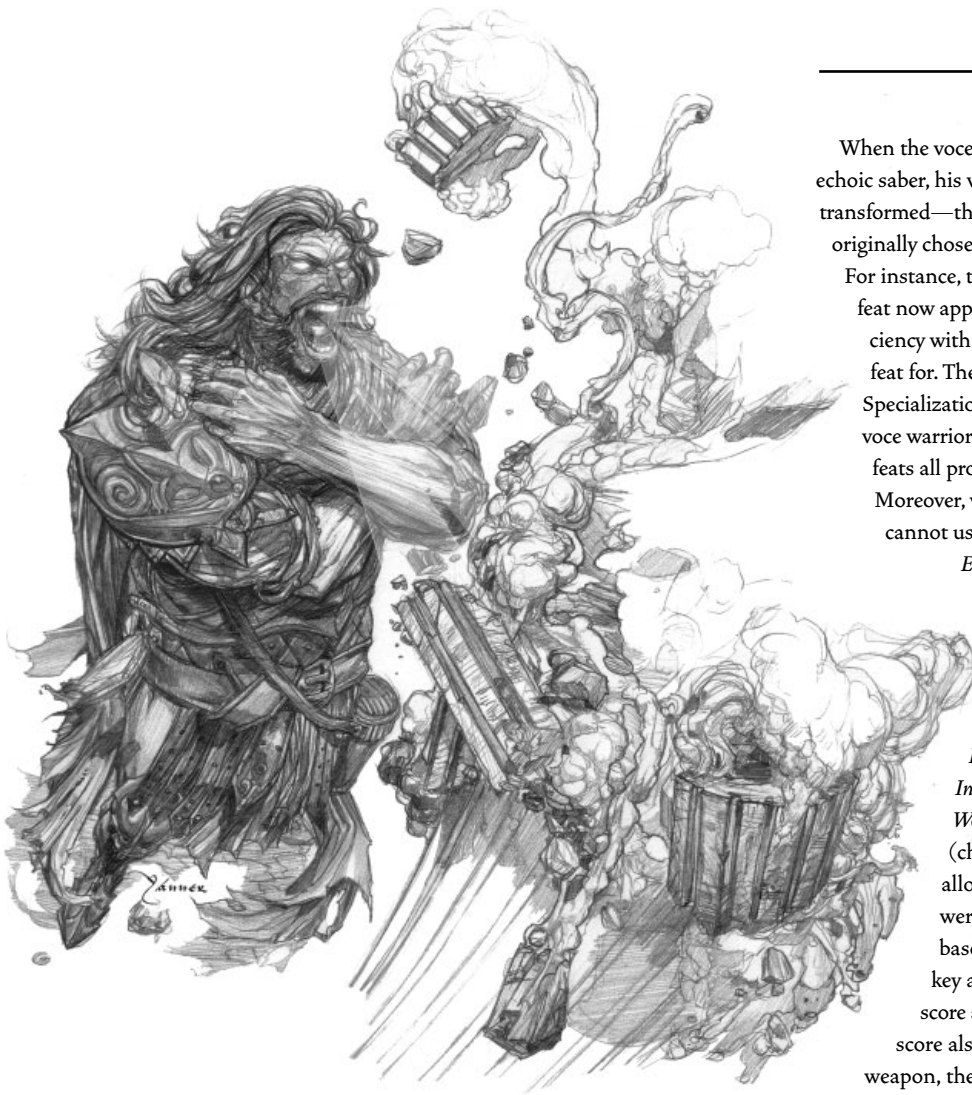
**Skill Points at Each Level:** 4 + Intelligence modifier

### CLASS FEATURES

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

**Weapon and Armor Proficiency:** Voce warriors gain no additional proficiency in any weapon or armor.

**Powers Known:** At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if he had also gained a level in the psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those he receives from the prestige



class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, he must decide to which class he adds the new level for purposes of determining effective manifester level.

For example, a 10th-level psychic warrior/3rd-level voice warrior has a character level of 13th and a manifester level of 11th. So the character manifests powers with level-dependent parameters as if he were 11th level.

**Echoic Saber (Ex):** The voice warrior willingly gives up all other physical weapons in favor of his echoic saber. The echoic saber is not visible except when it strikes (seeming saberlike, raylike, or possessing some similar rudimentary weaponlike image); instead, it possesses only an audible, low-pitched, rumbling hum. What one person considers a simple vocalization is the voice warrior's melee or ranged attack. If the voice warrior cannot use his voice (for instance, if he strays into a null-sound effect such as magical *silence*, or if he stands in a vacuum where no sound can be transmitted), he cannot use his echoic saber. Otherwise, the voice warrior can use his echoic saber simply as a result of his psionic heritage.

When the voice warrior first gains the ability to generate an echoic saber, his weapon-specific feats (if any) are instantly transformed—they no longer apply to the weapon they were originally chosen for—and now apply to the echoic saber.

For instance, the voice warrior's Exotic Weapon Proficiency feat now applies to his echoic saber, and he loses proficiency with whatever weapon he originally selected the feat for. The same is true for Weapon Focus, Weapon Specialization, and any other weapon-specific feats the voice warrior may have gained. The transformed weapon feats all provide their full benefit to the echoic saber. Moreover, while using the echoic saber, the character cannot use any physical weapon.

**Echoic Saber Weapon Statistics:** The weapon requires a move action to “draw.” Once it's drawn, the voice warrior can maintain it from round to round as a nonaction. *Cost* n/a; *Melee Damage* 2d6 (Strength modifier  $\times 1.5$  as long as both hands remain free); *Ranged Damage* 1d6; *Critical* 19–20/ $\times 2$ ; *Range Increment* (if used as a ranged weapon) 30 feet; *Weight* n/a; *Type* Bludgeoning or Piercing (choose each round). Once “drawn,” the saber allows the voice warrior to attack with it as if it were a normal weapon, calculating an attack based on his base attack score modified by his key ability score (or Intelligence, if no key ability score applies). As with a normal weapon, the same score also modifies damage. If using it as a ranged weapon, the character projects each round a number of bolts of sonic force equal to the number of attacks he can normally make. Even though partially of sonic construction, the echoic saber is also bounded and reinforced with psionic energy; thus, creatures resistant or immune to sonic damage are not immune to the echoic saber. Creatures immune to sonic damage take half damage from each hit; creatures vulnerable to sonic damage take double damage.

After the first round, the character need not drop his vocalizations that keep his echoic saber “drawn” in order to speak. Like gifted throat musicians of some cultures, the voice warrior can maintain two different pitches and tones simultaneously.

**Sonic Breach (Su):** The character's echoic saber can deal damage to a creature with damage reduction as if the character made the attack with a magic weapon (or DR  $+2/-$ ). Sonic breach does not actually confer an enhancement bonus—this ability merely allows the character to pierce damage reduction. Sonic breach starts at 2nd level and improves as the character gains experience; the echoic saber improves with the voice warrior's level as follows: cold iron (or as a  $+3$  weapon) at 5th level, silver (or as a  $+4$  weapon) at 8th level, and adamantine (or as a  $+5$  weapon) at 11th level. However, DMs should allow voice warriors to change out previously selected weapon equivalents using the same eight-hour method described for the soulknife to change

out previous configurations of the mind blade; see the *Expanded Psionics Handbook*, Chapter Two

**Audible Escalation (Su):** Once per day, the voce warrior can confer an enhancement bonus upon his echoic saber as a free

#### Audible Interaction and Escalation

*Abilities, powers, and spells that do not outright cancel all sound in a radius can have varying effects on an echoic saber. To simplify, all such effects (such as the psionic power control sound) that successfully target the echoic saber give the voce warrior a –2 penalty on all his attack rolls while in effect.*

*If desired, the voce warrior can permanently substitute a DM-approved weapon special quality (such as holy, flaming, or even impact or lucky) for an equal amount of enhancement bonus as long as the base +1 enhancement bonus of any manifestation remains active (so, at 3rd level, a voce warrior could substitute only a weapon quality equal to +1 to keep a base +1 weapon). Once substituted, that special quality remains fixed; whenever the character manifests an echoic saber of any enhancement bonus level, the substituted weapon quality also manifests. At higher levels, the character can add more weapon special qualities; however, each weapon special quality added obviously reduces the highest enhancement bonus gained. If substituting a +3 or higher level weapon quality after 9th level, the character could manifest a +2 or +3 echoic saber that doesn't manifest that weapon quality; only echoic sabers manifested using audible escalation at 9th level and above would manifest with this quality.*

*However, DMs should also allow voce warriors to change out previously selected weapon equivalents using the same eight-hour method described for the soulknife to change out previous configurations of this mind blade in the *Expanded Psionics Handbook*.*

action. As for any weapon with an enhancement bonus, the bonus modifies both the attack roll and the damage roll of the echoic saber. Each audible escalation grants 10 rounds of use, though the voce warrior may divide up the rounds throughout the day. At 3rd level, the echoic saber gains a +2 enhancement bonus, and this bonus increases by +1 at 6th and 9th level (to +3 and +4, respectively).

The voce warrior can use each of these escalations once per day. For instance, the 8th-level character could use audible escalation +2 during his first encounter of the day for 2 rounds, then later use audible escalation +4 during some difficult encounter later on

the same day for all 10 rounds. The voce warrior decides at the beginning of each round how much escalation, if any, to apply to his echoic saber. He can use this power in dribs and drabs by choosing to use up just 1 or 2 rounds worth of the

escalation as desired instead of letting the duration run out.

**Resonance Ram (Ps):** Beginning at 4th level, the voce warrior can infuse his voice with splintering power and bellow forth a tangible wave of force when he spends 5 power points. Treat this as a ranged attack with a 50-foot maximum range, a +3 bonus on the attack roll, and no penalties for distance. Those the resonance ram strikes take 3d6 points of damage and are subject to a bull rush (treat the attack as if made by a Large foe with a Strength of 29). If the voce warrior directs the resonance ram attack against an inanimate untended object to break or burst it (such as a door), the ram's Strength check is as if made by a character with a Strength score of 29. The character doesn't need to drop the vocalizations that keep his echoic saber "drawn" to use this power.

**Echolocation (Ps):** For a period of 10 minutes starting at 7th level, the voce warrior can add a subtle harmonic to the vocalization that keeps his echoic saber "drawn" when he spends 3 power points. The psionically modified harmonic's noise is reflected back by creatures and objects within a 60-foot-range (and line of sight), allowing the character to "see" in normal and magical darkness while the duration lasts. More significantly, while the duration lasts the character can see creatures or objects that are invisible, as well as any that are astral or ethereal, as if they were normally visible. *Echolocation* does not reveal the method used to obtain invisibility, though astral travelers are easy to identify if they have a silver cord. It does not reveal illusions or enable the character to see through opaque objects. It grants a +10 competence bonus on the voce warrior's Spot checks against creatures who are simply hiding, concealed, or otherwise hard to see.

