

Master More Powers of the Mind

Further Powers for Your Psionic Character

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If you're playing a psion or psychic warrior character, you should take a look at these new powers! From *psychokinetic blast* to *timeless body*, you'll want to enhance your game with what you find here.

Psion Powers

0-Level Psion Powers (Talents)

Clasen **Awareness.** You gain a +1 insight bonus on Wisdom-based checks.

Psymet **Bio-Booster.** You gain a +1 competence bonus on Strength-based checks.

Telep **Befuddle.** Subject receives -1 penalty to Wisdom-based checks.

Memory Recall. You boost your memory.

1st-Level Psion Powers

Clasen **Comprehend Languages.** You understand otherwise unknown languages.

Metcre **Cryo Blast.** You deal 1d6 cold damage to target.

Ectogoo. Your foe is entangled.

Psyport **Deceleration.** Subject's speed is halved.

2nd-Level Psion Powers

Clasen **Feat Leach.** You take subject's feats for yourself.

Psymet **Channel Power.** You manifest personal powers on others.

Reach. Increase the area you threaten by 5 feet.

Telep **Mental Disruption.** You confuse all in a 20 feet radius.

3rd-Level Psion Powers

Clarsen **Forced Empathic Bond.** Subject takes some of your damage.

Psykin **Psychokinetic Blast.** You push your foe back with damage.

4th-Level Psion Powers

Telep **Inflict Continual Pain.** Your mental attack deals 3d6 damage per round.

5th-Level Psion Powers

Psyport **Dimension Strike.** You teleport as a free action.

6th-Level Psion Powers

Psykin **Improved Psychokinetic Blast.** You push your foe back with improved damage.

7th-Level Psion Powers

Metcre **Greater Metaphysical Weapon.** A weapon gains +5 enhancement bonus.

8th-Level Psion Powers

Psymet **Fusion.** Two beings become one entity.

9th-Level Psion Powers

Clarsen **Psionic Reality Alteration.** You alter reality to suit your desire.

Psyport **Timeless Body.** Subject ignores all powers and attacks for 1d4+1 rounds.

Psychic Warrior Powers

0-Level Psychic Warrior Powers (Talents)

Clasen **Awareness.** You gain a +1 insight bonus on Wisdom-based checks.

Psykin **Force.** Your melee weapon does +1 damage.

Psymet **Bio-Booster.** You gain a +1 competence bonus on Strength-based checks.

Psyport **Thrust.** You double the range increment on a ranged weapon.

1st-Level Psychic Warrior Powers

Metcre **Ectogoo.** Your foe is entangled.

2nd-Level Psychic Warrior Powers

Clasen **Feat Leach.** You take subject's feats for yourself.

Psymet **Reach.** You increase the area you threaten by 5 feet.

3rd-Level Psychic Warrior Powers

Psykin **Psychokinetic Blast.** You push your foe back with damage.

5th-Level Psychic Warrior Powers

Psyport **Dimension Strike.** You teleport as a free action.

6th-Level Psychic Warrior Powers

Metcre **Greater Metaphysical Weapon.** A weapon gains +5 enhancement bonus.
Psykin **Improved Psychokinetic Blast.** You push your foe back with improved damage.

Powers

Awareness

Clairsentience (Wis)

Level: Psion 0 / Psychic Warrior 0

Display: Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute

Saving Throw: No

Power Resistance: No

Power Points: 1

You gain a minor insight into the future, gaining a +1 insight bonus on all Wisdom-based skill or ability checks.

Befuddle

Telepathy (Cha) [Mind Affecting]

Level: Psion 0

Display: Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: One creature

Duration: 1 minute

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You befuddle the subject. The subject receives a -1 penalty on all Wisdom-based ability and skill checks.

Bio-Booster

Psychometabolism (Str)

Level: Psion 0 / Psychic Warrior 0

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute

Saving Throw: No

Power Resistance: No

Power Points: 1

You gain a minor boost to your musculature, gaining a +1 competence bonus on all Strength-based skill or ability checks.

Channel Power

Psychometabolism (Str)

Level: Psion 2

Display: Ma

Manifestation Time: 1 action

Range: Touch

Target: One person

Duration: Until discharged or 1 round/level

Saving Throw: None (harmless)

Power Resistance: Yes (harmless)

Power Points: 3

The next "Personal" range power you manifested is instead manifest as a touch range power on another creature. Only willing creatures can be affected.

Comprehend Languages

Clairsentience (Wis)

Level: Psion 1

Display: None

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

Power Points: 1

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. Note that the ability to read does not necessarily impart insight into the material, merely its literal meaning.

