



MIINDSCAPES:™ A PSION'S GUIDE

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A PSIONICS
SOURCEBOOK
by
BRUCE R. CORDELL



MALHAVOC PRESS™





MINDSCAPES

A PSION'S GUIDE

A psionics classbook

BY BRUCE R. CORDELL

Requires use of the *Dungeons & Dragons*® *Player's Handbook*, Third Edition, and the *Psionics Handbook*, published by Wizards of the Coast®

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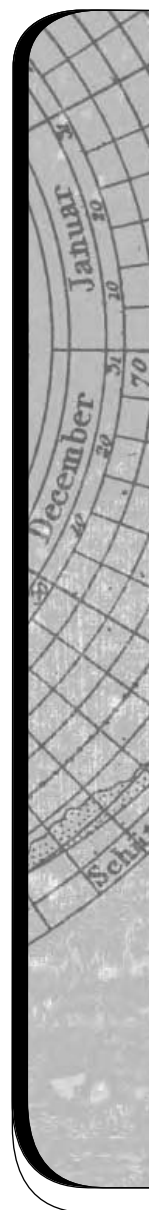
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Mind, Matter, and Reality

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, psions and psychic warriors 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, they 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 release of *If Thoughts Could Kill*, my last psionics sourcebook, I've learned that players want an alternative to the *Psionics Handbook* 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*. I really like the original system, and have fond affection for the ability damage game mechanic, but I thought I'd explore a different way of doing it. One of the criticisms of the ability damage system is: Why would a psion spend time draining ability points when using the power *brain lock* has a more immediate effect? This variant system addresses that issue.

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. While the book does utilize elements from *If Thoughts Could Kill*, it also reprints any required rules for the reader's convenience.

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.

Look for this book's companion volume, *Mindscales: Beasts of the Id*, available in March 2003. It contains 18 all-new psionic creatures, plus a handful of new templates, powers, and items to use with them.

Throughout this book, a dagger (†) indicates a power, feat, or item introduced or adapted in *Mindscales: A Psion's Guide*. A double dagger (‡) designates spells, items, or classes that originate in *The Book of Eldritch Might*, and two of them (‡) indicate material from *The Book of Eldritch Might II: Songs and Souls of Power*. Otherwise, all references to powers, spells, feats, and other rules are from the *Psionics Handbook* and the three Core Rulebooks: the *Player's Handbook*, the DMG, and the 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>.

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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*, 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*.

Bruce lives in Seattle, Wash., with his wife Dee and their dog and five cats. He's hard at work on his second novel. Visit his website at <www.brucecordell.com>.

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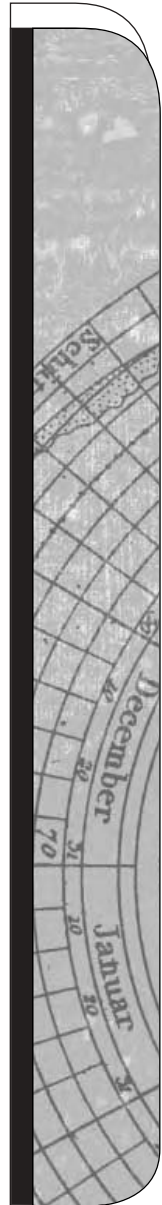
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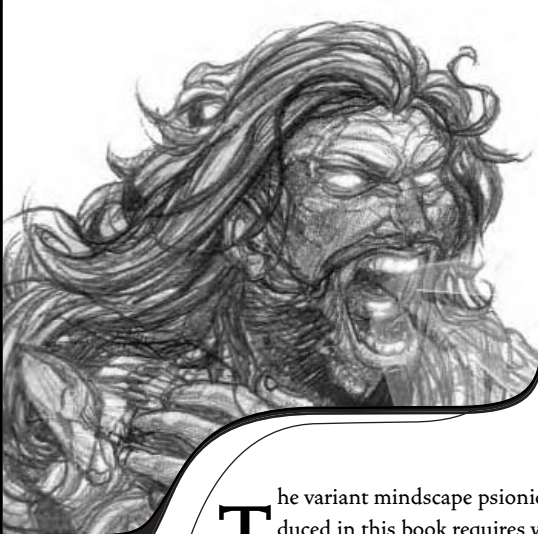
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Malhavoc Press is game designer Monte Cook's d20 System imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. *Malhavoc Press* products such as *The Book of Eldritch Might* exhibit 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, coming soon.

Current titles are available to purchase in either print or electronic (PDF) format at <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 variant mindscape psionic combat system introduced in this book requires you to rethink your philosophy of psionic combat. A few psionic combat variant terms are similar to terms in the standard system, but their meanings differ in this book. Now, 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 like 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.

Key Terms

Mindscape: A mindscape is a nonphysical temporary plane that opens when two psionic beings 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 key ability that it is identified with, a modifier (for combat), and an effect. Be aware that the modes presented in the variant mindscape psionic combat system differ from the modes in the *Psionics Handbook*.

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).

WHAT HAS CHANGED?

The optional mindscape psionic combat system completely replaces the psionic combat system described in the *Psionics Handbook*. If you use this system, you can't use the original system. In fact, you must use the variant psion and psychic warrior class tables starting on page 10, as opposed to the original class tables, or even the variant class table presented in *If Thoughts Could Kill*. The tables presented here are the same as those in *If Thoughts Could Kill*, however, except for additions that allow the use of mindscape psionic combat.

The psionic combat system described in the *Psionics Handbook* is hereafter referred to as the standard system, and the system presented here is referred to as the variant system, or more often, the mindscape system. The attack and defense modes of the standard system remain part of the game, though they have been translated into straightforward powers, if appropriate, and are available for psions or psychic warriors to take as part of their psionic power repertoire, as normal. (You can see these powers in Chapter Four.)

When Zelestine the colorless adept* encounters her acquaintance, Rulwar the monk/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.

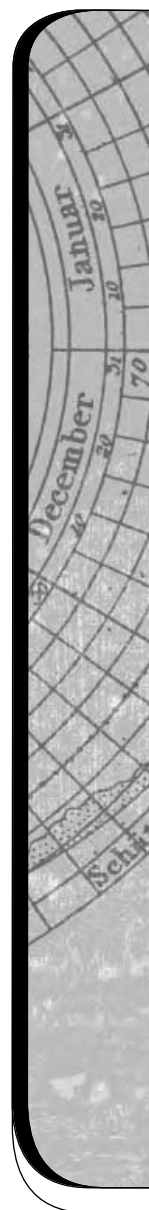
In the standard psionic combat system, psions choose whether to engage in psionic combat. In this optional variant, the mere presence of another psionically endowed creature can put a psionic individual on mental combat footing—it happens automatically when two or more psions detect one another and at 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 dozen psionic combat modes described in this book on page 9. 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.

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 psionics 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 psions are aware of the other’s physical presence, so an undetected psion and another psion do not form a mindscape until both become aware of the other’s physical presence. Once mutually detected, neither has to know if 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 (though a *Disguise* check modified

by a +5 mindscape bonus may allow you to hide your identity). The mental plane lasts only so 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 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 Mindscapes Psion table on page 10) 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 a psionic combat mode (see the Psionic Combat Modes Table on page 9) based on Intelligence, she or he gains a +2 modifier to the opposed mode check in Step 4.

Adapting to Mindscapes

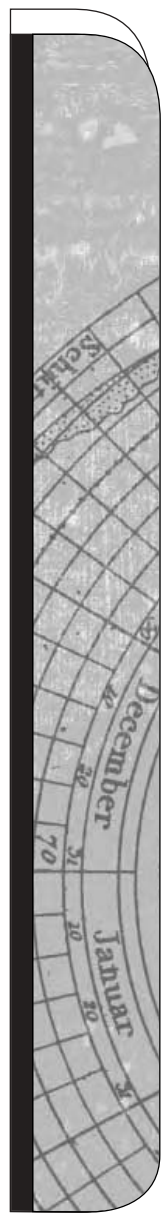
Characters with levels of psion or psychic warrior (or any other class that grants standard psionic combat modes) lose knowledge of those modes completely. If they wish to know the power-equivalent of those modes (see Chapter Four: Powers), they must learn those powers normally, such as when they discover new powers as part of level advancement. In place of the old system, all psionic characters use the mindscapes psionic combat system.

MINDSCAPE TYPES

d6	Type	Mode Check Modifier
1	Plains	+2 on Strength mode checks
2	Forest	+2 on Dexterity mode checks
3	Desert	+2 on Constitution mode checks
4	Sea	+2 on Intelligence mode checks
5	Mountain	+2 on Wisdom mode checks
6	Cavern	+2 on Charisma 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 melee 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 their mode to a different one, 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 9 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 refocus 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’leth 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 psion 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 their 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 Mindscapes Psion or Mindscapes Psychic Warrior table); 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 Type table on page 5);
- +/- the psionic combat mode modifier (determined by the mode used; see the Psionic Combat Modes table on page 9);
- + the character's mode check bonus (determined by the level and class of combatant; see the appropriate class table in this chapter 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 9. 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" at right 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

Rulwar the 6th-level monk/9th-level egoist catches Tulmercy the 12th-level lich shaper by surprise. Rulwar 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 Intelligence mode checks. Despite the lich's continual desire for mindscape contact, Rulwar originally took Tulmercy unawares, so the lich gives away a surprise round to Rulwar.

In the surprise round, Rulwar changes his resting mode from Force Multiplier +2 (a Strength mode check) to Mind Insurgency +4, to take advantage of the sea mindscape. Then the two psionic combatants roll their opposed mode checks. Rulwar's mode check modifier for being a 9th-level psion is +6. 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 Intelligence modes, and Mind Insurgency qualifies. So, Rulwar 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 Constitution mode, which, in the sea, grants no benefit. As a 12th-level psion, 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.

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 combatants 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 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.

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.

Rulwar's 24 beats Tulmercy's 20, and the mindscape benefit for the round goes to Rulwar. Rulwar'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 roll. Taking advantage of this benefit, Rulwar's real-world surprise action is to manifest *stomp*, which normally has a Difficulty Class of $d20 + 2$ for him, but in this instance has a Difficulty Class of $d20 + 3$. Rolling the Difficulty Class normally, he gets a $12 + 3 = 15$. Rulwar's *stomp* precipitates a shock that threatens to topple Tulmercy,

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 Rulwar (psionic characters) fight against three blues (psionic goblins from the *Psionics Handbook*), each rolls just a single opposed mode check. The results: blue #1 gets 25, Zelestine gets 23, blue #2 gets 19, Rulwar 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 Strength-based 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, Rulwar beat only one of the blues. Since he switched to a Dexterity-based 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 Rulwar 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

PSIONIC COMBAT MODES

MODE	MODIFIER*	EFFECT**
Strength Modes		
Brain Hammer	+4	+1 bonus on one melee or ranged attack roll against your foe
	+0	+3 bonus on one melee or ranged attack roll against your foe
	-4	+5 bonus on one melee or ranged attack roll against your foe
Force Multiplier	+4	+1 bonus on one melee or ranged damage roll against your foe
	+2	+3 bonus on one melee or ranged damage roll against your foe
	+0	+5 bonus on one melee or ranged damage roll against your foe
Dexterity Modes		
Reflex Catechesis	+4	+2 bonus on all Reflex saves against your foe
	+2	+3 bonus on all Reflex saves against your foe
	+0	+4 bonus on all Reflex saves against your foe
Id Feint	+4	+2 bonus on any Move Silently or Hide checks opposed by your foe
	+2	+4 bonus on any Move Silently or Hide checks opposed by your foe
	+0	+6 bonus on any Move Silently or Hide checks opposed by your foe
Constitution Modes		
Fortitude Intuition	+4	+2 bonus on all your Fortitude saves against your foe
	+2	+3 bonus on all your Fortitude saves against your foe
	+0	+4 bonus on all your Fortitude saves against your foe
Body Tank	+4	DR 1/— against your foe
	+0	DR 3/— against your foe
	-4	DR 5/— against your foe
Intelligence Modes		
Mind Insurgency	+4	+1 bonus to one power Difficulty Class against your foe
	+0	+3 bonus to one power Difficulty Class against your foe
	-4	+5 bonus to one power Difficulty Class against your foe
Sap Mind††	+4	1 pp drained from foe who fails saving against your power
	+0	3 pp drained from foe who fails saving against your power
	-4	5 pp drained from foe who fails saving against your power
Wisdom Modes		
Indomitable Will	+4	+2 bonus on all your Will saves against your foe
	+2	+3 bonus on all your Will saves against your foe
	+0	+4 bonus on all your Will saves against your foe
Acumen Screen	+4	+1 bonus to your Armor Class against all your foe's attacks
	+2	+2 bonus to your Armor Class against all your foe's attacks
	+0	+3 bonus to your Armor Class against all your foe's attacks
Charisma Modes		
Empathic Multiplier	+4	+1 damage die to one damaging power manifested against your foe
	+0	+3 damage dice to one damaging power manifested against your foe
	-4	+5 damage dice to one damaging power manifested against your foe
Psychic Subdual***	+4	+2 bonus on your mode check roll next round against your foe
	+2	+3 bonus on your mode check roll next round against your foe
	+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).