**Skotono Voce (Ps):** Once per day the voce warrior can attempt to utilize all his training and psionic ability to craft a killing vocalization when he pays 3 power points. Using any normal (or escalated) attack with his echoic saber, he automatically hits and scores a critical hit. Defenders who survive the damage must make a Fortitude save (DC 10 + damage dealt) or die.

### THE VOCE WARRIOR

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Mode Check Bonus	Special	Powers Known
1	+1	+2	+0	+0	+0	Echoic saber	—
2	+2	+3	+0	+0	+0	Sonic breach: magic	—
3	+3	+3	+1	+1	+1	Audible escalation +2	+1 level of existing class
4	+4	+4	+1	+1	+1	Resonance ram	—
5	+5	+4	+1	+1	+1	Sonic breach: cold iron	—
6	+6	+5	+2	+2	+2	Audible escalation +3	+1 level of existing class
7	+7	+5	+2	+2	+2	Echolocation	—
8	+8	+6	+2	+2	+2	Sonic breach: silver	—
9	+9	+6	+3	+3	+3	Audible escalation +4	+1 level of existing class
10	+10	+7	+3	+3	+3	Skotono voce	—
11*	+11	+7	+4	+4	+4	Sonic breach: adamantine	—

\* Unlike most prestige classes, the voce warrior enjoys 11 levels of advancement.

# Feats

*This chapter contains a collection of feats—some new, some modified, and some inspired by those found in the Expanded Psionics Handbook. A few enhance the mindscape psionic combat system described in Chapter One.*

The psionic feats chart on this page summarizes the 20 feats in this book. Three of them are metapsionic feats, as described in Chapter Three: Skills and Feats of the *Expanded Psionics Handbook*. A number of them factor into the prestige classes described in Chapter Two. Introduce them in your game by offering them to player characters or by outfitting new NPCs with one or more of them.

## NEW FEATS

Feat Name	Type	Prerequisite
Anticipate Power	Psionic	Manifester level 3rd
Cortical Resonance	Psionic	Manifester level 3rd
Durable Construct	Psionic	Manifester level 3rd, Boost Construct
Elemental Spike	Psionic	Manifester level 3rd
Mental Adversary	Psionic	—
Disarm Mind	Psionic	Mental Adversary†
Overwhelm Buffer	Psionic	Mental Adversary†
Primordial Surge	Psionic	Base attack bonus +2
Visceral Surge	Psionic	Primordial Surge
Psychic Bastion	Psionic	—
Mind Trap	Psionic	Psychic Bastion
Permanent Focus	Psionic	Narrow Mind
Skill Finesse	Psionic	Key ability score 13
Suppress Avatar	Psionic	—
Wounding Cut	Psionic	Base attack bonus +3
Enduring Tattoo	Item Creation	Manifester level 5th, Scribe Tattoo, Craft (tattooing) (6 ranks)
Permanent Tattoo	Item Creation	Manifester level 7th, Enduring Tattoo†, Craft (tattooing) (12 ranks)
Subconscious Power	Metapsionic	Unconditional Power
Preconscious Power	Metapsionic	Manifester level 5th, Subconscious Power†
Wounding Resonance	Metapsionic	Manifester level 3rd

## FEAT DESCRIPTIONS

If you use the mindscape psionic combat system introduced in Chapter One, you'll find some of the following feats particularly useful.

### ANTICIPATE POWER (PSIONIC)

You can anticipate and cancel your enemy's manifestations.

**Prerequisite:** Manifester level 3rd

**Benefit:** The psionic complexus of your mind exists partially outside the timestream, and thus it is aware of events a scant few seconds into the future. You can use this feat by readying an action until an opponent tries to manifest a power. If an opponent attempts to manifest a power, make a Psicraft check (DC 15 + the power's level). If the check succeeds, you correctly identify your opponent's power and can counter it. (If the check fails, you can't do either of these things.) You must also take into account metapsionic and/or augmentation power point increases of the power anticipated when setting the Psicraft check Difficulty Class. (For every 2 additional power points an anticipated power costs above its base power point cost, the Difficulty Class of the Psicraft check goes up by 1.) Powers without displays and freely manifested powers cannot be anticipated.

To complete the action, you create a psionic interference pattern by expending a number of power points equal to the cost of the power you wish to cancel. (You must also pay the cost of any metamagic power point increases; you can't spend more power points countering than your effective manifest level.) If the enemy manifest is within 30 feet of you, the target power is negated.



**CORTICAL RESONANCE (PSIONIC)**

Powers you manifest against psionic or nonpsionic targets do more damage than normal.

**Prerequisite:** Manifester level 3rd

**Benefit:** Choose any one power you know that targets one creature and that is not a ray or touch power. From now on, while you maintain your psionic focus, that power resonates destructively in the subject's mind, dealing an additional 2 points of damage in addition to the power's normal effect, if the power takes effect (that is, if the subject fails its saving throw against the primary effect of the power).

**Special:** You can take this feat more than once. Each time you take it, it applies to a new power you know.

**DISARM MIND (PSIONIC)**

You can use psionic assaults to effectively relieve your enemies of all their power points.

**Prerequisite:** Mental Adversary†

**Benefit:** In addition to the benefit you gain upon winning a round of mindscape psionic combat, you also deplete a number of power points equal to your Charisma modifier (maximum 5 power points) from your opponent. Against a creature that freely manifests a power, you suppress one of its powers (chosen by the DM) for a day.

**DURABLE CONSTRUCT (PSIONIC)**

Astral constructs serve you longer than normal.

**Prerequisites:** Manifester level 3rd, Boost Construct

**Benefit:** Astral constructs you manifest last 10 minutes.

**Normal:** Astral constructs last a number of rounds equal to 1 round per manifest level.

**ELEMENTAL SPIKE (PSIONIC)**

You enhance your powers with an elemental spike.

**Prerequisite:** Manifester level 3rd

**Benefit:** When you take this feat, you must make two choices: you must choose any one power you know that targets one creature and which is not a ray or touch power, and you must select a favored energy type (fire, cold, acid, electricity, or sonic). When you maintain your psionic focus, the power you designate is psionically spiked with your chosen energy type and so deals +1d6 points of the appropriate type of damage in addition to its normal effect—if it takes effect.

**Special:** You can take this feat multiple times. Each time you take it, it applies to a new power you know.

**ENDURING TATTOO (ITEM CREATION)**

You can extend the usage of psionic tattoos that you create.

**Prerequisites:** Manifester level 5th, Scribe Tattoo, Craft (tattooing) (6 ranks)

**Benefit:** As Scribe Tattoo, except that you can activate tattoos you create with this feat twice before the psionic circuit fades. Once initially activated, the tattoo fades before reinvigorating itself 24 hours later, which makes it available for one more use. An enduring tattoo takes up two psionic tattoo slots.



**MENTAL ADVERSARY (PSIONIC)**

You supercharge your psionic assaults.

**Benefit:** You gain a +3 bonus on your mindscape psionic combat mode checks.

**MIND TRAP (PSIONIC)**

You can inflict retribution against psionic foes.

**Prerequisite:** Psychic Bastion†

**Benefit:** Even if you lose a round of mindscape psionic combat and do not gain the benefit for the round, you deplete 1 power point from your opponent. Against a creature that freely manifests powers, you suppress one of its powers (chosen by the DM) for 4 rounds.

**OVERWHELM BUFFER (PSIONIC)**

You are trained in psionic attacks against nonpsionic minds.

**Prerequisite:** Mental Adversary†

**Benefit:** You can choose to treat one nonpsionic target as if psionic for purposes of generating a mindscape. The nonpsionic target does not fully enter the mindscape; instead it appears only as a half-formed avatar. The target's conscious mind is not aware of this pseudo-avatar or the mindscape. However, you can make an opposed psionic combat mode check against the pseudo-avatar normally. Your mode check roll is opposed by the pseudo-avatar's Will saving throw. If the pseudo-avatar wins the mode check, there is no effect. If you win, apply the effect of the mode normally against the nonpsionic foe.

**Normal:** Mindscape psionic combat cannot be used against nonpsionic minds.

**PERMANENT FOCUS (PSIONIC)**

You can retain your focus for a given feat.

**Prerequisite:** Narrow Mind\*

**Benefit:** When you take this feat, choose one psionic feat you already know that requires you to maintain your focus to utilize the feat's benefits. Once you've made this choice, it cannot be changed.

From now on, you are treated as if you constantly retain your psionic focus for purposes of gaining the benefit of the chosen feat, even if you have actually expended your psionic focus to gain the benefit of some other feat that requires such an expenditure.

**Special:** You may take this feat multiple times. Each time, it applies to a different psionic feat.

\*Narrow Mind is a feat found in the Expanded Psionics Handbook.

**PERMANENT TATTOO (ITEM CREATION)**

You can scribe permanent psionic tattoos.

**Prerequisites:** Manifest level 7th, Scribe Tattoo, Enduring Tattoo†, Craft (tattooing) 12 ranks

**Benefit:** As Enduring Tattoo, except that you can activate tattoos you create with this feat once per day. Once activat-

ed, the psionic tattoo fades before reinvigorating itself 24 hours later. A permanent tattoo takes up four psionic tattoo slots.

**PRECONSCIOUS POWER (METAPSIONIC)**

You can manifest powers against foes even when indisposed.

**Prerequisites:** Manifest level 5th, Subconscious Power†

**Benefit:** The psionic complexus of your mind is aware, even when you are not. You can manifest a power on your action even if you are unconscious. As with Subconscious Power†, you need not expend your psionic focus to use this power while unconscious. Unlike with Subconscious Power, your Preconscious Power allows you to target foes even if you would not normally sense them. For example, if you are at -3 hit points and unconscious, you could use *energy bolt* against an enemy even as you lie sprawled out and apparently senseless. You can't use preconscious powers if in stasis, suspended animation, *brain locked*, or in similar straits.

Using this feat increases the power point cost of the power by 8. The power's total cost cannot exceed your manifest level.

**PRIMORDIAL SURGE (PSIONIC)**

Your melee and ranged attacks against living targets that inflict critical damage shake your foes.