The power enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magic writing cannot be read, other than to know it is magical, but the power is often useful when deciphering treasure maps. Certain warding psionics or magic (such as the *secret page* and *illusory script* spells) can foil this power. It does not decipher codes or reveal messages concealed in otherwise normal text.

Cryo Blast

Metacreativity (Int)

Level: Psion 1

Display: Vi (see text), Au

Manifestation Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 1

You draw freezing ectoplasm from the Astral Plane, projecting a ray attack at the subject (a ranged touch attack). On a successful hit, the subject takes 1d6 cold damage.

Deceleration

Psychoportation (Dex)

Level: Psion 1

Display: Au, Ma

Manifestation Time: 1 action
Range: Close (25 ft. + 5 ft./level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Reflex negates
Power Resistance: Yes
Power Points: 1

You warp space around an individual, hindering the subject's ability to move. The subject's speed and maximum jumping distances are both halved. These effects count as enhancement penalties (so multiple uses of this power do not stack).

Dimension Strike

Psychoportation (Dex)
Level: Psion 5/Psychic Warrior 5
Display: Vi
Manifestation Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: You (see text)
Duration: Instantaneous
Power Points: 9

You instantly transfer yourself from your current location to any other spot within range that you can see directly (or indirectly, such as through remote viewing or some other indirect means of viewing). You arrive at exactly the spot desired if you can see it. You cannot cast *dimension strike* through solid objects; even a curtain blocks you. You cannot bring along more than your medium load carrying capacity, nor can you bring along any living matter that weighs more than 20 pounds. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. Thus, on arriving, you can still take your full round of actions.

If you somehow attempt to transfer yourself to a location occupied by a solid body (perhaps your perceptions are being controlled by a telepath), the power simply fails to function.

Ectogoo

Metacreativity (Int)
Level: Psion 1 / Psychic Warrior 1
Display: Vi, Ma
Manifestation Time: 1 action
Range: Close (25 ft. + 5 ft./level)
Target: Single creature
Duration: 1 minute
Saving Throw: Reflex negates
Power Resistance: Yes
Power Points: 1

You draw forth a glob of ectoplasmic goo from the Astral Plane and immediately throw it as a ranged touch attack. On a successful hit, the subject is

entangled in goo. An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. The entangled creature must make a Reflex save (DC 15) or is glued to the floor, unable to move. Even with a successful save, it can move only at half speed.

A creature who is glued to the floor can break free with a successful Strength check (DC 27) or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off himself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature who hit makes a damage roll to see how much of the goo he scraped off. Once free, a creature can move at half speed. A creature capable of manifesting powers who is bound by the goo must make a Concentration check (DC 15) to manifest a power. The goo becomes brittle, fragile, and inert after 1 minute. The goo can also be *negated*.

Feat Leach

Clairsentience (Wis)
Level: Psion 2/ Psychic Warrior 2
Display: Vi, Me
Manifestation Time: 1 action
Range: Touch
Target: One individual
Duration: 1 minute/level
Saving Throw: Will partial (see text)
Power Resistance: Yes
Power Points: 3

You can use another's psionic or metapsionic feats for yourself. You make a melee touch attack against a target. If successful, you immediately are familiar with the target's psionic and metapsionic feats, if any, and may choose a number of these feats to leach equal to your Wisdom bonus (minimum one).

While the power lasts, you are treated as if you normally possessed the stolen feats, despite the fact you have more feats than normally allowed. During this same period, the original target is locked out of those feats, and can make no use of them. When the power's duration expires, you lose access to the leached feats, and the original target gains immediate use of them. The transfer back occurs no matter the distance between you and the target. If the duration of feat leach is somehow extended (or an attempt is made 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 the original target is killed before the duration lapses, the feats are immediately lost.

You cannot take a feat for which you do not have the prerequisite feat, if any. However, you can use a stolen feat as a prerequisite for another stolen feat.

Force

Psychokinetic (Con)

Level: Psychic Warrior 0

Display: Au

Manifestation Time: 1 action

Range: Touch

Target: 1 weapon

Duration: Until discharged or 1 minute/level

Saving Throw: No

Power Resistance: No

Power Points: 1

You imbue a melee or ranged weapon (or ammo for a ranged weapon) with psychokinetic energy. While the duration lasts, the weapon subtly hums and vibrates. On a successful hit, the weapon does an additional point of damage, which discharges the potential. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Forced Empathic Bond

Clairsentience (Wis)

Level: Psion 3

Display: Ma, Me

Manifestation Time: 1 action

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

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

You create a psionic connection between you and the subject so that some of your wounds are transferred to the subject. You take only half damage from all wounds and attacks (including those inflicted by special abilities) that deal hit point damage. The subject takes the amount of damage not taken by you. Forms of harm that do not involve hit points, such as *charm* effects, temporary ability damage, level draining, and *disintegration*, are not affected. If you suffer a reduction of hit points from a lowered Constitution score, the reduction is not split with the subject because it is not hit point damage. When the power ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to you.