*** 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.

check apply to only one of your actions during that round. However, in the case of *schism* (as described in the *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. (They 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 not allowed.

MINDSCAPE PSIONIC COMBAT MODES

Psionic combat modes in the variant system do not fall into offensive and defensive varieties as in the standard system. Instead, they are sorted into six categories, each one loosely based on an ability score. (See the table on the previous page.) The theory is that every mode of a particular ability score category has a similar theme. For instance, Strength modes grant offensive abilities, while Wisdom 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, Rulwar's resting mode is Force Multiplier +2.

MINDSCAPES PSION

The mindscape psionic combat system uses a level-based bonus on the mode check. In *If Thoughts Could Kill*, a variant Power Points and Powers Discovered table was introduced for the psion. An updated version of that table is presented below for the psion, plus a brief table for the psychic warrior and previously published prestige classes. The *If Thoughts*

MINDSCAPES PSION

Level	Special	Mode	Power	Psion Powers Discovered									
		Check	Points	0	1	2	3	4	5	6	7	8	9
1	Bonus feat	+2	2	3+d	1+d	—	—	—	—	—	—	—	—
2	—	+3	3	4+d	1+d	—	—	—	—	—	—	—	
3	—	+3	5	4+d	2+d	—	—	—	—	—	—	—	
4	—	+4	7	5+d	2+d	d	—	—	—	—	—	—	
5	Bonus feat	+4	12	5+d	3+d	1+d	—	—	—	—	—	—	
6	—	+5	17	6+d	3+d	1+d	d	—	—	—	—	—	
7	—	+5	23	6+d	4+d	2+d	1+d	—	—	—	—	—	
8	—	+6	28	7+d	4+d	2+d	1+d	d	—	—	—	—	
9	—	+6	36	7+d	4+d	3+d	2+d	1+d	—	—	—	—	
10	Bonus feat	+7	52	8+d	4+d	3+d	2+d	1+d	d	—	—	—	
11	—	+7	64	8+d	4+d	4+d	3+d	2+d	1+d	—	—	—	
12	—	+8	84	8+d	4+d	4+d	3+d	2+d	1+d	d	—	—	
13	—	+8	100	8+d	4+d	4+d	3+d	3+d	2+d	1+d	—	—	
14	—	+9	124	8+d	4+d	4+d	3+d	3+d	2+d	1+d	d	—	
15	Bonus feat	+9	144	8+d	4+d	4+d	3+d	3+d	3+d	2+d	1+d	—	
16	—	+10	153	8+d	4+d	4+d	3+d	3+d	3+d	2+d	1+d	d	
17	—	+10	175	8+d	4+d	4+d	3+d	3+d	3+d	2+d	2+d	1+d	
18	—	+11	205	8+d	4+d	4+d	3+d	3+d	3+d	2+d	2+d	1+d	d
19	—	+11	235	8+d	4+d	4+d	3+d	3+d	3+d	2+d	2+d	2+d	1+d
20	Bonus feat	+12	265	8+d	4+d	4+d	3+d	3+d	3+d	2+d	2+d	2+d	2+d

* Implicit progression remains constant at levels above 20th.

Could Kill variant table is retained without change other than incorporating the level-based bonus on mode check.

IMPORTANT: The damage scaling variant introduced in *If Thoughts Could Kill* remains in effect; the tables here only add functionality to the psychic classes (the scaling variant is reprinted on page 47). The psion continues to use the saving throw progression noted in the *Psionics Handbook* and gains access to a psicrystal at 1st level.

THE RESCULPT MIND ISSUE

Killing two birds with one stone, the new psion class table also eradicates the unbalancing effects of the Resculpt Mind feat (from *Dragon*® issue 287) by incorporating its benefits as a class feature. One reason to make this change is that in the absence of standard psionic combat, Resculpt Mind is useless. Subsuming Resculpt Mind also allows the defunct feat's benefit to be evenly spread over 20 levels of psion advancement, instead of clumped together over the first 10 levels of advancement. Thus, if you use the Mindscapes Psion table on page 10, you automatically gain benefits similar to Resculpt Mind—you can't take that feat in conjunction with using these rules. Other feats from the *Psionics Handbook* that deal with psionic combat are treated in Chapter Three: Feats. If you don't know what Resculpt Mind is, consider yourself ahead of the game. Finally, if you continue to use the standard psionic combat system, you can still use the bonus feat progression offered here, but the ban on Resculpt Mind remains.

But I've Already Taken Resculpt Mind: Retroactively adjust your character as necessary to bring it into balance with the new feat acquisition table. If you don't have enough feats, add them on. If you have too many, get rid of the last one or two you gained. Generally, you'll come out about the same, though the new table spreads out the progression evenly, as opposed to the clumped result of Resculpt Mind.

USING THE PSION

Every psion has one primary discipline and two secondary disciplines. Your psion begins play knowing three 0-level powers (also called talents) of your choice and one 1st-level power, plus one extra power within his primary discipline for each power level known. This yields a total of four 0-level powers and two 1st-level powers. At each level, your psion discovers one or more previously latent powers, as indicated on the variant table on page 10. Psions can pick powers from any discipline, but the "d" in each column represents a single extra power learned from the psion's primary discipline. A "—" indicates no extra powers are known; a "d" or a number or both indicates that the psion can choose one or more powers at the given level.

To manifest a power, a psion must have a score of at least 10 + the power's level in the key ability appropriate to that power's discipline. Thus, the psion usually chooses his primary discipline for his highest corresponding ability score.

IMPORTANT: A psion can use his primary discipline's key ability score to manifest powers in either of his two second-

ary disciplines as well. For instance, the key ability of a telepath's primary discipline is Charisma. A telepath who chooses Metacreativity and Psychometabolism as secondary disciplines uses his Charisma ability score instead of his Intelligence or Strength scores, respectively, when determining the highest level of power he can manifest in his secondary disciplines. He also uses it to determine the Difficulty Classes of powers from those secondary disciplines.

Psions gain base power points per day as indicated on the table on page 10.

Psions also gain a mode check bonus and a bonus feat at the levels indicated on the table. The mode check bonus applies whenever a psion makes an opposed mode check using mindscape psionic combat. The bonus feat can be any psionic, metapsionic, or psionic item creation feat.

MINDSCAPES PSYCHIC WARRIOR AND PRESTIGE CLASSES

The psychic warrior and previously published prestige classes gain a mode check bonus based on their level as shown in the table on the next page. If using this table, your character does not gain or use the psionic combat modes described in the *Psionics Handbook*. If converting psionic classes or prestige classes other than those shown on the next page, assign a mode check progression that most closely resembles one of the classes shown there, or follow the example of the new prestige classes described in Chapter Two. However, if in doubt, be conservative—conserve the best psionic combat mode check progression for the straight psion.

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 psion mode check progression on page 10 for psionic monsters, substituting Hit Dice for level. For instance, the mind flayer, an 8 HD monster, now has a mode check bonus of +6 instead of

Other Translations

Other pieces of If Thoughts Could Kill and the Psionics Handbook also require some translation if using the mindscape system, as follows:

Kureshim: *If using the kureshim (a new psionic race from If Thoughts Could Kill) and the mindscape combat system, kureshim have a +2 racial bonus on their mode checks instead of a +2 bonus on saving throws against standard combat modes.*

Caller in Darkness: *Whenever a caller in darkness wins a round of mindscapes combat, it deals 1 point of temporary Constitution damage.*

Amulet of Mental Adversary: *The item now grants the power of the newly translated feat (see Chapter Three).*

Psionatrix of [psionic attack mode]: *The item grants the +1 bonus to the translated power's Difficulty Class.*

Psionatrix of [psionic defense mode]: *The item now grants an additional +1 bonus to the bonus provided by the translated power, or, if the power grants no numeric bonus, it doubles the duration of its benefits.*

Thought Bastion Armor Special Ability: *The ability continues to grant Psychic Bastion, which works as noted at the beginning of Chapter Three: Feats.*

the psionic combat modes provided for it in the *Psionics Handbook*. The cerebrelith from the *Psionics Handbook* has 9 HD, which, when using the psion check progression, gives it a mode check bonus of +6, too.

Intelligent Items

Intelligent psionic items can have a place in mindscapes 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. However, 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.

edge of standard psionic attack modes; instead of treating them as combat modes, however, treat them just like standard powers (all these standard modes are converted to pow-

Likewise, previously published psionic monsters no longer learn specific attack and defense modes. Instead, like psionic characters, converted monsters “know” all the mindscape psionic combat modes described in this chapter. However, *unlike* characters, monsters using mindscape psionic combat “retain” knowl-

ers in Chapter Four: Powers). Monsters do not “retain” knowledge of what were once defense modes, because this would unduly affect their Challenge Ratings. (Some of these defense modes-cum-powers provide effects too far afield from their original defensive nature.) Thus, the previously mentioned mind flayer retains access to *mind blast*, though it uses the *mind blast* power described here in Chapter Four.

Psionics Template: The psionics template works much as it did before, save that monsters who take the template gain knowledge of the mindscape psionic combat modes and an associated mode check bonus based on their Hit Dice (as described above). They can gain knowledge of the converted standard attack modes-cum-powers in equal measure, but they do not gain access to the converted defense modes.

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.

MINDSCAPES PSYCHIC WARRIOR AND PRESTIGE CLASS MODE CHECK BONUSES

Level*	Psychic Warrior	Metamind	Pyrokineticist	Slayer**	Soulknife***	Colorless Adept††
1	+0	+2	+2	+0	+0	+0
2	+0	+3	+3	+0	+0	+0
3	+1	+3	+3	+1	+1	+1
4	+1	+4	+4	+1	+1	+1
5	+1	+4	+4	+1	+1	+1
6	+2	+5	+5	+2	+2	+2
7	+2	+5	+5	+2	+2	+2
8	+2	+6	+6	+2	+2	+2
9	+3	+6	+6	+3	+3	+3
10	+3	+7	+7	+3	+3	+3
11	+3	—	—	—	—	—
12	+4	—	—	—	—	—
13	+4	—	—	—	—	—
14	+4	—	—	—	—	—
15	+5	—	—	—	—	—
16	+5	—	—	—	—	—
17	+5	—	—	—	—	—
18	+6	—	—	—	—	—
19	+6	—	—	—	—	—
20	+6	—	—	—	—	—

*Implicit progression remains constant at levels above those shown.