**Prerequisite:** Base attack bonus +2

**Benefit:** When you achieve a critical hit with your melee or ranged attack (within 30 feet), you mentally impart an image of your foe's demise directly into its mind. Your foe, shaken by the vivid flash, suffers a -2 morale penalty on attack rolls, checks, and saving throws while the combat continues. This extraordinary effect cannot be negated or dispelled. Also, you can use this feat in conjunction with weaponlike powers.

**Weaponlike Powers**

*You can treat any power that requires an attack roll and deals damage as you would a weapon, which means it can achieve a critical hit. If you roll a natural 20 to hit with your attack power, reroll the attack. If you would hit your target, you confirm the critical and deal double damage.*

**PSYCHIC BASTION (PSIONIC)**

You fortify yourself against ability depletion.

**Benefit:** While you maintain your psionic focus, you gain ability depletion resistance 3 against any attack that depletes an ability score, including poison, ability drain, ability damage, or enhancement penalties to ability scores. For instance, if some power, spell, effect, or poison deals you 4 points of temporary ability damage, you actually take just 1 point of temporary ability damage. The ability depletion resistance works on a per-attack basis.

**SKILL FINESSE (PSIONIC)**

You are especially adept at using a certain skill that can benefit from your key ability score.

**Prerequisite:** Key ability score 13

**Benefit:** Choose one skill. With it, you can use your key ability score modifier instead of the ability modifier normally applicable for the skill. You gain no benefit in choosing a skill that is already modified by your key ability score.

**Special:** You can gain this feat multiple times. Each time you take this feat, it applies to a new skill.

**SUBCONSCIOUS POWER (METAPSIONIC)**

You can manifest powers on yourself even when indisposed.

**Prerequisite:** Unconditional Power\*

**Benefit:** The psionic complexus of your mind is aware, even when you are not. You can manifest a power on your action even if you are unconscious. Unlike Unconditional Power†, you need not expend your psionic focus to gain the effect while unconscious. You can manifest subconscious powers that either have you as a target or are personal powers only.

For instance, if you are at –3 hit points and unconscious, you could use *body adjustment* as a subconscious power to cure yourself. You can't use Subconscious Power if in stasis, suspended animation, or if you are *brain locked*. You cannot subconsciously manifest powers adjusted by any other metapsionic feat or that are augmented, and you cannot subconsciously activate psionic items of any type.

Using this feat increases the power point cost of the power by 8. The power's total cost cannot exceed your manifester level.

\* *Unconditional Power* is a feat found in the Expanded Psionics Handbook.

**SUPPRESS AVATAR (PSIONIC)**

You can avoid psionic combat.

**Benefit:** When your avatar would otherwise appear in a mindscape, you can choose to delay its appearance when you take a move action to concentrate on suppression. You can suppress your avatar for a number of back-to-back rounds equal to your Dexterity modifier (minimum 1 round).

**Normal:** When two or more psionic individuals knowingly encounter each other within a range of 60 feet, a plane of the mind (a mindscape) instantly and automatically springs into existence if at least one of them desires it.

**VISCERAL SURGE (PSIONIC)**

Melee and ranged attacks against living targets that inflict critical damage shake your foe.

**Prerequisite:** Base attack bonus +2, Primordial Surge†

**Benefit:** When you expend your psionic focus, you mentally impart an image of your foe's demise in a particularly bloody, visceral manner directly into its mind on your successful attack. You must declare you are using a Visceral Surge† attack before making the attack roll (a missed attack ruins the attempt). Your foe, cowed by the vivid flash, freezes in fear instead of acting on its next action. On your foe's following rounds of action, it must make a Will saving throw (DC = 5 + the damage you initially dealt) each round or be cowed for that round, too. After a successful save, the foe is no longer cowed.

Cowering characters lose their Dexterity bonus to Armor Class (if any) and take no actions. You and your allies gain a +2 bonus on attacks against cowering characters. You can use this feat in conjunction with weaponlike powers (see sidebar, page 43).

**WOUNDING CUT (PSIONIC)**

Your melee and ranged attacks that inflict critical damage against living targets also bleed.

**Prerequisite:** Base attack bonus +3

**Benefit:** When you achieve a critical hit with your melee or ranged attack (within 30 feet) and while you maintain your psionic focus, your weapon resonates destructively with living flesh so that any damage inflicted bleeds for 1 point of Constitution damage in addition to the weapon's normal damage. Multiple Wounding Cuts result in cumulative Constitution damage. You can use this feat along with weaponlike powers (see sidebar on page 43).

**WOUNDING RESONANCE (METAPSIONIC)**

Damaging powers you manifest that inflict damage against living targets also bleed.

**Prerequisite:** Manifester level 3rd

**Benefit:** When you expend your psionic focus, powers you designate that have a single target and that normally deal damage as their primary effect are tuned to destructively resonate and linger in living flesh. Any damage inflicted by a wounding resonant power bleeds for 1 point of Constitution damage in addition to the normal damage if the power takes effect. Multiple resonant wounds result in cumulative Constitution damage.

This feat doesn't work on powers that have been modified to deal damage (such as with cortically resonant powers).

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

# Powers

*This chapter offers a selection of new powers.*

The psionic powers in this chapter are available for psionic PCs to choose as they advance in level. The more than three dozen powers presented here augment those offered in Chapter Five of the *Expanded Psionics Handbook*.

## POWER LISTS

These power lists follow the same format and use the same conventions as those used in the *Expanded Psionics Handbook*:

### PSION AND WILDER POWERS

#### 1ST-LEVEL PSION/WILDER POWERS

- Avaunt<sup>A</sup>.** You gain a +2 bonus on your Intimidate check.
- Aver<sup>A</sup>.** You gain a +2 bonus on your Bluff check.
- Bound<sup>A</sup>.** You gain a +2 bonus on your Jump check.
- Broker<sup>A</sup>.** You gain a +2 bonus on your Diplomacy check.
- Circumstance Shield<sup>A</sup>.** You gain a +2 insight bonus on Reflex saves.
- Clot.** You resist bleeding.
- Detect Compulsion.** You know if the target is controlled.
- Jigger<sup>A</sup>.** You gain a +2 bonus on your Open Lock check.
- Judge<sup>A</sup>.** You gain a +2 bonus on your Sense Motive check.
- Resistance, Psionic<sup>A</sup>.** You gain a +2 resistance bonus on saves for one minute/level.
- Slow Light.** Languid movement of light grants the target a 10 percent miss chance.

#### 2ND-LEVEL PSION/WILDER POWERS

- Alloyed Hide<sup>A</sup>.** You gain damage reduction 5/bludgeoning (or DR 5/+2).
- Construct Toughness.** You are immune to critical hits and bludgeoning damage for 10 minutes per level.
- Empathic Condition Relief.** You relieve a target's condition.
- Psychic Bodyguard.** You make a target's Will saving throws for it.

#### 3RD-LEVEL PSION/WILDER POWERS

- Causal Loop.** The target is doomed to repeat its last action for 1 round per level.

**Expunge Psionic Circuit<sup>A</sup>.** Foe's loss of psionic tattoo deals it 3d6 points of damage.

**Mindful Aura<sup>A</sup>.** Onlookers are shaken with your apparent power and majesty.

**Steal Item<sup>A</sup>.** Distant or tended objects appear in your grasp.

#### 4TH-LEVEL PSION/WILDER POWERS

**Sensorineural Cascade<sup>A</sup>.** You overwhelm sensory systems of targets for 1 round per level.

**Shatter Storm<sup>A</sup>.** The target and all within 20 feet take 5d6 points of damage from crystal shrapnel.

#### 5TH-LEVEL PSION/WILDER POWERS

**Impresa<sup>A</sup>.** You create a rough duplicate of a creature.

**Leech Known Power<sup>A</sup>.** You steal powers from another's mind.

#### 6TH-LEVEL PSION/WILDER POWERS

**Brutalize Wounds.** Your target takes more damage than normal from wounds.

**Defer Fatality<sup>X</sup>.** You avoid death through suspended animation.

#### 7TH-LEVEL PSION/WILDER POWERS

**Crawling Cromlech<sup>A</sup>.** You create a deadly widening circle bounded by stone slabs.

#### 8TH-LEVEL PSION/WILDER POWERS

**Detonate Psicrystal<sup>SM</sup>.** You detonate your psicrystal to deal 30d6 points of damage in a 20-foot radius.

**Erase Presence<sup>X</sup>.** Enemies forget you and your allies are present for 1 round per level.

### EGOIST (PSYCHOMETABOLISM)

#### DISCIPLINE POWERS

- 6 **Transmigrate<sup>M</sup>.** You transmigrate the soul of a dead subject into the body of a living creature.
- 7 **Desolate<sup>A</sup>.** Your touch deals 13d6 points of damage plus 2d6+4 points of temporary Strength damage.

## NOMAD (PSYCHOPORTATION)

### DISCIPLINE POWERS

- 1 **Teleport Auxiliary**<sup>A</sup>. The target doesn't count toward the limit of teleport.
- 4 **Temporal Concussion**<sup>A</sup>. Temporally shock creature for 7d6 points of damage and 1d4+2 Intelligence damage.
- 5 **Dimensional Obstruction**<sup>A</sup>. You bar extradimensional movement in an area.

## SHAPER (METACREATIVITY)

### DISCIPLINE POWERS

- 2 **Throw Ectiform**<sup>X</sup>. You create weak ectoplasmic duplicates of yourself.

## TELEPATH (TELEPATHY)

### DISCIPLINE POWERS

- 1 **Suppress Compulsion**<sup>A</sup>. You attempt to free a target temporarily from another's control using conflicting signals.
- 4 **Dominare, Psionic**<sup>A</sup>. Control target telepathically; augment for "utter thrall" effect.
- 9 **Apopsic Hemorrhage**<sup>X</sup>. You delete 4d4 powers from the target (Difficulty Class modifier -10).

## PSYCHIC WARRIOR POWERS

### 1ST-LEVEL PSYCHIC WARRIOR POWERS

- Avaunt**<sup>A</sup>. You gain a +2 bonus on your Intimidate check.
- Bound**<sup>A</sup>. You gain a +2 bonus on your Jump check.
- Circumstance Shield**<sup>A</sup>. You gain a +2 insight bonus on Reflex saves.
- Clot**. You resist bleeding.

### 2ND-LEVEL PSYCHIC WARRIOR POWERS

- Alloyed Hide**<sup>A</sup>. You gain damage reduction 5/bludgeoning (or DR 5/+2).
- Construct Toughness**. You are immune to critical hits and bludgeoning damage for 10 minutes per level.