If you and the subject of the power move out of range of each other, the power ends.

Fusion

Psychometabolism (Str)

Level: Psion 8

Display: Au, Vi, Ma

Manifestation Time: 1 round

Range: Touch

Target: You and one other creature

Duration: 1 minute/level (D)

Saving Throw: No

Power Resistance: No

Power Points: 15, XP cost

You and another willing, corporeal, living creature of equal or less size fuse into one being. The original manifester controls the actions of the fused being. However, the manifester may give up this control to the other constituent creature, if desired. Once control is given up, the manifester cannot regain it.

The fused entity has your current hit points plus the constituent creature's current hit points, which are treated as temporary hit points. The fused entity knows all the psionic powers you and the constituent creature know, possesses the sum of both your and the constituent creature's psionic power points, and knows/has prepared any spells you or the constituent creature possessed (if any). Likewise, all feats, racial abilities, and other class abilities are pooled (if both creatures have the same ability, the fused creature gains it only once). The fused being possesses the best ability score of either you or the constituent creature, and the best character level, HD, or manifester level (these values are not doubled, but instead overlap)--this effectively means the fused being uses the best saving throw, attack bonus, and skill modifiers of either member, and he or she manifests powers at the highest manifester level either you or the constituent creature possessed alone.

You decide what equipment is absorbed into the fused being and what equipment remains available for use.

These fused items are restored once the power ends.

When the power ends, the fused being separates into its constituent members. The constituent creature appears in an area adjacent to you that you determine. If separation occurs in a cramped space, the constituent creature is expelled through the astral plane, finally coming to rest materially in the nearest empty space, having suffered 1d6 points of damage for each 10 feet of solid material passed through.

Damage suffered by the fused being is split evenly between you and the constituent creature, though you never leave fusion with more hit points than you entered (unless you were damaged prior to fusion, and the fused being was somehow healed). In a like manner, the fused being's remaining power points are split between you and the other member. Ability score reductions and negative levels are also split between you and the other member. (If an odd number of negative levels or ability score reductions must be split, you decide whether you or the other member receives it.)

If the fused being is killed, it separates into its constituent creatures, each of which are also dead.

XP Cost: 100

Greater Metaphysical Weapon

Metacreativity (Int)

Level: Psion 7/Psychic Warrior 6

Power Points: 13

Greater metaphysical weapon works as *metaphysical weapon* (see *Psionics Handbook*), except the weapon gains a +5 enhancement bonus on attack and damage rolls.

Improved Psychokinetic Blast

Psychokinetic (Con)

Level: Psion 6/Psychic Warrior 6

Display: Au, Vi

Manifestation Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: No

Power Resistance: Yes

Power Points: 11

Improved psychokinetic blast works as *psychokinetic blast*, except damage dealt is 9d6, and target is pushed back 20 feet (10 feet on a successful Strength check vs. DC 20); if the subject is pushed into an immovable barrier, he takes 2d6 points of damage or 1d6 on a successful Strength check.

Inflict Continual Pain

Telepathy (Cha) [Mind-Affecting]

Level: Psion 4

Display: Au

Manifestation Time: 1 action

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

Target: One living creature

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

You telepathically stab the mind of your foe, causing horrible agony. The telepathic strike deals 3d6 points of damage. If you maintain concentration, your foe takes an additional 3d6 points of damage each round. Maintaining *inflict continual pain* is a full-round action (you are limited to only 5-foot steps and no other actions). If you take damage while maintaining this power, you must make a successful Concentration check to maintain concentration.

Memory Recall

Telepathy (Cha) [Mind Affecting]

Level: Psion 0

Display: Vi, Me

Manifestation Time: 1 round

Range: Personal or touch

Target: You or one creature

Duration: Instantaneous

Saving Throw: Will (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

You can recall natural memories and knowledge otherwise inaccessible to you (or confer this benefit on another). On a failed Intelligence check to remember a piece of information once known to you, or on a failed Knowledge skill, you can manifest this power to gain a new check with a +4 competence bonus. If successful, you instantly recall what was previously buried in your subconscious. Spellcasters cannot use this power to recall already cast prepared spells.