**The slayer's *Lucid Buffer* power now just grants her a straight +2 bonus on her mode check. The slayer's *Blast Feedback* power now allows the character to automatically lose the opposed mode check. If a psionic creature who beat her opposed mode check successfully targets her with the *mind blast* power (see Chapter Four) in the same round, the creature is stunned for 1 round and its power points are drained to 0 (or, if it freely manifests, it loses all its free manifestations for the day).

***The soulknife's *Imbed Power* now includes powers that were attack modes in the standard psionic combat system (see the translated powers, such as *mind blast* and *ego whip*, in Chapter Four). The soulknife's *Imbed Psionic Attack* now grants him a straight +1 bonus on his opposed mode check. *Sever Life* works similarly to its standard incarnation, except that it converts ability penalties to Constitution damage for what were the standard attack modes translated into powers (see Chapter Four).

Knife to the Soul works as before, except as it plays off *Sever Life*.

†† From If Thoughts Could Kill.

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 a foe down, each prestige class within the chapter makes use of the mindscape psionic combat system.

Each of the dozen descriptions in this chapter contains some general information about the prestige class, delves into the requirements to add it to your character, provides you with its features (including abilities and proficiencies), and includes all the information relevant to advancing the character in the prestige class.

ASTRAL ZEALOT

The medium of the Astral Plane, when drawn into a corporeal plane, is ectoplasm; every psionic student of Metacreativity 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 fear the tread of the astral zealot, lest she reshape them with only a look.

Psions whose primary discipline is Metacreativity (often called shapers) most often pick up the astral zealot prestige class; 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.

Alchemy: 2 ranks

Craft (any): 2 ranks

Knowledge (psionics): 8 ranks

Manifesting: Ability to manifest two or more 2nd-level psionic powers, one of which must be *astral construct II*

CLASS SKILLS

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

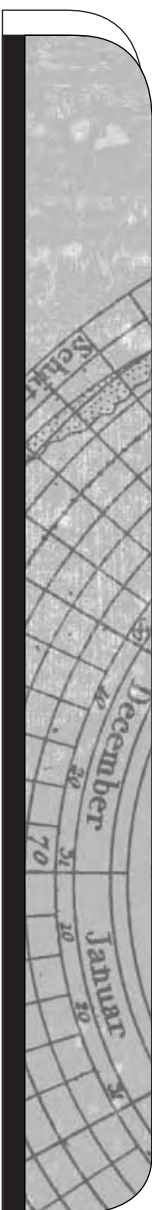
Weapon and Armor Proficiency: Astral zealots gain no additional proficiency in any weapon or armor.

Effective Manifester Level: 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, and so on). She does gain the following benefits: an increased effective level of psionic manifestation, additional power points, effective additional levels for psicrystal powers, and additional free manifestations of 0-level powers. 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 13 and a manifester level of 12. So, powers she manifests that have level-dependent parameters are manifested as if the character 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 varies 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 *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 Ectiform (Sp): At 1st level, the character discovers deeper abilities of shaping. She learns *throw ectiform* as if normally learning a new power through gaining an effective manifester level. Moreover, she gains one free manifestation of this power per day, just as she can freely manifest a certain number of 0-level talents. The character learns *throw ectiform* 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 ectiform*, not the substitute power.

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

Conjoin Ectiform (Su): When using the *throw ectiform* power, the character can throw a duplicate that forms around her instead of appearing in an adjacent square while she maintains a power point reserve of 5+ power points. The consequences of this vary.

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

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

additional +1/— bonus to damage reduction, so three conjoined ectiforms 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 ectiform dissipates. For example, if the character wearing three conjoined ectiforms 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 ectiform 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 ectiforms and damage reduction. On her next action she can conjoin another ectiform if the duration of her original *throw ectiform* power has not yet elapsed. As normal, thrown or conjoined ectiforms last past the duration of the *throw ectiform* power or until destroyed.

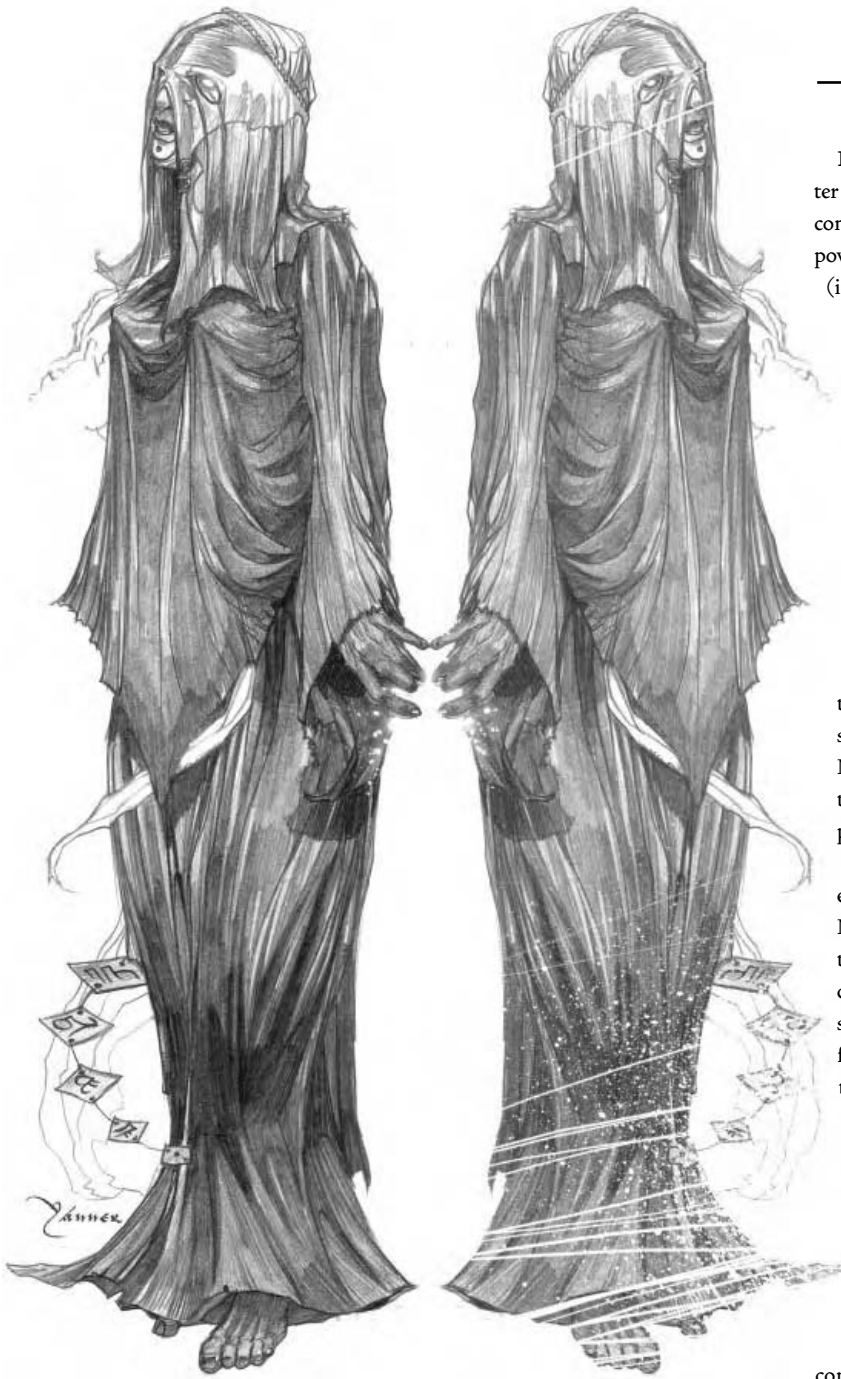
The astral zealot gains further benefits of a conjoined ectiform at higher levels.

Note: If a character conjoining an ectiform is using another power that grants damage reduction (such as *chrysalis* from *If Thoughts Could Kill* or *metallizef*, *mineralizef*, and so on, from this book), apply the damage reduction gained from the conjoined ectiform 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 *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 an *astral construct I* cold resistance as normal, the character could also give it acid resistance, or trample. The character can use this ability while she retains a power point reserve of 7+ power points. This power does not work in conjunction with the improved ectiform or advanced ectiform abilities (see next page).

ASTRAL ZEALOT

Class Level	Base			Mode		Special	Effective Manifester Level
	Attack Bonus	Fortitude Save	Reflex Save	Will Save	Check Bonus		
1	+0	+2	+0	+0	+0	Ectopic suit, <i>throw ectiform</i>	—
2	+1	+3	+0	+0	+0	Conjoin ectiform	+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 ectiform	+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 ectiform	+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 choosing 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 *fly* on her ectopic suit, which means that she gives that power to herself. If she instead she conferred additional attack, she would gain that benefit herself.

Powers conferred on the character are now triggered by the character. For instance, if using trample or improved grab, the character uses her Strength score to modify the check. Likewise, power Difficulty Classes are set according to the character's appropriate ability score. Nonconstant conferred powers (such as *concussion*) can be used only three times per day.

Improved Ectiform (Su): Once per day when the character manifests *throw ectiform*, those ectiforms not conjoined continue to duplicate her and provide the base effect of the power, but they have the stats of *astral construct III* constructs (including three choices from Menu A as described for astral constructs in Chapter Eight: Monsters of the *Psionics Handbook*). However, like *astral constructs*, improved ectiforms last only a brief period—until the duration of the *throw ectiform* power elapses. At the character's option, she can throw base ectiforms mixed in with improved ectiforms on a round-to-round basis; the base ectiforms persist as normal (and could be conjoined), while the improved ectiforms wink out when the *throw ectiform* power lapses. Improved ectiforms can't be conjoined. The character can use this ability while she retains a power point reserve of 9+ power points.

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 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 Ectiform (Su): Once per day, the character can throw ectiforms with the base stats of *astral construct IV* constructs (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 ectiform 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 is 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 their 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.

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.