### 3RD-LEVEL PSYCHIC WARRIOR POWERS

- Steal Item**<sup>A</sup>. Distant or tended objects appear in your grasp.

### 6TH-LEVEL PSYCHIC WARRIOR POWERS

- Brutalize Wounds**. Your target takes more damage than normal from wounds.
- Defer Fatality**<sup>X</sup>. You avoid death through suspended animation.

## POWER DESCRIPTIONS

### ALLOYED HIDE

Metacreativity

**Level:** Psion/Wilder 2, Psychic Warrior 2

**Display:** Visual (see text)

**Manifesting Time:** One standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level or until discharged

**Power Points:** 3

Your outer skin takes on the sheen and strength of hard glass, giving you some resistance to blows, cuts, stabs, and slashes. You gain damage reduction 5/bludgeoning (or DR 5/+2). (You ignore the first 5 points of damage each time you take damage from a weapon, though a bludgeoning weapon bypasses the reduction.) Once the power has prevented a total of 10 points of damage per manifester level (maximum 150 points), it is discharged.

**Augment:** You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, your skin takes on the sheen and strength of mineral, giving you damage reduction 5/magic (or DR 8/+3). This augmentation doesn't stack with the primary effect or other augmentations.

2. If you spend 4 additional power points, your skin takes on the sheen and strength of iron, providing damage reduction 5/mithral (or DR 15/+6). This augmentation doesn't stack with the primary effect or other augmentations.

3. If you spend 6 additional power points, your skin takes on the sheen and strength of adamantine, providing damage reduction 10/adamantine (or DR 20/+7). This augmentation doesn't stack with the primary effect or other augmentations.

### APOPSIC HEMORRHAGE

Telepathy

**Level:** Telepath 9

**Manifestation Time:** 1 round

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** One living psionic creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (see text)

**Power Resistance:** Yes

**Power Points:** 17, XP Cost

As *apopsi* (see *Expanded Psionics Handbook*), except that 4d4 powers are permanently deleted if the target fails a Fortitude saving throw (with a Difficulty Class adjustment of -10).

**XP Cost:** 50 experience points per level of the deleted powers.

**AVAUNT**

Psychometabolism

**Level:** Psion/Wilder 1, Psychic Warrior 1**Display:** None**Manifestation Time:** One swift action**Range:** Personal**Target:** You**Duration:** One Intimidate check**Power Points:** 1

You gain temporary, intuitive insight into intimidation. Your Intimidate check gains a +2 insight bonus.

**Augment:** For each 2 additional power points you spend, you can increase your Intimidate check by +1.

**AVER**

Clairsentience

**Level:** Psion/Wilder 1**Display:** None**Manifestation Time:** One swift action**Range:** Personal**Target:** You**Duration:** One Bluff check**Power Points:** 1

You gain temporary, intuitive insight into lying. Your Bluff check gains a +2 insight bonus.

**Augment:** For each 2 additional power points you spend, you can increase your Bluff check by +1.

**BOUND**

Psychoportation

**Level:** Psion/Wilder 1, Psychic Warrior 1**Display:** None**Manifestation Time:** One swift action**Range:** Personal**Target:** You**Duration:** One Jump check**Power Points:** 1

You gain temporary, intuitive insight into moving farther with less energy. Your Jump check gains a +2 insight bonus.

**Augment:** For each 2 additional power points you spend, you can increase your Jump check by +1.

**BROKER**

Psychometabolism

**Level:** Psion/Wilder 1**Display:** None**Manifestation Time:** One swift action**Range:** Personal**Target:** You**Duration:** One Diplomacy check**Power Points:** 1

You gain temporary, intuitive insight into dealing equitably with others. Your Diplomacy check gains a +2 insight bonus.

**Augment:** For each 2 additional power points you spend, you can increase your Diplomacy check by +1.

**BRUTALIZE WOUNDS**

Telepathy [Compulsion, Mind-Affecting]

**Level:** Psion/Wilder 6, Psychic Warrior 6**Display:** Visual**Manifestation Time:** One standard action**Range:** Close (25 feet + 5 feet/2 levels)**Target:** One creature**Duration:** 1 round/level**Saving Throw:** Will partial**Power Resistance:** Yes**Power Points:** 11

You invade the target's mind and temporarily reduce its ability to ward off damage. If the target succeeds at its saving throw, its hardness is still depleted; the target takes 1 extra point of damage per die of damage it is dealt while the duration lasts. If it fails its save, it takes maximum damage per die of damage it is dealt while the duration lasts. For instance, if a greatsword that normally deals 2d6 points of damage hits it, the target takes 12 points of damage from the hit automatically.

**CAUSAL LOOP**

Psychoportation

**Level:** Psion/Wilder 3**Display:** Audible**Manifestation Time:** One standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** All creatures in a 10-foot diameter area**Duration:** 1 round/level**Saving Throw:** Will negates**Power Resistance:** Yes**Power Points:** 5

You entangle your foes in a loop of causal time, dooming them to repeat their last action every round until the duration elapses.

If the target manifests a power, it manifests a power again in the exact same location. If the target attacks a foe, it attacks the same foe again even if the foe has retreated or is dead. Even if prevented, the target makes every effort to repeat its last action, even if the action will cause itself harm. For instance, a running foe continues to run each round and may eventually run into a ravine. Despite its obliviousness to

its surroundings, a target's power points used and any points of damage sustained accumulate normally. A target's mind may be caught in a *causal loop*, but not so its body. For the same reason, targets are not denied their Dexterity if attacked while *causal looping*.

### CIRCUMSTANCE SHIELD

Psychoportation (Dexterity)

**Level:** Psion/Wilder 1, Psychic Warrior 1

**Display:** None

**Manifestation Time:** One standard action

**Range:** Personal

**Target:** You

**Duration:** One hour/level

**Power Points:** 1

Your shield of insight alerts you to potential dangers and supercharges your reaction time. You gain a +2 insight bonus on your Reflex saving throw while the duration lasts.

**Augment:** For every 5 additional power points you spend, your insight bonus to your Reflex saving throw increases by +1.

### CLOT

Psychometabolism

**Level:** Psion/Wilder 1, Psychic Warrior 1

**Display:** Olfactory

**Manifestation Time:** One immediate action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

**Power Points:** 1

You mentally force your body to resist the effects of bleeding wounds that take the form of Constitution damage, such as those caused by magic weapons of wounding, Wounding Cuts†, Wounding Resonant† powers, blood loss, blood drain, or any other effect that causes you to bleed for 1 or more points of Constitution damage.

When this power is manifest, you take no Constitution damage from bleeding from one attack that causes bleeding or blood drain, though you are still subject to Constitution damage from sources. If you are subject to more than one wounding effect in a round that you manifest this power, you only gain the benefits of the wounding resistance against one of those attacks.

### CONSTRUCT TOUGHNESS

Psychometabolism

**Level:** Psion/Wilder 2, Psychic Warrior 2

**Display:** Audible, material

**Manifestation Time:** One swift action

**Range:** Personal

**Target:** Self

**Duration:** 10 minutes/level

**Saving Throw:** None

**Power Resistance:** No

**Power Points:** 3

Your body takes on a toughness similar to a construct's, allowing you to ignore critical hits and take only half damage from bludgeoning weapons. Though you are like a construct, you are not a construct; you are still subject to sneak attacks.

### CRAWLING CROMLECH

Metacreativity

**Level:** Psion/Wilder 7

**Display:** Visual (see text)

**Manifestation Time:** 1 round

**Range:** Close (25 feet + 5 feet/two levels) (see text)

**Effect:** Dozens of vertical stonelike slabs that initially surround a 10-foot-diameter area

**Duration:** 1 round/level

**Saving Throw:** Reflex negates (see text)

**Power Resistance:** No

**Power Points:** 13

You call forth an arrangement of stonelike slabs in a 10-foot-diameter circle and charge them with psionically destructive energy. This "cromlech" of ectoplasmic vintage reverberates with a physical storm of psionic interference within the circle it encloses. It deals damage to any animate creature within the circle to a height of 20 feet above the circle's floor (see illustration on the next page).

At your command (as a swift action), the cromlech widens in radius at a rate of up to 10 feet per round (up to a final maximum 100-foot diameter). Each round, anything that enters the circle or is caught up in its expansion takes 50 points of damage. These attacks are psionic, so creatures with damage reduction are not safe. Creatures may be subject to the death by massive damage rule.

If a creature makes its saving throw, it takes no damage when the cromlech wave overtakes it.

**Augment:** For every 2 additional power points you spend, you charge your cromlech with an additional 10 points of destructive power.

### DEFER FATALITY

Psychometabolism

**Level:** Psion/Wilder 6, Psychic Warrior 6

**Display:** Audible

**Manifestation Time:** One immediate action

**Range:** Personal



**Target:** You

**Duration:** Instantaneous

**Power Points:** 11, XP Cost

When death is about to claim you because of a lethal attack of any sort, you instead enter a state of suspended animation. While fatality is deferred, you do not age, breathe, grow hungry, sleep, or regain power points. You are unaware of your surroundings and cannot use subconscious powers. Outside forces can damage your body, but as long as your head remains attached to your torso and your brain remains intact, the physical damage can be healed.

You can manifest this power quickly enough to avoid complete tissue destruction if you are unexpectedly affected by a lethal melee or ranged attack. You cannot manifest this power if you are unconscious (unless you have the Subconscious Power† feat).

You remain in a state of deferred fatality until some third party provides you with magical or psionic curing in the amount equal to 10 points + the amount of damage your body originally (and subsequently) sustained which dropped you into this deferred state. When so cured, you become conscious, possess 1 hp, 1 power point, and sustain 1d4+1 points of temporary ability damage on each of your six ability scores. (Psychic Bastion† can ameliorate

this damage—if this brings your Constitution score to 0, you die normally.)

If using this power would deplete your XP to a point below your current level, you can't use this power.

**XP Cost:** 250 XP

## DESOLATE

Psychometabolism

**Level:** Egoist 7

**Display:** Visual

**Manifestation Time:** 1 round

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial (see text)

**Power Resistance:** Yes

**Power Points:** 13

A touch from your hand renders the flesh of your target into a wasteland of desiccation. Each touch deals 13d6 points of damage and possibly also 2d6+4 points of temporary Strength damage. (A successful Fortitude saving throw negates the Strength damage.)