Mental Disruption

Telepathy (Cha) [Mind Affecting]

Level: Psion 2

Display: Vi, Me

Manifestation Time: 1 action

Range: 20 feet

Target: You

Area: 20-feet-radius spread centered on you

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You generate a mental wave of confusion that instantly sweeps out from your location to a distance of 20 feet in all directions. All creatures in the area that you designate (you can choose certain creatures in the area to be unaffected) must make a Will save or stand dazed for one round. A dazed creature can take no actions but suffers no penalties when attacked.

Psionic Reality Alteration

Clairsentience (Wis)

Level: Psion 9

Display: Ma

Manifestation Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None

Power Resistance: Yes

Power Points: 17, XP cost

Psionic Reality Alteration is the ultimate power a Psion can learn. Through force of will alone, you can alter reality to suit your whims. You may accomplish any one of the following:

Item Creation: You can create a valuable item, even a psionic item, of up to 15,000 gp in value.

Creature Bonus: You can grant a creature a +1 inherent bonus to an ability score. Two to five *psionic reality alteration* powers manifest in immediate

succession can grant a creature a +2 to +5 inherent bonus to an ability score (two *psionic reality alterations* for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be negated. Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.

Remove Injuries and Afflictions: A single *psionic reality alteration* can aid one creature per manifester level, and all subjects must be cured of the same type of affliction. For example, you could heal all the damage your party has suffered or remove all the poison effects from the party, but not do both with the same manifestation. A *psionic reality alteration* can never restore the experience point loss from manifesting a power or the level or Constitution loss from being raised from the dead.

Revive the Dead: A *psionic reality alteration* can bring a dead creature back to life by duplicating a magical resurrection spell. A *psionic reality alteration* can revive a dead creature whose body has been destroyed, but the feat takes two *psionic reality alterations*: one to recreate the body and another to infuse the body with life again. A *psionic reality alteration* cannot prevent a character who was brought back to life from losing an experience level.

Transport Travelers: A *psionic reality alteration* can lift one creature per manifester level from anywhere on any plane and place these creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate and PR.

Undo Misfortune: A *psionic reality alteration* can undo a single recent event. The *psionic reality alteration* forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, the *psionic reality alteration* could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate and PR.

You may cast *psionic reality alteration* for greater effects than these, but doing so is dangerous. Such a *psionic reality alteration* gives you the opportunity to fulfill your request without fulfilling it completely. (The *psionic reality alteration* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.) For example, a *psionic reality alteration* for a skin of iron might get you turned instantly into a nonmobile iron statue.

XP Cost: 5,000

Psychokinetic Blast

Psychokinetic (Con)

Level: Psion 3 / Psychic Warrior 3

Display: Au, Vi

Manifestation Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Power Resistance: Yes

Power Points: 5

You project a *psychokinetic blast* at a target, which manifests as a red ray of energy (or any color you choose). On a successful ranged touch attack, the target is dealt 5d6 points of damage. The driving force of the blast pushes a subject of one size category larger than your or smaller back 5 feet if the subject fails a Strength check (DC 20). If a wall or other solid object prevents the target from being pushed back, the subject instead slams into the object and takes an additional 1d6 points of damage.

Reach

Psychometabolism (Str)

Level: Psion 2 / Psychic Warrior 2

Display: Vi (see text), Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: No

Power Resistance: No

Power Points: 3

Your limbs lengthen and become suppler, thus increasing the area you threaten by 5 feet while the duration lasts. For instance, if you normally threaten a 5 feet radius area (normal for a Medium-size creature), you now threaten a 10 feet radius area; your Face/Reach is now 5 feet by 5 feet/10 feet. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Thrust

Psychoportation (Dex)

Level: Psychic Warrior 0

Display: Au

Manifestation Time: 1 action

Range: Touch

Target: One missile weapon

Duration: Until discharged or 1 minute/level

Saving Throw: No

Power Resistance: No

Power Points: 1

You imbue a ranged weapon (or ammo for a ranged weapon) with psychokinetic energy. While the duration lasts, the weapon subtly hums and vibrates. The

psychokinetic energy doubles the weapon's range increment. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Timeless Body

Psychoportation (Dex) or Psychometabolism (Str)

Level: Psion 9

Display: Ma

Manifestation Time: 1 action

Range: Touch

Target: One creature

Duration: 1d4+1 rounds

Saving Throw: No

Power Resistance: No

Power Points: 17

Your body temporarily ignores harmful, and helpful, effects. While *timeless body* is in effect, you are invulnerable to attacks and powers (including beneficial powers); however, all the damage from successful attacks and powers are conferred upon you when *timeless body* ends. Likewise, the effects of beneficial powers also do not take effect until the power ends. (The spells' durations do not begin until *timeless body* ends.)