Alignment: Any nonlawful
Concentration: 2 ranks
Intimidate: 4 ranks
Knowledge (psionics): 7 ranks
Stabilize Self: 2 ranks
Special: Able to rage as a barbarian at least once per day
Manifesting: Able to manifest the talent <i>far punch</i> and the 1st-level power <i>biofeedback</i>

CEREBRAL RAGER

Class Level	Base				Mode Check Bonus	Special	Effective Manifester Level
	Attack Bonus	Fortitude Save	Reflex Save	Will Save			
1	+0	+2	+0	+0	+0	Cerebral rage 1/day	—
2	+1	+3	+0	+0	+0	<i>Lesser killing look</i>	+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	—
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	—
8	+6	+6	+2	+2	+2	<i>Killing look</i>	+1 level of existing class
9	+6	+6	+3	+3	+3	Despise	+1 level of existing class
10	+7	+7	+3	+3	+3	<i>Nimbus of fury</i> , no longer fatigued after cerebral rage	—

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), Remote View (Int, exclusive skill), Sense Motive (Wis), and Stabilize Self (Con). See Chapter Four: Skills in the *Player's Handbook* and Chapter Two: Skills in the *Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Intelligence modifier

CLASS FEATURES

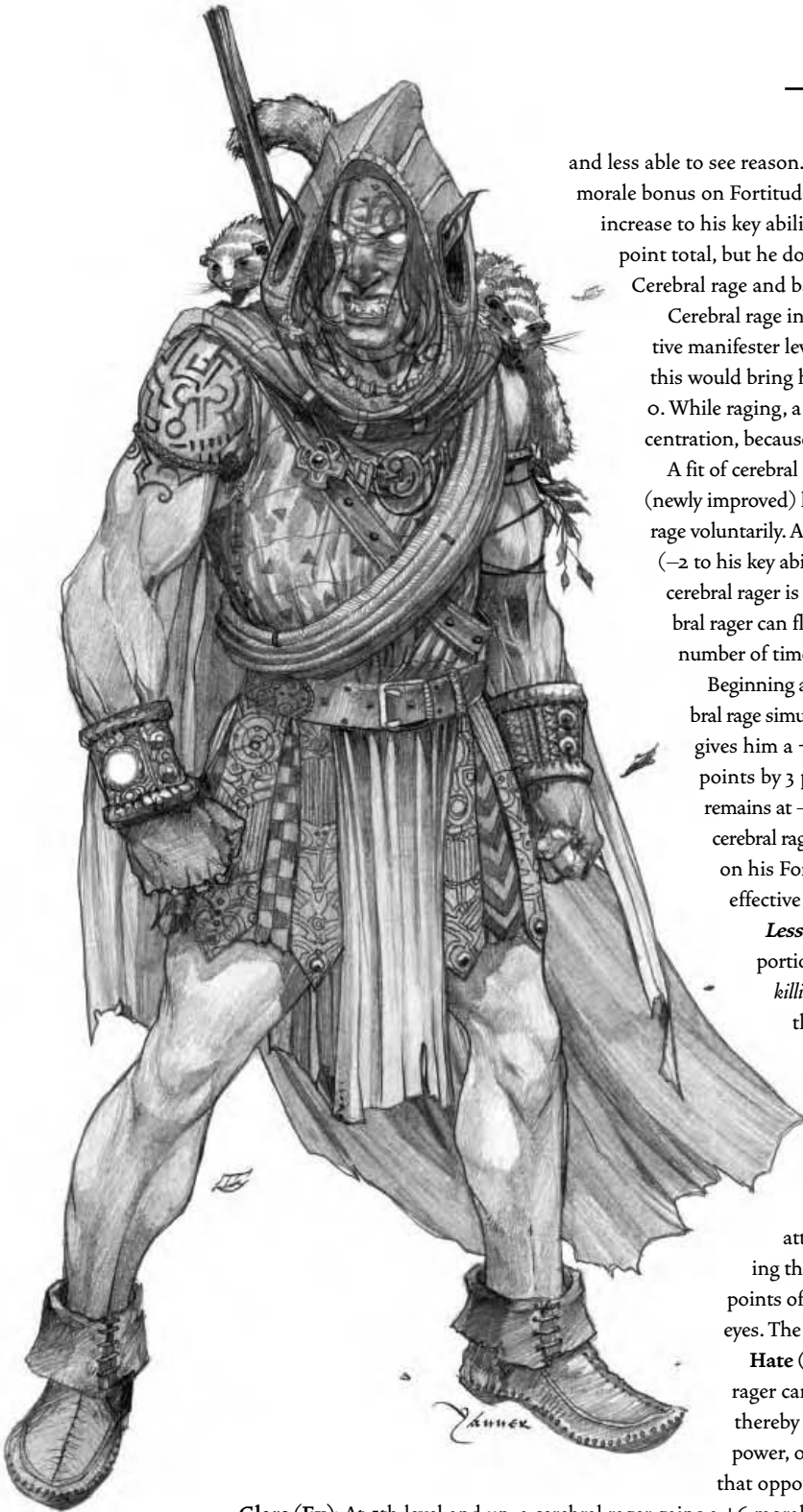
All of the following are class features of the cerebral rager.

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

Effective Manifester Level: 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, and so on). He does gain the following benefits: an increased effective level of psionic manifestation, additional power points, effective additional levels for psicrystal powers, and additional free manifestations of 0-level powers. 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 1st-level barbarian/6th-level psion/6th-level cerebral rager has a character level of 13 and a manifester level of 10. So, powers he manifests that have level-dependent parameters are manifested as if the character were 10th 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 (Sp): 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 DMG for more information on the gaze attack). 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 free action, a cerebral rager can designate one opponent as the focus of his hate. He thereby receives a +1 morale 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 overlaps the bonus granted by hate; it does not stack.

Killing Look (Sp): 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 within 30 feet, he makes a gaze attack (see the DMG for more information on the gaze attack). 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 + the character's key ability score) 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 despising. He thereby receives a +3 morale bonus on damage (melee, ranged, power, or spell) from a successful attack that normally damages that opponent as a primary effect. Despise overlaps the bonus granted by hate and abhor; it does not stack.

Nimbus of Fury (Sp): 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 power point reserve of 27+, he can use his *killing look* every 5 rounds (for instance, he can use it on the first round of combat and then on the sixth 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, +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 2 or more 2nd-level psionic powers, one of which must be <i>biofeedback</i>

CLASS SKILLS

The chakra savant 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), Stabilize Self (Con), and Swim (Str). See Chapter Four: Skills in the *Player's Handbook* and Chapter Two: Skills in the *Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Intelligence modifier

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.

Effective Manifester Level: 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, and so on). She does gain the following benefits: an increased effective level of psionic manifestation, additional power points, effective additional levels for psycrystal powers, and additional free manifestations of

CHAKRA SAVANT

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

o-level powers. 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 13 and a manifester level of 11. So, powers she manifests that have level-dependent parameters are manifested as if the character were 11th level.

Root Chakra (Sp): 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.

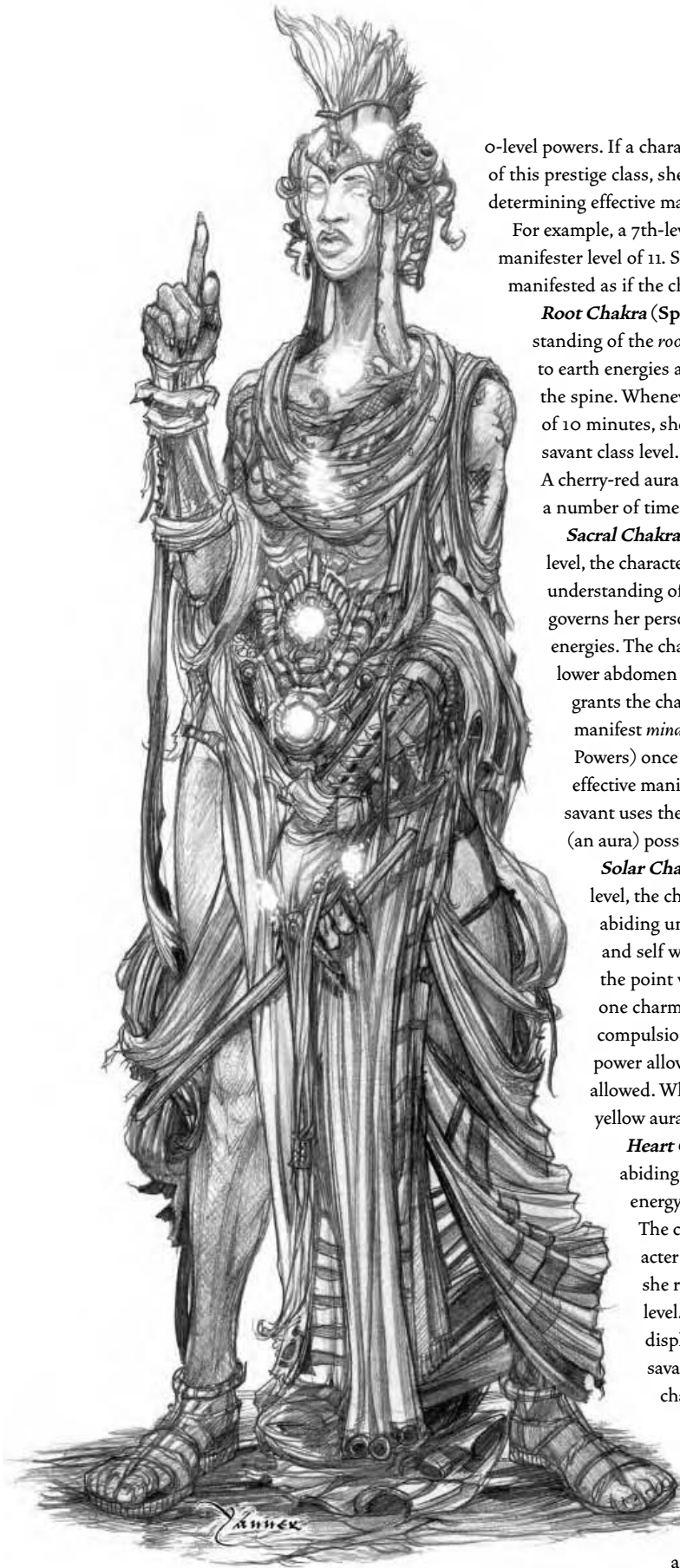
Sacral Chakra (Sp): Beginning at 2nd level, the character gains a deep and abiding understanding of the *sacral chakra*, which governs her personal emotional and creative energies. The chakra is associated with the lower abdomen to the navel. This power grants the character the ability to freely manifest *mindful auras* (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 (Sp): 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 (Sp): 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 *true seeing* once per day as a character of her



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 (see next page).

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 (Sp): 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). Whenever the character uses the power, the power creates a visual display: A pure white aura of soft light surrounds her. 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 inherent 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 (Sp): 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 highest-level power he can normally manifest. (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 Three: 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 any psionic power of 9th level or less, or psionically duplicate the effects of any arcane or divine spell of 9th level or less. If the power or spell normally has a gold-piece or XP Cost requirement, 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.

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 like other psions wield psychic energy. Who knows where moments go once past? The chronorebel knows.

Any psion or psychic warrior 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.

Knowledge (history): 2 ranks

Knowledge (psionics): 2 ranks

Feats: Speed of Thought

Manifesting: Ability to manifest the powers *combat precognition*, *combat prescience*, and *time hop*

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), Intuit Direction (Wis), Jump (Str), Knowledge (history)

(Int), Knowledge (psionics) (Int), Psicraft (Int), Remote View (Int, exclusive skill), and Speak Language. See Chapter Four: Skills in the *Player's Handbook* and Chapter Two: Skills in the *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.

Effective Manifester Level: 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, and so on). He does gain the following benefits: an increased effective level of psionic manifestation, additional power points, effective additional levels for psicrystal powers, and additional free manifestations of 0-level powers. 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 13 and a manifester level of 11. So, powers he manifests that have level-dependent parameters are manifested as if the character were 11th level.

Timeless (Su): Once per day, 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.) Timeless is activated as a free quickened action.

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.

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.

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 right, 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.*

CHRONOREBEL

Class Level	Base				Will Save	Mode Check Bonus	Special	Effective Manifester Level
	Attack Bonus	Fortitude Save	Reflex Save	Will Save				
1	+0	+0	+2	+0	+0	Timeless 1/day	—	
2	+1	+0	+3	+0	+0	Slow light 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	Causal loop latency	+1 level of existing class	
5	+3	+1	+4	+1	+1	Backslip	—	
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	Temporal concussion 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	—	

Precience +1 (Su): Starting at 3rd level, when the character manifests *combat precience* and *shield of prudence*, he gains the added benefit of a +1 competence 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 (Sp): Working in a fraction of time no longer than six seconds, the character can briefly defy the 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 what exactly 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 six seconds. For instance, he could warn the rogue that, despite her belief to the opposite, 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.

DM Note: If you decide this power is too troublesome for inclusion in your game, substitute it with a +1 effective manifester level instead.