**Augment:** For every 2 additional power points you spend, this power's save DC increases by 1.



**DETECT COMPULSION**

Clairsentience and Telepathy

**Level:** Psion/Wilder 1**Display:** None (see text)**Manifestation Time:** One swift action**Range:** 60 feet**Target:** One creature**Duration:** Instantaneous**Saving Throw:** None**Power Resistance:** No**Power Points:** 1

You detect if the target creature is under the effects of a compulsion or charm. Affected creatures appear to have an amber aura, though no one but you sees this visual effect.

**DETONATE PSICRYSTAL**

Psychokinesis

**Level:** Psion/Wilder 8**Display:** Visual, olfactory**Manifestation Time:** One standard action**Range:** One mile (see text)**Area:** 20-foot-radius burst centered on psicrystal**Duration:** Instantaneous**Saving Throw:** Reflex half**Power Resistance:** No**Power Points:** 15, Material Cost, XP Cost

Sometimes extreme situations call for extreme measures. By any standard, detonating your own psicrystal in a cataclysmic spray of crystal shrapnel is an extreme measure.

You can manifest this power only by channeling it through your psicrystal (which means you can't use this power if your psicrystal is more than one mile from you, or if you do not possess a psicrystal). Once manifest, your psicrystal overloads, magnifying the power with the sum of its own essence and blossoming into a burst of psiactive shrapnel that deals 30d6 points of damage to all creatures within the area. Unattended objects also take this damage. Detonating a hero psicrystal deals an additional 2d6 points of damage, while detonating a coward psicrystal deals 2d6 fewer points of damage.

The purposeful detonation of your psicrystal entails a sacrifice on your part (and your psicrystal's!). You must attempt a Fortitude save (DC 15). If the saving throw fails, you lose 200 experience points per class level. A successful saving throw reduces the loss by half. You also lose the abilities granted by the psicrystal and a piece of your mind as originally imbedded in the psicrystal (which drains your Intelligence by 2 points). A destroyed psicrystal cannot be replaced for six months. The drain to your Intelligence cannot be recovered until you gain a new psicrystal.

**Material Cost:** Your psicrystal**XP Cost:** As noted above**DIMENSIONAL OBSTRUCTION**

Psychoportation

**Level:** Psion/Wilder 5**Display:** Audible**Manifestation Time:** One standard action**Range:** Medium (100 feet + 10 feet/level)**Area:** 60-foot-radius emanation centered on a point in space**Duration:** 10 minutes/level**Saving Throw:** None**Power Resistance:** Yes**Power Points:** 9

As *dimensional anchor* (see *Expanded Psionics Handbook*), except that this power potentially affects multiple targets that enter into the area (or are already present). The emanation does not hinder any movement or action other than those noted under *dimensional anchor*. The effect is not visible.

**Augment:** For every 1 additional power point you spend, the duration increases by 10 minutes/level.

**DOMINATE, PSIONIC**

Telepathy (Compulsion) [Mind-Affecting]

**Level:** Telepath 4**Display:** Mental**Manifesting Time:** 1 round**Range:** Medium (100 feet + 10 feet/level)**Target:** One humanoid**Duration:** Concentration**Saving Throw:** Will negates**Power Resistance:** Yes**Power Points:** 7

As *psionic dominate* (see the *Expanded Psionics Handbook*), except as noted here.

This power is not a new power—it merely adds functionality to *psionic dominate* as it appears in the *Expanded Psionics Handbook*. If you know that power, you know the following augmentations.

**Augment:** You can augment this power in one or more of the following ways.

1. You can augment this power in one or more of the ways described in the *Expanded Psionics Handbook*.

2. If you spend 1 additional power point, this power's duration is one hour rather than Concentration. If you spend 2 additional power points, this power's duration is one day rather than Concentration. If you spend 4 additional power points, this power's duration is one day per manifest level rather than Concentration.

3. If you expend 8 additional power points, this power's duration is Permanent (D), rather than Concentration (this augmentation is sometimes called the "utter thrall" augmentation). As with any permanent power, this augmentation is subject to dispelling, and *protection from evil/good/law/chaos* temporarily suppresses the effect.

As described in the base power, for every 2 additional power points you spend to achieve any of these augmentations, and/or those described in the *Expanded Psionics Handbook*, this power's save DC increases by 1.

## EMPATHIC CONDITION RELIEF

Psychometabolism

**Level:** Psion/Wilder 2

**Display:** Olfactory

**Manifestation Time:** One standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (harmless)

**Power Resistance:** Yes (harmless)

**Power Points:** 3

You cleanse the subject's body of unhealthy influences and relieve 1d2+1 rounds' worth of debilitating conditions specified by this power: The subject gains instant relief if she is dazed, *confused*, nauseated, shaken, and/or stunned.

If the duration of the debilitating condition is longer than the relief provided by this power, the subject remains affected by the debilitating condition, but for a reduced time. So, if the subject is dazed for 10 rounds, using this power shortens that period by 1d2+1 rounds. You could manifest this power again to relieve the additional rounds of the specified debilitating conditions.

## ERASE PRESENCE

Telepathy [Mind-Affecting]

**Level:** Psion/Wilder 8

**Display:** Audible, visual

**Manifestation Time:** One standard action

**Range:** Personal and touch

**Target:** You and up to one creature/level

**Duration:** 1 round/level (see text)

**Saving Throw:** None

**Power Resistance:** Yes

**Power Points:** 15, XP Cost

You generate a null sensory field that erases you and up to one ally per level (with whom you retain contact) from the minds of all other creatures that would otherwise see or *remote view* (or *scry*) you. Not only is your presence erased, but also the memory of your initial presence. You

and your allies are effectively cloaked and hidden from all other creatures in the vicinity until the duration elapses or you (or an ally) make physical contact with another creature. A successful pick pocket attempt using Sleight of Hand (with a +10 circumstance bonus) doesn't end the effect, but all other contact or influence, including melee, ranged, spell, or power attacks cancels the power.

Once the duration elapses, creatures suddenly become aware of your presence, and moreover, they remember everything that transpired of your actions while and before your presence was erased.

**XP Cost:** 100 XP

## EXPUNGE PSIONIC CIRCUIT

Psychokinesis

**Level:** Psion/Wilder 3

**Display:** Visual, audible, material

**Manifestation Time:** One standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Power Resistance:** Yes

**Power Points:** 5

A thick, opaque beam springs forth from your pointed finger, striking one psionic tattoo on an opponent's body, causing pain and expunging the tattoo. On a successful ranged touch attack (ray), you destroy the circuit and your opponent takes 3d6 points of damage from the feedback.

**Augment:** If you pay an additional 4 power points, you destroy all your foe's psionic circuits, dealing 5d6 points of damage per destroyed tattoo.

## IMPRESA

Metacreativity

**Level:** Psion/Wilder 5

**Display:** Material (see text)

**Manifestation Time:** One hour

**Range:** 0 feet

**Effect:** One rough-duplicate creature

**Duration:** 24 hours

**Saving Throw:** None

**Power Resistance:** No

**Power Points:** 9

*Impresa* creates a rough copy of any creature you have physically touched whose normal Hit Dice value does not exceed your own character level  $\times 1.5$  (round down) and whose size does not exceed your own unmodified size category. You create the *impresa* from astral matter. (It is considered a construct.) The *impresa* appears generally the same as the original,

but differences exist: The *impresa* has only 20 percent of the hit points, knowledge (including level, skills, and personal memories), and personality of the real creature. Creatures familiar with the original detect the ruse with a successful opposed Sense Motive check versus your pre-rolled Bluff check each time they interact with the *impresa* in any meaningful way. You must make a Bluff check with a +10 circumstance bonus when you manifest the power to determine how good the likeness is. You can choose to use a Disguise check in place of Bluff.

At all times the *impresa* remains under your absolute command. No special telepathic link exists, so you must command it verbally. The *impresa* has no ability to become more powerful. It cannot increase its level or abilities. It does not maintain knowledge of sensitive information, such as passwords or secret plots that its original may have had—it can't be used as a source of sensitive information of this type. If destroyed, it reverts to ectoplasm and evaporates.

**Augment:** For each additional 2 power points you spend, the *impresa* lasts for another 24 hours (unless it is destroyed sooner).

## JIGGER

Psychokinesis

**Level:** Psion/Wilder 1

**Display:** None

**Manifestation Time:** One swift action

**Range:** Personal

**Target:** You

**Duration:** One Open Lock check

**Power Points:** 1

You gain a minor telekinetic ability to adjust locks. Your Open Lock check gains a +2 insight bonus.

**Augment:** For each 2 additional power points you spend, you can increase your Open Lock check by +1.

## JUDGE

Telepathy

**Level:** Psion/Wilder 1

**Display:** None

**Manifestation Time:** One swift action

**Range:** Personal

**Target:** You

**Duration:** One Sense Motive check

**Power Points:** 1

You gain temporary, intuitive insight into piercing lies. Your Sense Motive check gains a +2 insight bonus.

**Augment:** For each 2 additional power points you spend, you can increase your Sense Motive check by +1.

## LEECH KNOWN POWER

Clairsentience

**Level:** Psion/Wilder 5

**Display:** Visual, mental

**Manifestation Time:** One standard action

**Range:** Touch

**Target:** One individual

**Duration:** One minute/level

**Saving Throw:** Will partial (see text)

**Power Resistance:** Yes

**Power Points:** 9

You can use another's psionic powers for yourself. You make a melee touch attack against a target. If successful, you immediately become familiar with the target's known powers, if any, and can choose a number of these powers to "leech" equal to your Wisdom bonus (minimum one).

While the power lasts, you are treated as if you know the leech powers. During this same period, the target of your power is locked out of those powers and can make no use of them. When the duration expires, you lose access to the leech powers and the target regains immediate use of them. The relapse occurs regardless of the distance between you and the target. If you extend the duration of *leech known power* (or attempt to make it permanent), the original target gains a Will saving throw every 10 minutes beyond the original duration. If the target succeeds, the power's duration ends. If something kills the target before the duration lapses, you immediately lose the powers.

You cannot take a power that is beyond your level to manifest or that is not on your power list (such as an exclusive psychic warrior power or a power on a discipline select list that is not your primary discipline).

**Augment:** For every 1 additional power point you spend, the duration lasts one additional minute.

## MINDFUL AURA

Clairsentience [Mind-Affecting]

**Level:** Psion/Wilder 3

**Display:** Visual (see text)

**Manifestation Time:** One standard action

**Range:** Personal

**Area:** 10-foot-diameter emanation centered on you

**Duration:** One minute/level

**Saving Throw:** Will (half)

**Power Resistance:** Yes

**Power Points:** 5

Your clairsentient insight into the minds of others allows you to appear wise and powerful to all who see you; you actually emanate a brilliant aura bright enough to see by within a 5-foot radius.