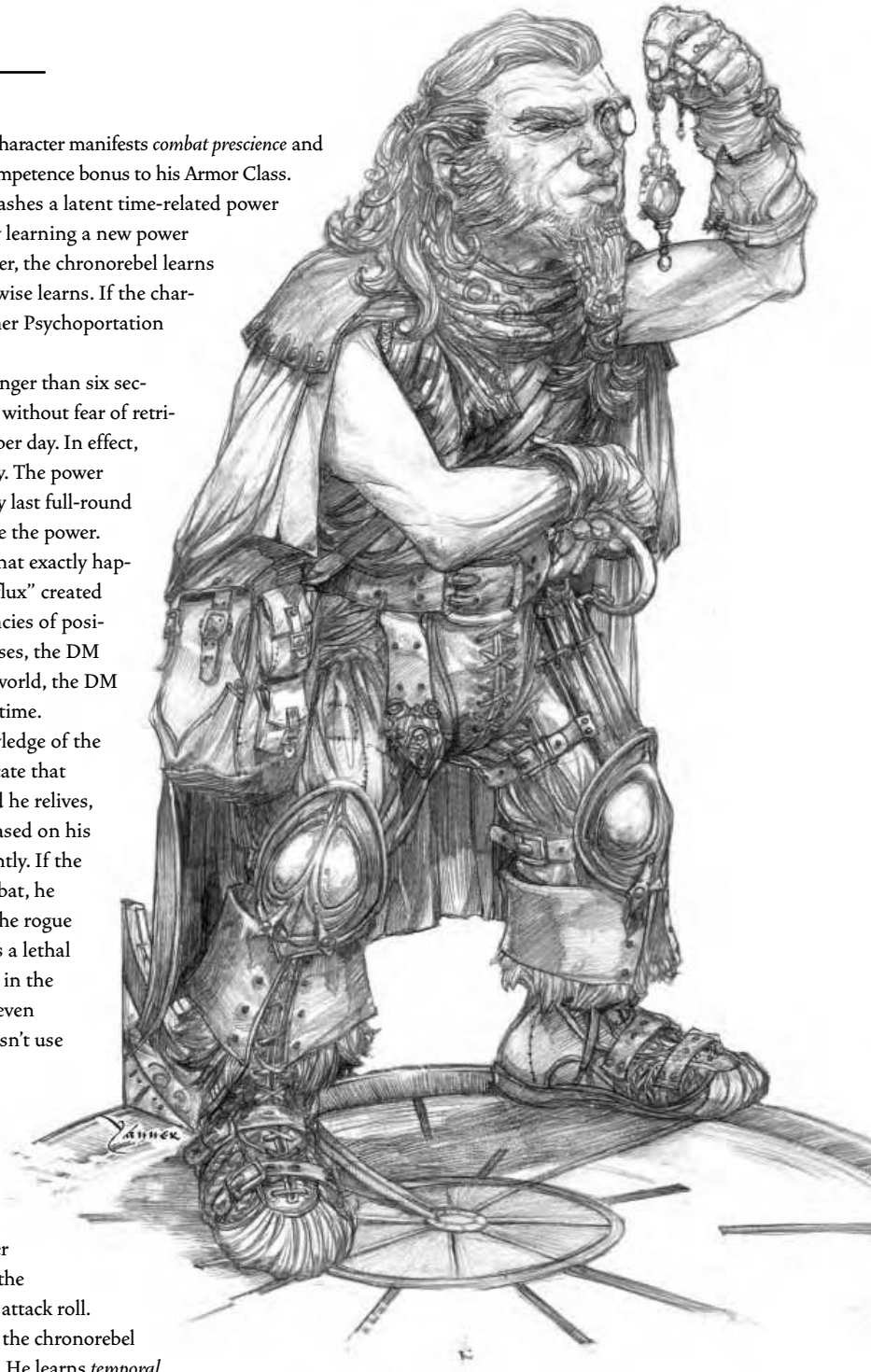
Precognition +1 (Su): From 6th level on, whenever the character manifests *combat precognition*, he gains the extra added benefit of a +1 competence bonus on his attack roll.

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 Psychoportation 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 (Sp): 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. 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

Class Level	Base				Will Save	Mode Check Bonus	Special	Effective Manifester Level
	Attack Bonus	Fortitude Save	Reflex Save	Will Save				
1	+0	+2	+0	+2	+0	Infuse crystal	—	
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	—	
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	—	

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 bell-like 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.

Appraise: 2 ranks

Knowledge (psionics): 8 ranks

Perform: 1 rank

Manifesting: Ability to manifest two or more 2nd-level psionic powers

Special: The crystal proselyte must break a crystal psionic item worth 1,000 gp or more. Doing so allows the proselyte to mentally infuse the essence of the crystal into his flesh.

CLASS SKILLS

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

Effective Manifestor Level: 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 she receives from the prestige class, and so on). He does gain the following benefits: an increased effective level of psionic manifestation, additional power points, effective additional levels for psicrystal powers, and additional free manifestations of 0-level powers. 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 manifestor level.

For example, a 7th-level psion/6th-level crystal proselyte has a character level of 13 and a manifestor level of 11. So, powers he manifests that have level-dependent parameters are manifested as if the character were 11th level.

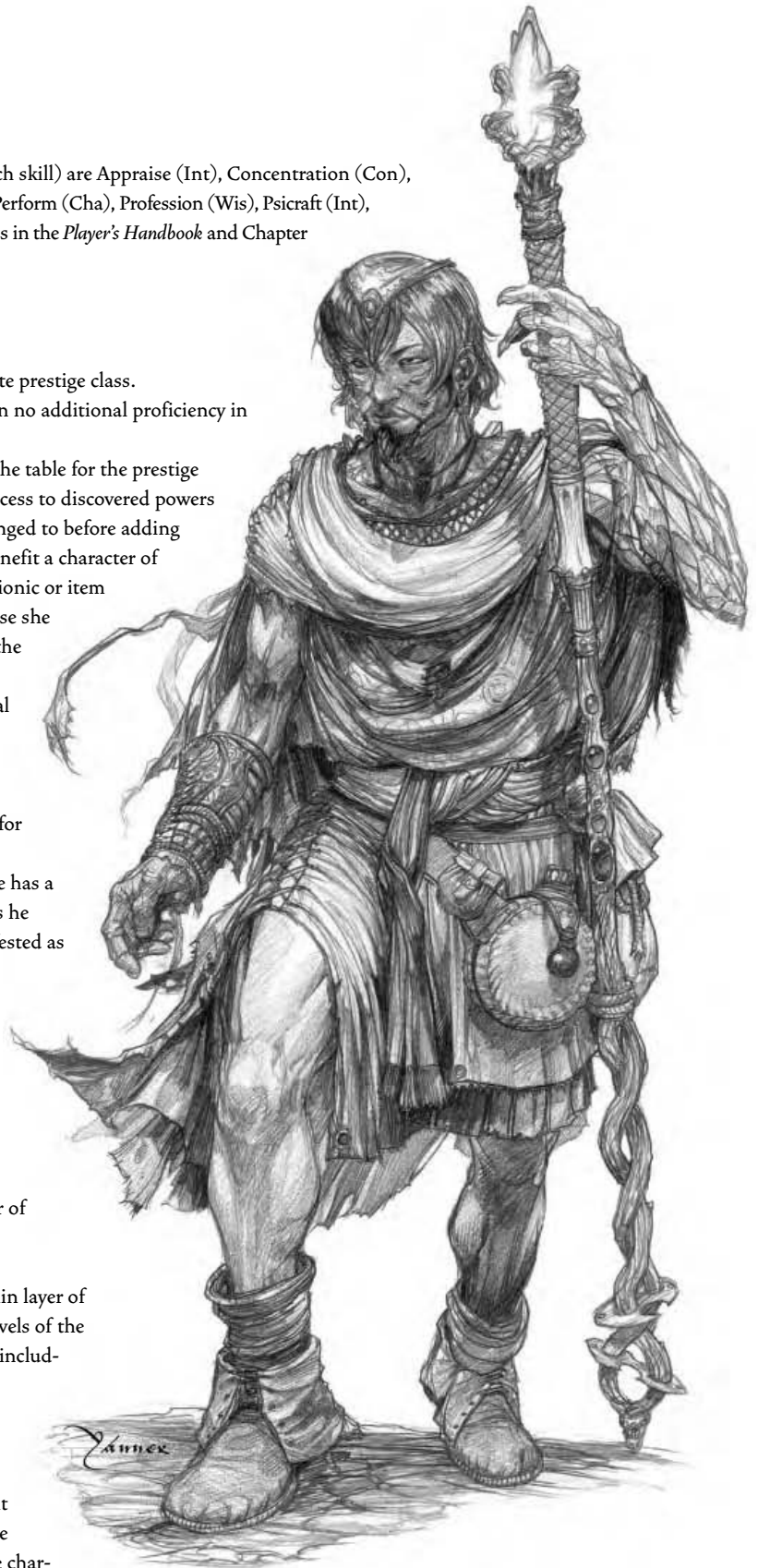
Infuse Crystal (Su): A crystal proselyte uses a psionic crystal item (1,000 gp or more in value) to catalyze a crystalline morphological change in his own body. The process, sometimes called crystal ascendancy, is painful and even a little dangerous. Once the crystal proselyte breaks the item, the ritual 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 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 (Su): The crystal proselyte can emit a countertone as a move-equivalent 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 natural armor bonus granted by the crystal infusion increases to +6, the ability to produce illumination from his 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 (Su): 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 5d4 points of damage to all within the cone (Reflex save [DC 15] half); for each additional power point paid, the proselyte deals an additional 1d4 points of damage, up to a maximum of 10d4 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 crystal capacitor 7. All rules for using a crystal capacitor apply (see Chapter Seven: Psionic Items in the *Psionics Handbook*).

Crystal Carapace (Ex): By 9th level, crystal and flesh are on the verge of total integration. The natural armor bonus granted by the crystal infusion increases to +8. Additionally, the 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 (Su): The character can release a 20-foot-radius burst of prismatic light centered on himself as a standard action each time he pays a cost of 9 power points. The prismatic burst is psionically harmonic, and 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. Some proselytes who achieve crystalline status become pure crystal through and through, while others retain fleshy portions seamlessly fused with crystal. Regardless of his appearance, a crystalline proselyte is immune to poison and disease, and he 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 PR equal to their manifester level + 10 against psionic or magical effects that deal sonic damage.

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, and 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 bonus
Knowledge (psionics): 4 ranks
Knowledge (undead): 2 ranks
Manifesting: Ability to manifest <i>sever the tie</i>
Special: The character must have previously slain an undead. The character must fashion a focus from a portion of the previously slain undead and wear the focus as an amulet, brooch, circlet, or ring.

CLASS SKILLS

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

Skill Points at Each Level: 4 + Intelligence modifier

GHOSTBREAKER

Class Level	Base				Will Save	Mode Check Bonus	Special	Effective Manifester Level
	Attack Bonus	Fortitude Save	Reflex Save	Will Save				
1	+1	+2	+0	+2	+0	Effective turning, <i>detect undead</i>	—	
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	—	

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

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.