You gain a +4 insight bonus on any Diplomacy, Bluff, Intimidate, and Sense Motive checks you make while the aura remains active. Upon seeing you resplendent in your aura, all creatures must make a Will saving throw. Creatures that fail the save gain a –2 penalty on any attack rolls against you, saving throws against your powers, and skill checks made in opposition to you for the duration of the power. Those that succeed in their Will save are still affected but gain only a –1 penalty.

**Augment:** For every 3 additional power points you spend, you can increase your Diplomacy, Bluff, Intimidate, and Sense Motive checks by +1. For each +1 increase of your interaction checks, the DC of the power increases by +1.

### PSYCHIC BODYGUARD

Clairsentience

**Level:** Psion/Wilder 2

**Display:** Mental, visual

**Manifestation Time:** 1 full round

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One creature

**Duration:** One hour/level

**Saving Throw:** Yes (harmless)

**Power Resistance:** Yes (harmless)

**Power Points:** 3

You forge a specialized clairsentient connection between yourself and one or more allies. Since you may manifest this power only on willing creatures, it does not allow a saving throw or power resistance. Whenever an ally must make a Will save, you make the save instead as if the effect targeted you. If you fail in the saving throw, your ally suffers the consequences of the effect that forced the Will save. Once the connection is forged, your mind takes Will saves for your ally as long as she remains in range. If she strays out of range, the power ends.

### RESISTANCE, PSIONIC

Psychometabolism

**Level:** Psion/Wilder 1

**Display:** Mental

**Manifesting Time:** One standard action

**Range:** Personal

**Target:** You

**Duration:** One minute/level

**Power Points:** 1

You imbue yourself with psionic energy that protects you from harm, granting yourself a +2 resistance bonus on saves.

**Augment:** For every 2 additional power points you spend, you gain an additional +1 resistance bonus on saves.

### SENSORINEURAL CASCADE

Telepathy [Mind-Affecting]

**Level:** Psion/Wilder 4

**Display:** Visual

**Manifestation Time:** One standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** All creatures in a 15-foot radius

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Power Resistance:** Yes

**Power Points:** 7

You foul up the targets' subconscious sensory system, overloading vision, hearing, feeling, and other more esoteric sensory systems, including vibration sensitivity, thermal sensing, and others—in effect, the cascade buries the senses of the target creatures (even those with blindsight, tremorsense, touchsight, or other esoteric methods of sensing the environment) with randomly firing neurons for the duration. The creatures are treated as if blinded (see the “Blinded” condition summary in the *Player's Handbook*). However, from round to round, an affected creature has a chance to sense normally. Each round on the creature's action, roll 1d4. Unless you roll a 4, the target does nothing for 1 round as it stands attempting to re-establish contact with its senses. Rolling a 4 frees the creature of the effect for 1 round.

Sense-blocked creatures that are attacked (and damaged) are shocked out of their sense deprivation for 1 round by the tissue damage—they can attack or attempt to flee however they desire on their next action. The following round they are subject once again to the *sensorineural cascade* (unless they are continually attacked each round).

**Augment:** If you spend an additional 4 power points, the condition lasts 24 hours. If you spend an additional 6 power points, the condition is permanent.

### SHATTER STORM

Metacreativity [See Text]

**Level:** Psion/Wilder 4

**Display:** Audible (see text)

**Manifestation Time:** One standard action

**Range:** Medium (100 feet + 10 feet/level)

**Effect:** 20-foot-radius burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Power Resistance:** No

**Power Points:** 7, Crystal Cost

The crystal you throw at a target explosively shatters with a thunderous sound of breaking glass. You must succeed at a ranged touch attack to hit your target. The *shatter storm* deals

5d6 points of damage (shrapnel) to all creatures within a 20-foot-radius burst that fail a Reflex saving throw. Note that creatures immune to psionic powers, such as psion-killers, take the shrapnel damage.

**Crystal Cost:** Unlike almost all psionic powers, this power requires a physical seed: a green-hued crystal worth at least 1 gp that you imbue with psionic potential as you hurl it at a target. The crystal shatters beyond recovery.

**Augment:** You can augment this power in one or more of the following ways. However you augment this power, the DC increases by 1 for every additional 2d6 points of energy damage dealt. Creatures immune to psionic powers, such as psion-killers, are also immune to the extra energy damage.

1. For every 1 additional power point you spend, the shards are charged with caustic power, dealing +1d6 points of acid damage per power point.

2. For every 1 additional power point you spend, the shards are charged with chill power, dealing +1d6 points of cold damage per power point.

3. For every 1 additional power point you spend, the shards are charged with electrical power, dealing +1d6 points of electricity damage per power point.

4. For every 1 additional power point you spend, the shards are charged with fiery power, dealing +1d6 points of fire damage per power point.

5. For every 1 additional power point you spend, the shards are charged with reverberating power, dealing +1d6 points of sonic damage per power point.

## SLOW LIGHT

Psychoportation

**Level:** Psion/Wilder 1

**Display:** Visual (see text)

**Manifestation Time:** One standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

**Saving Throw:** Will negates (harmless)

**Power Resistance:** Yes (harmless)

**Power Points:** 1

You retard the target's visual image as it reflects into the timestream. The target's outline appears distorted, jerky, and imprecise. This distortion grants the target a 10 percent miss chance. The miss chance granted by *slow light* stacks with miss chances granted by other miss-chance effects, such as actual partial concealment, though only by half its value; a target in this situation would possess a 25 percent miss chance.

Opponents who cannot see the target ignore the power's effect.

## STEAL ITEM

Psychokinesis

**Level:** Psion/Wilder 3, Psychic Warrior 3

**Display:** Visual

**Manifestation Time:** One standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** One unattended or attended weapon/item

**Duration:** Instantaneous

**Saving Throw:** Reflex negates

**Power Resistance:** No

**Power Points:** 3

You attempt to steal an attended or unattended weapon or item weighing no more than 50 lbs. If the item is unattended, you succeed automatically and can either place the item in your possession in the same round, or transfer it to any point you designate within range.

If the item is attended or held, then the creature attending it makes a Reflex save to react quickly enough to keep hold of the item. If the creature fails, the item falls from its grasp. If it fails the save by 4 or more, the item automatically appears in your possession or is transferred to any point you designate in range.

**Augment:** For every 2 additional power points you spend, the Difficulty Class increases by 1.

## SUPPRESS COMPULSION

Telepathy [Mind-Affecting]

**Level:** Telepath 1

**Display:** None

**Manifestation Time:** One swift action

**Range:** Close (25 feet + 5 feet/two levels)

**Target or Area:** One dominated or controlled creature

**Duration:** 1 round

**Saving Throw:** None

**Power Resistance:** No

**Power Points:** 1

You can attempt to suppress a compulsion or charm effect on another creature by overwhelming the creature with conflicting telepathic signals, temporarily canceling the domination. When you manifest this power, make a suppression check against the ongoing controlling power currently in effect on the creature. A suppression check is 1d20 + your manifester level (maximum +5) against a Difficulty Class of 11 + the manifester level of the entity that originally manifested the controlling power. On a successful check, the control is suppressed for 1 full round. Even though suppressed, the compulsion or charm is still considered to be running off its duration.

**Augment:** You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, you can attempt to permanently terminate a compulsion or charm effect on another creature, including *psionic dominate* (see page 50 for variant augmentations of this power). When you manifest this power, make a termination check against the ongoing controlling power currently in effect on the creature of 1d20 + your manifester level (maximum +5) against a Difficulty Class of 11 + the manifester level of the entity that originally manifested the controlling power. On a successful check, you terminate the control.

2. For every 1 additional power point you spend, you increase your check result and the maximum result by +1.

### TELEPORT AUXILIARY

Psychoportation

**Level:** Nomad 1

**Display:** Mental

**Manifestation Time:** One swift action

**Range:** Touch

**Target:** Up to Medium creature touched

**Duration:** One teleport power

**Saving Throw:** None (harmless)

**Power Resistance:** Yes (harmless)

**Power Points:** 1

Your intimate knowledge of the Psychoportation discipline allows you to bend space farther than normal. The target of this power does not count toward the weight or number limits, if any, of any power with the teleport descriptor. Regardless of the number of times you manifest this power, a single teleportation power will not affect more targets than it normally can plus a number of targets equal to your effective manifester level.

**Augment:** For every 3 additional power points you spend, you can affect a creature of up to one size category larger than normal. For instance, if you spend 6 additional power points on this power, you can affect up to a size Huge creature.

### TEMPORAL CONCUSSION

Psychoportation

**Level:** Nomad 4

**Display:** Visual (see text)

**Manifestation Time:** One standard action

**Range:** Medium (100 feet +10 feet/level)

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** Will partial (see text)

**Power Resistance:** Yes

**Power Points:** 7

You emit a ray that shimmers between past, present, and future, disrupting the temporal continuity of a conscious creature you successfully target with a ranged touch attack. You deal 7d6 points of damage as the target's body attempts to throw off the temporal shock, and possibly also 1d4+2 points of temporary Intelligence damage as the target's synapses fire forward and backward in the timestream simultaneously. (A successful Will saving throw negates the Intelligence damage.)

**Augment:** For every 2 additional power points you spend, this power's save DC increases by 1.

### THROW ECTOFORM

Metacreativity

**Level:** Shaper 2

**Display:** Visual (see text)

**Manifestation Time:** One standard action

**Range:** Personal (see text)

**Target:** You

**Saving Throw:** Will (partial)

**Duration:** 1 round/level

**Power Points:** 3, XP Cost (see text)

You create ectoplasmic duplicates of yourself each round, confusing enemies and creating weak assistants called ectoforms.

While the duration lasts, you throw off one ectoform per round (but see below). The ectoforms seem to fission seamlessly from your own form or from an earlier generated ectoform, and they initially appear in any clear space you designate that is adjacent to you or adjacent to one of your earlier ectoforms (if the earlier ectoform is adjacent to you).

"Throwing" occurs automatically at the beginning of each round and requires no action on your part. The power is suppressed if you are in a space with no physical room to allow you to spawn additional ectoforms or if you have a number of ectoforms equal to your manifester level already in existence from previous rounds of using this power. The power begins to function again when space permits or when one or more of your previously thrown ectoforms is destroyed. When the duration elapses, all surviving ectoforms dissipate. (Nothing can prevent this, although the astral zealot prestige class abilities may extend the duration as noted in Chapter Two.) If you manifest this power a second time while the first is still active, the first power lapses and the second takes its place.