Effective Manifester Level: 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, and so on). She does gain the following benefits: an increased effective level of psionic manifestation, additional power points, effective additional levels for psicrystal powers, and additional free manifestations of 0-level powers. 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 13 and a manifester level of 12. So, powers she manifests that have level-dependent parameters are manifested as if the character were 12th 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 by mentally channeling and manipulating positive energy. Thus, a psion 4/ghostbreaker 1 turns undead as if she were a 4th-level cleric. A ghostbreaker that 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 (Sp): Ghostbreakers can detect that peculiar mental deficiency that indicates an undead mind animated with negative energy, not life. The ghostbreaker can *detect undead* as a standard action within a 60-foot radius while she



retains a power point reserve of 1. 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*. On a successful attack, she deals 2 extra points of damage per effective manifester level (regardless of whether or not 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 a power point reserve of 3, 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 automatic psionic response against a specific attacker (such as an undead, a spellcaster casting *enervate*, a fighter wielding a level-draining sword, and so on). At the beginning of the ghostbreaker's next action, as a free quickened action, an arc of feedback energy finds an attacker who is still within 60 feet of the character (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 +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 + 4 by mentally channeling and manipulating positive energy. (This overlaps with the 1st-level ability, and it does not stack.) Thus, a psion 4/ghostbreaker 5 turns undead as an 11th-level cleric! A ghostbreaker that 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 the innate pretender prefers 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 assure that multiclassed psion/rogues are the primary candidates. More often than not, an egoist can utilize the class easily as well. However, psychic warrior/rogues can also qualify for this class, and they make up a small percentage of innate pretenders.

Innate pretenders, masters 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 often don't 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

REQUIREMENTS

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

Alignment: Any nonlawful
Bluff: 5 ranks
Disguise: 2 ranks
Hide: 5 ranks
Knowledge (psionics): 2 ranks
Manifesting: Ability to manifest the talent <i>far hand</i> and the 2nd-level power <i>body equilibrium</i>
Special: Sneak attack +2d6

INNATE PRETENDER

Class Level	Base			Mode		Special	Effective Manifester Level
	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	<i>Innate 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	—

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 (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Psicraft (Int), Remote View (Int, exclusive skill), Search (Int), Sense Motive (Wis), Speak Language (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter Four: Skills in the *Player's Handbook* and Chapter Two: Skills in the *Psionics Handbook* for skill descriptions.

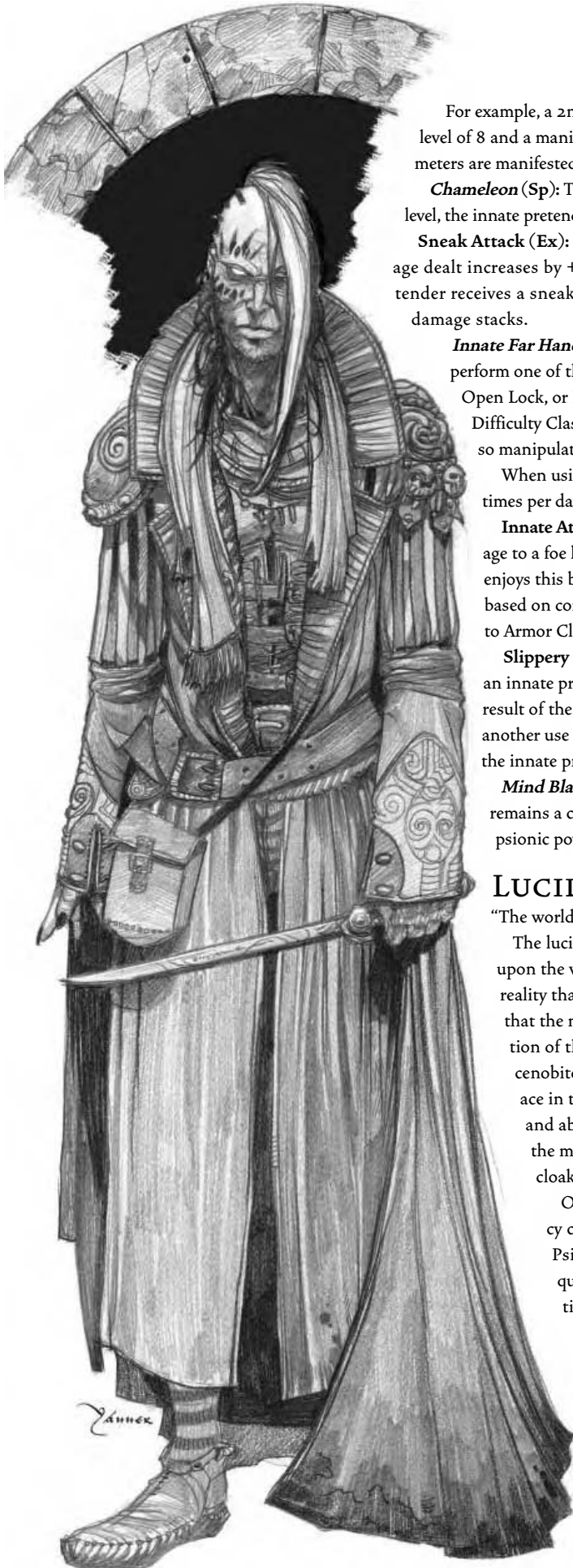
Skill Points at Each Level: 6 + Intelligence modifier

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.

Effective Manifester Level: 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, and so on). He does gain the following benefits: an increased effective level of psionic manifestation, additional power points, effective additional levels for psicrystal powers, and additional free manifestations of 0-level powers. 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 8 and a manifester level of 4. So, powers he manifests that have level-dependent parameters are manifested as if the character were 4th level.

Chameleon (Sp): 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.

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 (Sp): 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. Working at a distance increases the normal skill check Difficulty Class by +5, and the innate pretender cannot take 10 on the check. Any object so manipulated must weigh 5 lbs. or less.

When using this ability, the innate pretender can freely manifest *far hand* three times per day.

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 (Sp): 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.

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.

Alignment: Any lawful
Autohypnosis: 6 ranks
Knowledge (psionics): 2 ranks
Manifesting: Ability to manifest <i>biofeedback</i>
Feats: Improved Unarmed Strike
Class Abilities: 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 (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (psionics) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Psicraft (Int), Stabilize Self (Con), Swim (Str), and Tumble (Dex). See Chapter Four: Skills in the *Player's Handbook* and Chapter Two: Skills in the *Psionics Handbook* for skill descriptions.

Skill Points at Each Additional Level: 4 + Intelligence modifier

CLASS FEATURES

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

Weapon and Armor Proficiency: Lucid cenobites are proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, scythe, shuriken, siangham, and sling. The lucid cenobite gains the same advantages as a monk for using a kama, nunchaku, or siangham. Furthermore, a lucid cenobite can use a scythe just as she can use a kama, nunchaku, or siangham.

Effective Manifester Level: 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, and so on). She does gain the following benefits: an increased effective level of psionic manifestation, additional power points, effective additional levels for psicrystal powers, and additional free manifestations of 0-level powers. 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.

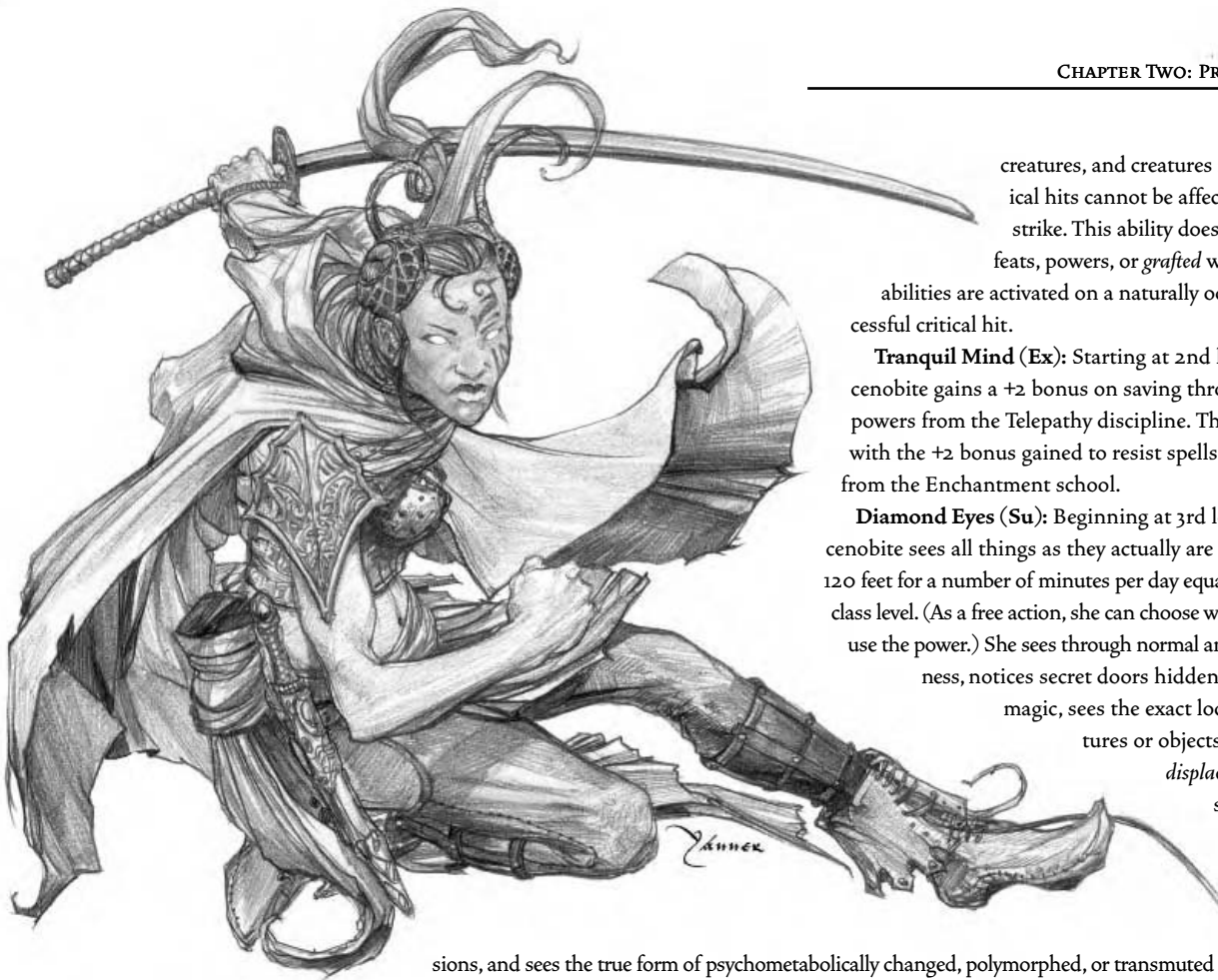
For example, a 7th-level psion/3rd-level monk/3rd-level lucid cenobite has a character level of 13 and a manifester level of 9. So, powers she manifests that have level-dependent parameters are manifested as if the character were 9th level.

Student (Ex): Lucid cenobites are monks, though they achieve physical enlightenment and hope to eventually transcend the physical. As such, a lucid cenobite gains the unarmed attack bonus, unarmed damage, Armor Class bonus, and unarmored speed of a monk whose level equals her monk level + her lucid cenobite level. If the lucid cenobite has levels in psion or psychic warrior, 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 an unarmed attack bonus of +5/+2 (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

LUCID CENOBITE

Class Level	Base			Mode		Special	Effective Manifester Level
	Attack Bonus	Fortitude Save	Reflex Save	Will Save	Check Bonus		
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	Ki strike +1	+1 level of existing class
5	+3	+1	+4	+4	+1	Lucid thrust, bonus feat	—
6	+4	+2	+5	+5	+2	See <i>invisibility</i> latency	+1 level of existing class
7	+5	+2	+5	+5	+2	Accepting body, bonus feat	—
8	+6	+2	+6	+6	+2	Ki strike +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



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 illu-

sions, and sees the true form of psychometabolically changed, polymorphed, or transmuted things. Further, the subject can focus her vision to see into the Ethereal Plane (but not into extradimensional spaces).

Ki Strike (Su): At 4th level, a lucid cenobite's unarmed attack is empowered with ki. The unarmed strike damage from such an attack can deal damage to a creature with damage reduction as if the lucid cenobite made the blow with a weapon bearing an enhancement bonus equal to +1. Ki strike improves as the cenobite gains experience, allowing her unarmed strike at 8th level to deal damage against creatures with damage reduction as if the lucid cenobite had made the attack with a weapon carrying a +2 enhancement bonus. This ability stacks with a standard monk's ability of the same name.