Ectoforms possess a thin semblance of your personality, but none of your powers or abilities (treat them as constructs); if interacted with outside of melee, they are instantly recognizable as shams. Your ectoforms pop like



balloons, dissipating, if they are successfully attacked or targeted by any melee, ranged, power, or spell attack, or if they otherwise take damage, no matter how slight. An ectoform's Armor Class is  $10 + \text{size modifier} + \text{your Dexterity modifier}$ . An ectoform is weak, and it can directly accomplish anything you could accomplish with the *far hand* power, but no more. It can speak, sounding like you, but its memories are vague and shadowy—obviously fabricated and incomplete.

An ectoform is partially independent, though it acts on your wishes when first thrown, since it is a reflection of you. Thereafter you cannot mentally command it or verbally direct it. For instance, you may have intended for the ectoform formed in the first round to run west for 500 feet then report back, while the ectoforms of the next round can be directed to run interference between you and a foe. You do not gain any special means of communication with your ectoform.

As a special function of the power, you can instantaneously and secretly exchange places with an ectoform as it is thrown into an adjacent space so that you can further confuse enemies. (You can do this only as you throw an ectoform, not with a previously thrown one.) Enemies attempting to attack you or manifest powers at you must select from among indistinguishable targets. On each round you generate an ectoform that you change places with (and remain adjacent to for that round), attackers must succeed at a Will saving throw to determine which figure is really you. They gain a cumulative  $-2$  circumstance penalty on their Will save for each ectoform adjacent to you beyond the first. *True seeing* and *psionic true seeing*, of course, reveal the real you.

**Note:** This power is psychophilosophically incompatible with the arcane spell *mirror image*; if both are attempted, the one manifest (or cast) first is the effect that occurs; the other effect is nullified.

**XP Cost:** Each time you manifest *throw ectoform*, you pay 1 XP (1 XP per manifestation, not 1 XP per ectoform).

## TRANSMIGRATE

Psychometabolism (Healing)

**Level:** Egoist 6

**Display:** Visual, audible, mental

**Manifestation Time:** One minute

**Range:** Touch

**Target:** One dead and living creature touched

**Duration:** Instantaneous

**Saving Throw:** Will, see text

**Power Resistance:** Yes

**Power Points:** 11, Material Cost

You restore life to a deceased creature by initiating a transmigration of the dead creature's soul into the body of another living creature, as opposed to *psionic revivify*, which restores life to the deceased creature in its original body, assuming not too much time has passed. The receptacle body must be of the same type and can't possess more Hit Dice than the deceased creature. You can transmigrate a creature that has been dead up to one week per manifester level. In addition, the target's soul must be free and willing to return. If the target's soul is not willing to return, the power does not work. Targets who



want to return receive no saving throw. If the living body is not willing to become a vessel to the returning soul, it must succeed at a saving throw; on a successful saving throw, the power does not work. (If attempting to transmigrate a dead soul into an unwilling, unsecured target, you must also make a successful melee touch attack when you finish manifesting the power.) The returned soul is considered alive again but loses a level (or 1 Constitution point, if at 1st level) when transmigrated.

Regardless of the level, gender, or other physical qualities of the living vessel, the transmigrated soul immediately begins to modify its new housing so that in a matter of just a week no physical difference exists between the transmigrated soul's original body and her new body. (She gains a +10 circumstance bonus on her Disguise check during that week if attempting to play the part of her vessel's identity.) However, when first transmigrated, she has just 1 hit point, 0 power points (if psionic), no prepared or available spells (if a spellcaster), and 1d4 points of temporary ability damage to all her ability scores except Constitution. The mental and physical ability scores of

the vessel are immediately erased, including innate abilities such as psionics, and replaced with the ability scores of the transmigrated soul. Any powers, spells, or other ongoing effects still affecting the vessel now affect the transmigrated soul; it's her body now.

This power can't transmigrate a creature that has been turned into an undead creature or killed by a death effect. Constructs, elementals, outsiders, and undead creatures can't be transmigrated. The power cannot bring back a creature that has died of old age.

The original soul remains encapsulated in the new body and can mentally communicate with the transmigrated soul, though it possesses no other abilities. (However, it can use its Knowledge skills to answer questions.)

At the option of the transmigrating soul, it can give the body back to the original soul. In such a case, the body's physique would revert back to its original appearance, as well. The original soul may make its own bid to reclaim its body, but only under conditions the DM determines.

**Material Cost:** One living body of the same creature type and of equal or lower level as the transmigrated soul.

## Psionic Items

*Psionic characters often utilize items to bolster their mental abilities. To aid in the choices presented for psionic characters, some new items appear in this chapter. Psicrystal staves resemble the staves used by spellcasters, but they focus on assisting characters with psionic abilities instead of providing spellcasting abilities. You can place your psicrystal, if you have one, within the staff and add setting stones or companion stones, which make the staff much more versatile than a spellcaster's traditional staff.*

Along with *psicrystal staves*, you'll find another new item type here called the *synaptic mask*. These masks use *shards* or *meld stones* to determine the effect granted to a character, thus ensuring that they, too, are flexible in function.

### PSICRYSTAL STAVES

A *psicrystal staff* is a long shaft of wood or crystal designed to provide a "setting" for a psionic character's psicrystal, if a character has one. The basic *psicrystal staff* grants minimal ability to the psionic character's psicrystal; however, every *psicrystal staff* can be customized, modified, and upgraded by the addition of *setting stones*. Each stone grants different abilities to the psionic character who uses the staff to carry his psicrystal. Of course, many psionic characters already carry their psicrystals on staves—only practiced eyes can tell the difference between a decorative setting and a potent item.

*Psicrystal staves* have an Armor Class of 7, 10 hit points, a hardness of 8, and a break DC of 24.

**Activation:** *Psicrystal staves* are activated as a free action so long as the psionic character keeps his psicrystal docked on the staff's primary setting. The staff wielder must hold the staff to utilize its power.

Psicrystals (as well as ancillary *setting stones*) can be docked or free. As a standard action, the psion can dock or release his psicrystal, psionically affixing it to the staff or releasing it; psicrystals with self-propulsion can dock or release themselves, at the direction of the psionic character. While docked, the psicrystal (and *setting stones*, if any) and the staff function as a unit.

Besides the psicrystal itself, the *psicrystal staff* can hold a total of three additional *setting stones*. The wielder can switch a *setting stone* with another as a standard action. *Setting stones*, when mounted, also become part of the staff.

**Psicrystal Staff:** Docked psicrystals are treated as if their owner's manifester level is +2 higher than it really is, thus unlocking psicrystal potential early. This power is conferred daily only if the psicrystal remains mounted for at least one hour out of every two hours. For instance, a 1st-level psion with a *psicrystal staff* and a mounted psicrystal gains the benefits of a psicrystal with the ability to deliver touch powers,

+1 natural armor, and +1 Intelligence, which is something normally only a psionic character of 3rd to 4th level could expect.

Faint telepathy; ML 3rd; Craft Universal Item, Psicrystal Affinity, *mindlink*; Price 2,000 gp; Weight 5 lbs.

### SETTING STONES

*Setting stones* function only when a character has mounted them to a *psicrystal staff*.

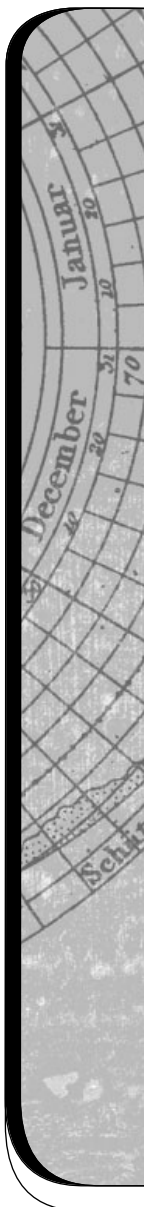
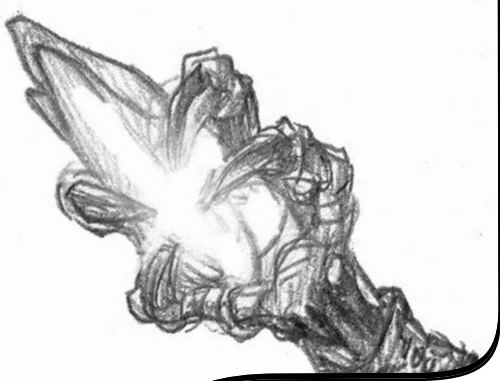
**Setting Stone of Invigoration:** The *setting stone of invigoration* is a hazy garnet. Once per day this stone's wielder can draw power from his splinter personality embedded in the psicrystal, invigorating his powers (if his psicrystal is also mounted). This invigoration lasts for 10 minutes. While invigorated, the character gains many advantages: He gains a +2 morale bonus on saving throws, skill checks, and Difficulty Class modifiers, acquires +5 temporary power points, and gains +1 level to his manifester level.

Moderate psychometabolism; ML 9th; Craft Universal Item, Overchannel, Talented, *psychofeedback*; Price 10,080 gp; Weight —

**Setting Stone of Kenosis:** The *setting stone of kenosis* is a large jewel of unearthly origin. Once per day this stone's wielder can briefly suppress a creature's psi-like, spell-like, and supernatural abilities. To use this power, the psionic character targets the creature with a scintillating purple ray from the stone. On a successful ranged touch attack, the target is locked out of using its psi-like, spell-like, and supernatural abilities for 1d4 rounds (which includes the ability of spellcasters to use their spells and psionic characters and creatures to use their powers). Power resistance can prevent this effect—the effect is as if manifest by an 17th-level manifester.

Strong telepathy; ML 17th; Craft Universal Item, *apopsi*; Price 29,000 gp; Weight —

**Setting Stone of Power Echo:** The *setting stone of power echo* is a large sapphire. Once per day this stone's wielder can manifest any power of 3rd level or less that he manifested earlier in the same day as a free manifestation. More powerful *setting stones of power echo* exist for echoing powers of 6th level or less (*greater power echo*), and 9th level or less (*true power echo*).



Moderate (5th and 11th) or strong (17th) psychokinesis; ML 5th, 11th, or 17th; Craft Universal Item, *reddopsi*; Price 9,000 gp (3rd), 36,000 gp (6th), 81,000 gp (9th); Weight—

## COMPANION STONES

A *companion stone* is similar to a *setting stone* in that it functions only in conjunction with a *psicrystal staff*. Like *setting stones*, *companion stones* add functionality to each staff. Unlike *setting stones*, however, *companion stones* take up orbit around the head of the staff, similar to the way *ioun stones* orbit the head of their owner. However, *companion stones* orbit only the head of a chosen *psicrystal staff*, not the wielder of the staff.