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 the *domination* power manifested by an 8th-level psion. Only Large size creatures and smaller can be affected with lucid thrust.

Bonus Feat: At 5th and 7th level the character can choose any psionic, metapsionic, or psionic item creation feat as a bonus feat.

See Invisibility Latency (Ex): Starting at 6th level, the lucid cenobite unleashes a latent power from her mind. She learns *see invisibility* as if normally learning a new power through gaining an effective manifester level; however, the lucid cenobite learns *see 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 free 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 view*.

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

PATTERN MASTER

Class Level	Base			Mode			Special	Effective Manifester Level
	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	—	
7	+3	+5	+2	+5	+2	<i>Steal tattoo</i>	+1 level of existing class	
8	+4	+6	+2	+6	+2	<i>Expunge 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	—	

REQUIREMENTS

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

Craft (tattooing): 4 ranks

Feats: Metacreative, Scribe Tattoo

Manifesting: 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 Alchemy (Int), Concentration (Con), Craft (tattooing) (Int), Knowledge (psionics) (Int), and Psicraft (Int). See Chapter Four: Skills in the *Player's Handbook* and Chapter Two: Skills in the *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.

Effective Manifester Level: 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, and so on). He does gain the following benefits: an increased effective level of psionic manifestation, additional power points, effective additional levels for psicrystal powers, and additional free manifestations of 0-level powers. 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 13 and a manifester level of 11. So, powers he manifests that have level-dependent parameters are manifested as if the character were 11th 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 simple thought instead of a tap. He can mentally activate only one psionic tattoo per round in this fashion. However, the action is a move-equivalent action and does not draw an attack of opportunity.

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

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: Feats in the *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.

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.

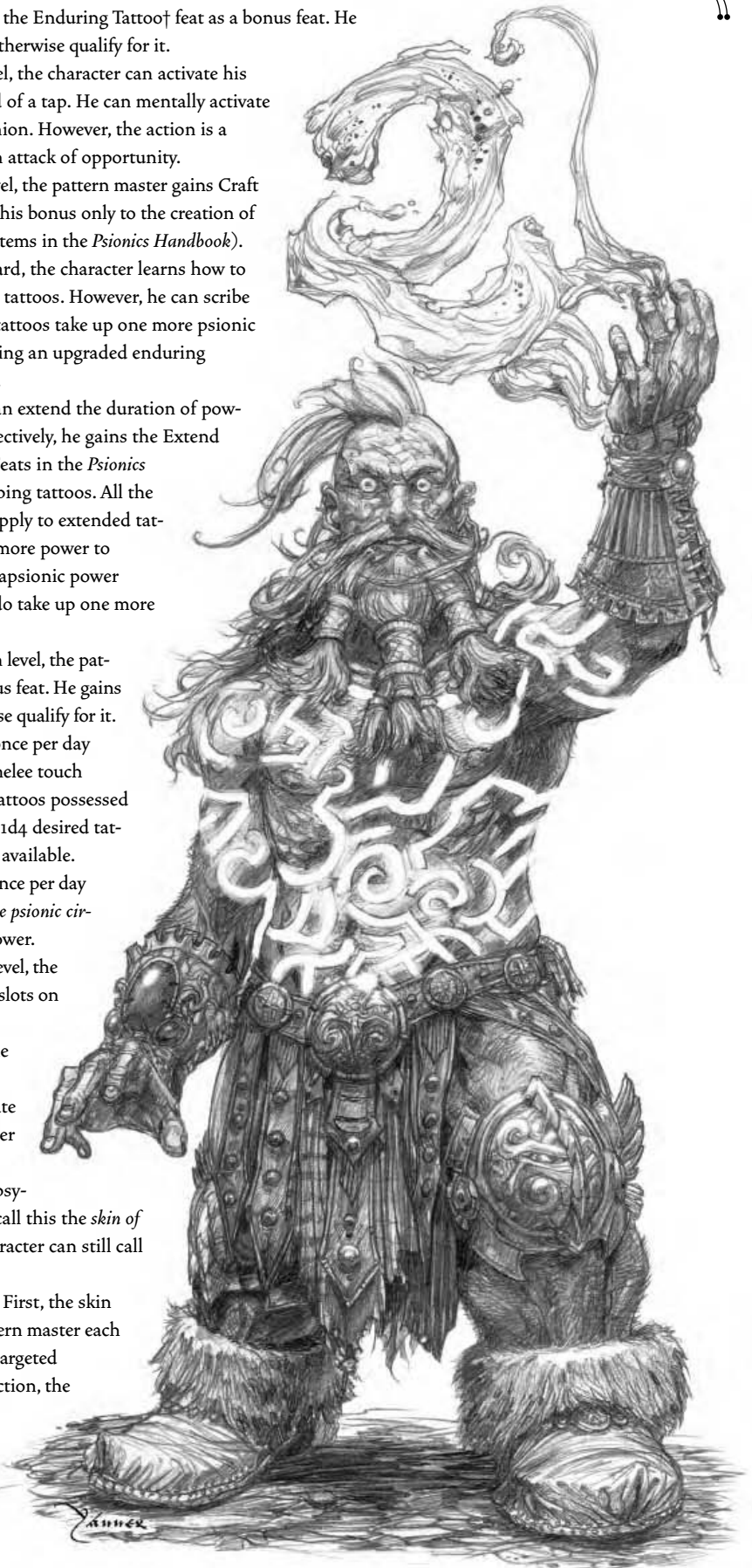
Steal Tattoo (Sp): Beginning at 7th level, once per day when the pattern master makes a successful melee touch attack, he gains knowledge of all the psionic tattoos possessed by his foe (if any) and automatically transfers 1d4 desired tattoos to his body if he has psionic tattoo slots available.

Expunge Circuit (Sp): 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.

Virgin Canvas (Ex): When he reaches 9th level, the character's number of potential psionic tattoo slots on his body increases from 17 to 34.

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 his total actions for the round, or draw an attack of opportunity.

Second, the skin grants the pattern master regeneration 1. Damage dealt to him is treated as subdual damage, except for fire and cold damage, which damages him normally. He automatically heals subdual damage at rate of 1 point per round. If rendered unconscious through subdual 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.

Heal: 3 ranks
Knowledge (psionics): 8 ranks
Manifesting: Ability to manifest <i>lesser body adjustment</i> and <i>body adjustment</i>

PSYCHIC CHIRURGEON

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

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

CLASS SKILLS

The psychic surgeon's class skills (and the key ability for each skill are Autohypnosis (Wis), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (psionics) (Int), Profession (Wis), Psicraft (Int), Stabilize Self (Con), and Swim (Str). See Chapter Four: Skills in the *Player's Handbook* and Chapter Two: Skills in the *Psionics Handbook* for skill descriptions.

Skill Points at Each Additional 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.

Effective Manifester Level: 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, and so on). He does gain the following benefits: an increased effective level of psionic manifestation, additional power points, effective additional levels for psicrystal powers, and additional free manifestations of 0-level powers. 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 13 and a manifester level of 11. So, powers he manifests that have level-dependent parameters are manifested as if the character were 11th level.

Metahealer I (Sp): 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 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 *Psionics Handbook*.

Empathic Condition Relief Latency (Sp): 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 *Psionics Handbook*.

Empathic Clot Latency (Sp): At 5th level, the character discovers even more methods of healing. He learns *empathic clot* as if normally learning a new power through gaining an effective manifester level; however, the character learns *empathic clot* 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 (Sp): 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 hurts melt away quickly, leaving no lasting harm, scar, poisonous taint, or mental disorder.

Chirurgion Savant (Sp): Beginning at 7th level, the character can use the power *psychic chirurgery* 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 *Psionics Handbook*).

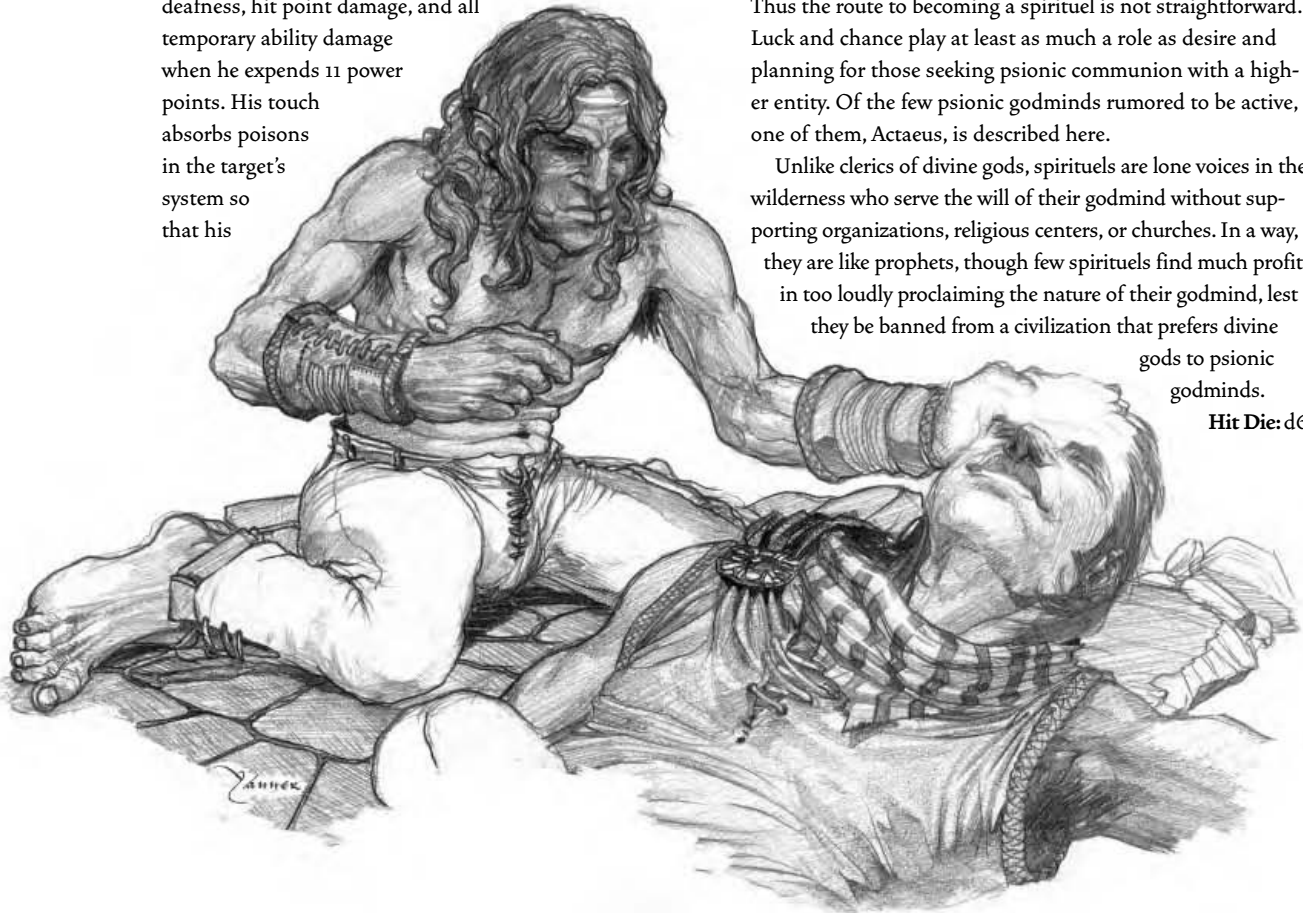
SPIRITUEL

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 psion can potentially become an adherent of a psionic godmind, though seers most often become aware of the divine minds. Even then, psions have few psionic godminds to choose from. Most 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.