When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1 foot from the head of her staff. A character must grab the *companion stone* to remove it from orbit about the *psicrystal staff*. The owner may voluntarily seize and stow a stone to keep it safe, but she loses the benefits of the stone during that time. *Companion stones* have an Armor Class of 22, 8 hit points, and a hardness of 10.

The wielder can enhance her *psicrystal staff* with a maximum of 10 *companion stones* before the density of orbiting stones becomes too great. As with the benefits provided by *setting stones*, the character must have her *psicrystal staff* in hand to gain the benefits from any orbiting *companion stones*.

**Companion Stone of Diplomacy:** The wielder of a staff enhanced with this stone gains a +4 competence bonus on Diplomacy checks.

Faint telepathy; ML 5th; Craft Universal Item, *brokerf*; Price 1,700 gp; Weight —

**Companion Stone of Electrical Protection:** The wielder of a staff enhanced with this stone is protected from electrical damage. Each time the wielder takes damage from electricity, subtract 10 points from the total for each electrical attack.

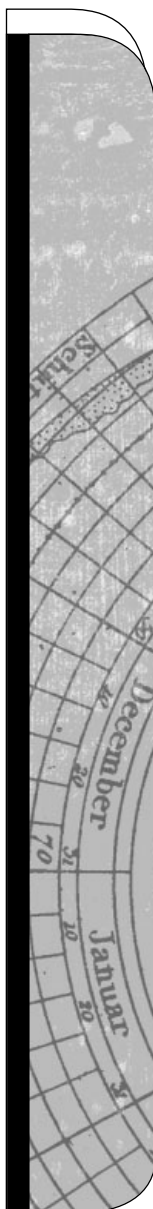
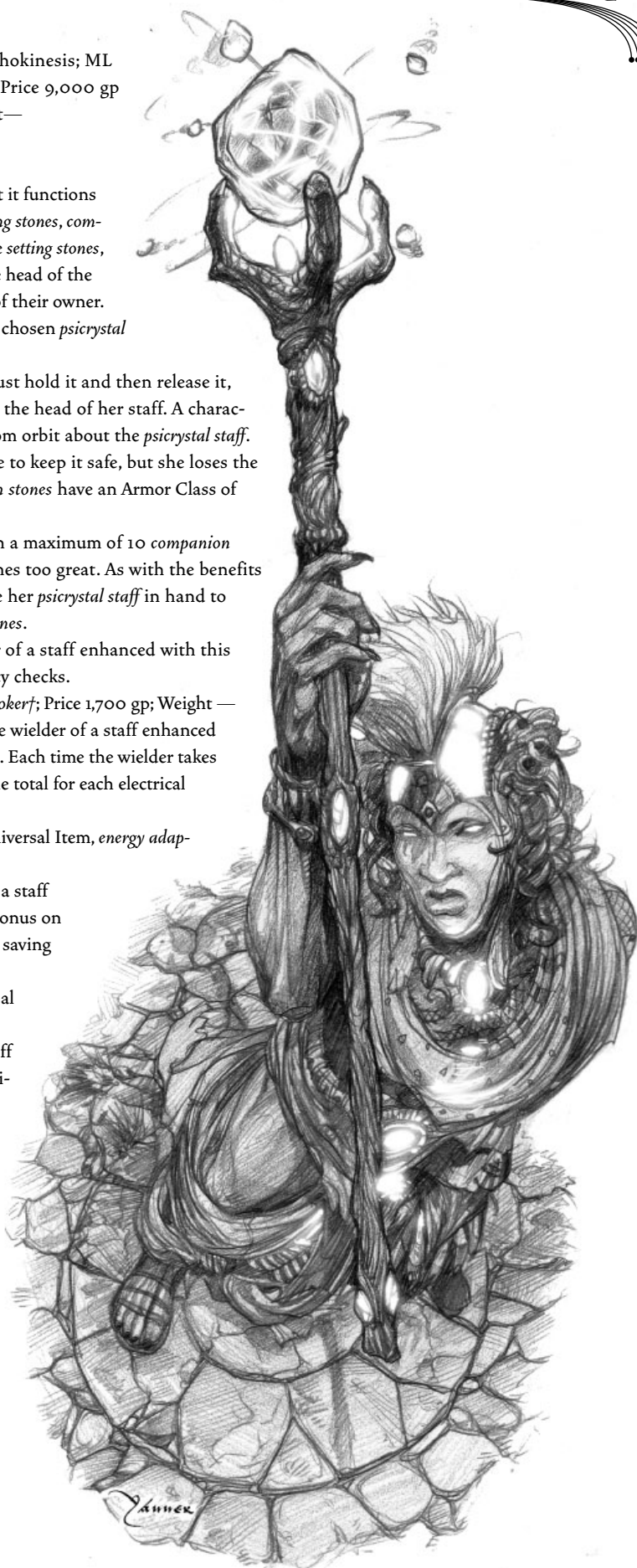
Moderate psychometabolism; ML 7th; Craft Universal Item, *energy adaptation*; Price 27,200 gp; Weight —

**Companion Stone of Far Sight:** The wielder of a staff enhanced with this stone gains a +2 competence bonus on ranged attack rolls and a +2 competence bonus on saving throws against illusions.

Weak psychometabolism; ML 5th; Craft Universal Item; Price 7,500 gp; Weight —

**Companion Stone of Fire:** The wielder of a staff enhanced with this stone gains the ability to manifest cones of fire. When a character points the companioned *psicrystal staff* and issues the command thought, an *energy cone [fire]* effect discharges from the stone, as if fully augmented by a 10th-level kineticist (10d6+10 points of fire damage with a DC adjustment of +2). Each use requires one charge; a newly created *companion stone of fire* has 30 charges. When the charges are expended, the *companion stone* burns to ash.

Moderate psychokinesis; ML 10th; Craft Universal Item, *energy cone*; Price 17,000 gp; Weight —



**Companion Stone of Resistance:** The wielder of a staff enhanced with this stone gains a +4 resistance bonus to all saving throws (Fortitude, Reflex, and Will) once per day for up to five minutes—it is a standard action to activate this power.

Faint psychometabolism; ML 5th; Craft Universal Item, *psionic resistance*; Price 9,000 gp; Weight —

**Companion Stone of Truthful Dealings:** The wielder of a staff enhanced with this stone can *read thoughts* once per day for up to three minutes—it is a standard action to activate this power.

Faint telepathy; ML 3rd; Craft Universal Item, *read thoughts*; Price 10,800 gp; Weight —

## SYNAPTIC MASKS

A *synaptic mask* consists of several thin leather straps that affix to the wearer's face. Most of the wearer's face is visible through the leather webbing. The strands that make up the mask all come together at the wearer's left temple, where a setting is affixed. The setting contains a clamp in which owners can set various types of special stones.

A *synaptic mask* uses up the same area on the body as a headband, hat, or helmet; a character wearing one of these cannot also wear a *synaptic mask*.

*Synaptic masks* have an Armor Class of 5, 10 hit points, a hardness of 3, and break DC 15.

**Activation:** *Synaptic masks* are always active while worn (they do not require activation). A *synaptic mask* confers an effect only when a *shard* or a *meld stone* rests in its setting.

**Synaptic Mask:** Without a specified stone such as a *shard* in its setting, the *synaptic mask* confers no extra abilities. As described in Chapter Seven: Psionic Items in the *Psionics Handbook*, *shards* are fragments of crystal imbued with small portions of psionic power. Normally, using a *shard* is a standard action (*shards* telepathically reveal their command word into the minds of psionic creatures who handle them).

A *shard* grants a temporary competence bonus on one specific skill, ranging from +1 to +10. Normally, the bonus lasts until the skill is used or 10 rounds pass, whichever comes first. Unless set in a *synaptic mask*, a *shard* disintegrates after use, even if its user doesn't utilize the bonus.

Competence Bonus	Price
+1	10 gp
+2	40 gp
+3	90 gp
+4	160 gp
+5	250 gp
+6	360 gp
+7	490 gp
+8	640 gp
+9	810 gp
+10	1,000 gp

Moderate psychometabolism; ML 7th; Craft Universal Item, creator must have ranks in the specified skill at least equal to the imprinted bonus; Price see above.

If a *shard* is placed (or replaced) in a *synaptic mask* setting (as a standard action), the wearer can use the *shard*'s skill bonus indefinitely without using up the *shard*. The mask preserves the *shard* while at the same time allowing the wearer to continuously gain the *shard*'s benefit. The wearer can remove the *shard* later and use it normally, though this results in the *shard*'s disintegration as described above.

Moderate metacreativity; ML 7th; Craft Universal Item, *psionic fabricate*; Price 3,000 gp; Weight 1 lb.

## MELD STONES

*Meld stones* appear somewhat similar to *shards*, though they commonly are crafted with higher gem-grade crystal. Unlike a *shard*, a *meld stone* cannot be used if not set in a *synaptic mask*. Each *meld stone* contains a suite of skill bonuses usually related by a theme or task.

**Meld Stone of the Alchemist:** When set in a *synaptic mask*, the *meld stone of the alchemist* grants its wearer a +8 competence bonus on Craft (alchemy) checks, a +6 competence bonus on Appraise and Use Magic Device checks, and a +4 competence bonus on Knowledge (arcana) checks.

Strong clairsentience; ML 5th; Craft Universal Item, 8 or more ranks in Appraise, Craft (alchemy), Knowledge (arcana), Use Magic Device; Price 3,040 gp; Weight: 1 lb.

**Meld Stone of the Infiltrator:** When set in a *synaptic mask*, the *meld stone of the infiltrator* grants its wearer a +8 competence bonus on Bluff checks, a +6 competence bonus on Disguise and Forgery checks, and a +4 competence bonus on Gather Information checks.

Strong telepathy; ML 5th; Craft Universal Item, 8 or more ranks in Bluff, Disguise, Forgery, and Gather Information; Price 3,040 gp; Weight: 1 lb.

**Meld Stone of the Nimble Trickster:** When set in a *synaptic mask*, the *meld stone of the nimble trickster* grants its wearer a +8 competence bonus on Tumble checks, a +6 competence bonus on Escape Artist and Hide checks, and a +4 competence bonus on Move Silently checks.

Strong psychometabolism; ML 5th; Craft Universal Item, 8 or more ranks in Escape Artist, Hide, Move Silently, and Tumble; Price 3,040 gp; Weight 1 lb.

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