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): 7 ranks

Knowledge (religion): 8 ranks

Manifesting: Ability to manifest *augury*

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 (Wis), Psicraft (Int), and Remote View (Int, exclusive skill). See Chapter Four: Skills in the *Player's Handbook* and Chapter Two: Skills in the *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.

Effective Manifester Level: 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, and so on). She does gain the following benefits: an increased effective level of psionic manifestation, additional power points, effective additional levels for psicrystal powers, and additional free manifestations of o-

level powers. 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 spirituel has a character level of 13 and a manifester level of 12. So, powers she manifests that have level-dependent parameters are manifested as if the character were 12th level.

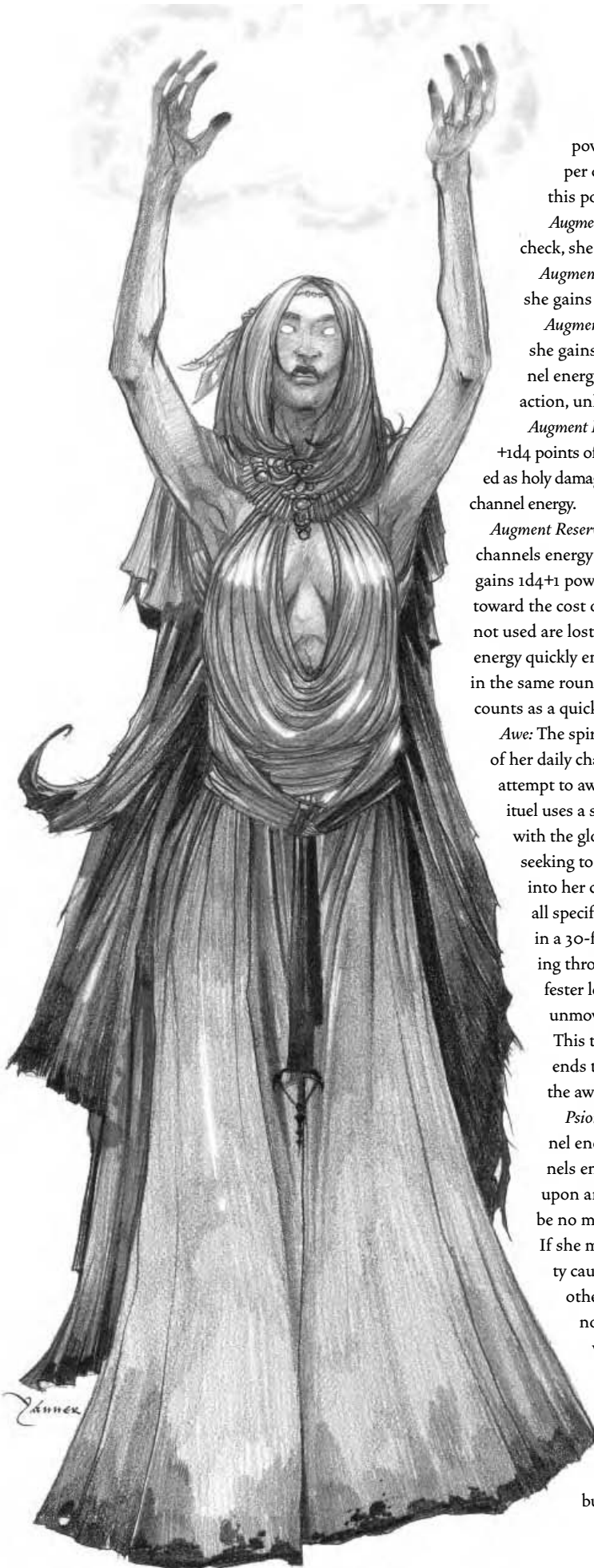
Psionic Node (Ex): Choose a psionic godmind for the spirituel. At this time, only the godmind Actaeus is known (though the DM or other sources could develop others). Other known gods of psionic creatures that have domains and standard clerics may also possess the necessary mental architecture to support spirituels (at the DM's option). Actaeus is described in the sidebar on page 38. 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 granted 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. Treat all psionic node powers as if they belong to the spirituel's primary discipline.

SPIRITUEL

Class Level	Base			Mode			Special	Effective Manifester Level
	Attack Bonus	Fortitude Save	Reflex Save	Will Save	Check 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	—	



Channel Energy (Su): Starting at 4th level, the spiritualist gains the power to channel the psionic might of her godmind a number of times per day equal to three plus her Wisdom modifier. The spiritualist can use this power in a variety of ways.

Augment Mode Check: Each time the spiritualist channels energy to augment a mode check, she gains a +4 insight bonus on her mindscape opposed mode check roll.

Augment Power: Each time the spiritualist channels energy to augment a power, she gains a +2 insight bonus to set the power's Difficulty Class (if any).

Augment Grace: Each time the spiritualist channels energy to augment grace, she gains a +2 insight bonus on her Will saving throw. The spiritualist can channel energy quickly enough to modify her saving throw, even if it is not her action, unless she is flat-footed. This counts as a free action.

Augment Fury: Each time the spiritualist channels energy to augment fury, she adds +1d4 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.

Augment Reserve: Each time the spiritualist channels energy to augment 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 spiritualist can channel energy quickly enough to augment her reserve in the same round she manifests a power. This counts as a quickened action.

Awe: The spiritualist can apply up to three uses of her daily channel energy ability in an attempt to awe specified targets. The spiritualist 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 unmoving, staring at the spiritualist.

This tableau holds until the spiritualist ends the effect, 10 minutes pass, or the awed creatures are attacked.

Psionic Symbol: The spiritualist can apply up to four uses of her daily channel energy ability to create a psionic symbol. Each time the spiritualist 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 spiritualist (who can do it at will as a free 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

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 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.

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 multi-class into a psionic class and meet the requirements for the spirituel 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 Clairvoyance discipline at +1 manifester level.

Knowledge Psionic Node Powers

- 1 **Steadfast Gaze.** Gaze attacks hold no terror for you.
- 2 **Detect Thoughts.** You detect the subject's surface thoughts.
- 3 **Invisibility Purge.** Dispel invisibility within 5 feet per level.
- 4 **Divination.** Provide useful advice for specific proposed actions.
- 5 **True Seeing.** See all things as they really are.
- 6 **Shield of Prudence.** You gain a +6 insight bonus to Armor Class.
- 7 **Sequester.** Target becomes invisible to sight and remote viewing.
- 8 **Mind Store.** Store your personality against future need.
- 9 **Confidante.** You and another share a permanent mental bond.

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 insight bonus on Will saves.
- 2 **Woodermis[†].** The target's skin becomes woodlike and provides damage reduction.
- 3 **Intellect Fortress[†].** The target gains immunity to alterations, curses, petrification, and gains resistance to mind-affecting powers.
- 4 **Tower of Iron Will[†].** All targets in a 10-foot-diameter area gain intellect fortress immunity.
- 5 **Power Resistance.** The target gains PR 12 +1 per level.
- 6 **Ablating.** The target is buffered from one negate psionics effect.
- 7 **Power Turning.** You reflect 1d4+6 power levels back on the manifester.
- 8 **Mind Blank.** The target becomes immune to mental/emotional magic, scrying, and so on.
- 9 **True Metabolism.** You regenerate 10 points per round for one minute.

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.

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 psions whose primary discipline is Psychometabolism (egoists) sometimes find this class perfect when they've achieved all the prerequisites.

Hit Die: d12

REQUIREMENTS

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

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

CLASS SKILLS

The voce warrior 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), Stabilize Self (Con), Swim (Str), Tumble (Dex), and Use Psionic Device (Cha). See Chapter Four: Skills in the *Player's Handbook* and Chapter Two: Skills in the *Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

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

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



Effective Manifester Level: 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, and so on). He does gain the following benefits: an increased effective level of psionic manifestation, additional power points, effective additional levels for psycrystal powers, and additional free manifestations of 0-level powers. 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 manifestor level.

For example, a 10th-level psion/3rd-level voce warrior has a character level of 13 and a manifestor level of 10. So, powers he manifests that have level-dependent parameters are manifested as if the character were 10th level.

Echoic Saber (Ex): The voce 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 voce warrior's melee or ranged attack. If the voce 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 voce warrior can use his echoic saber while he maintains a reserve of 1 or more power points.

When the voce 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 voce 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 voce 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-equivalent action to “draw.”

Once drawn, the voce 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 voce 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 Strength, 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 voce 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 weapon bearing a +2 enhancement

bonus. 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 enhancement bonus increases to +3 at 5th level, +4 at 8th level, and +5 at 11th level.

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 voice warrior a –2 penalty on all his attack rolls while in effect.

If desired, the voice 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 voice 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.

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 voice 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

Audible Escalation

(Su): Once per day, the voice warrior can confer an enhancement bonus upon his echoic saber as a free 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 voice 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 voice warrior can use each of these escalations once per day. For

1 or 2 rounds worth of the escalation as desired instead of letting the duration run out.

Resonance Ram (Sp): Beginning at 4th level, the voice 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 against a Large foe with a Strength of 29). If the voice warrior directs the *resonance ram* attack against an inanimate unattended 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 (Sp): For a period of 10 minutes starting at 7th level, the voice 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 voice warrior's Spot checks against creatures who are simply hiding, concealed, or otherwise hard to see.

Skotono Voce (Sp): Once per day the voice 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.

VOCE WARRIOR

Class Level	Base			Mode			Special	Effective Manifester Level
	Attack Bonus	Fortitude Save	Reflex Save	Will Save	Check Bonus			
1	+1	+2	+0	+0	+0	Echoic saber	—	
2	+2	+3	+0	+0	+0	Sonic breach +2	—	
3	+3	+3	+1	+1	+1	Audible escalation +2	—	
4	+4	+4	+1	+1	+1	<i>Resonance ram</i>	—	
5	+5	+4	+1	+1	+1	Sonic breach +3	+1 level of existing class	
6	+6	+5	+2	+2	+2	Audible escalation +3	—	
7	+7	+5	+2	+2	+2	<i>Echolocation</i>	—	
8	+8	+6	+2	+2	+2	Sonic breach +4	—	
9	+9	+6	+3	+3	+3	Audible escalation +4	—	
10	+10	+7	+3	+3	+3	<i>Skotono voce</i>	—	
11*	+11	+7	+4	+4	+4	Sonic breach +5	+1 level of existing class	

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

Feats

Of the collection of feats in this chapter, some are new and some have been adapted from the Psionics Handbook for use with the mindscape psionic combat system in Chapter One.

The psionic feats chart on this page summarizes the 21 new feats in this book. Five of them are metapsionic feats, as described in Chapter Three: Feats of the *Psionics Handbook*. It's important to note that feats can be metapsionic even if they do not change the final cost of a power—if a feat changes some aspect of a power's manifestation, it can also be considered metapsionic.

Feat Name	Type	Prerequisite
Anticipate Power	Psionic	Manifester level 3rd+
Durable Construct	Psionic	Manifester level 3rd+
Inertial Armor Redux*	Psionic	Reserve power points 1+
Mental Adversary*	Psionic	Charisma 11+
Disarm Mind*	Psionic	Charisma 13+, Mental Adversary
Overwhelm Buffer	Psionic	Charisma 11+, Mental Adversary
Primordial Surge	Psionic	Base attack bonus 2+
Visceral Surge	Psionic	Base attack bonus 2+, Primordial Surge
Psychic Bastion*	Psionic	—
Mind Trap*	Psionic	Charisma 13+, Psychic Bastion
Psychic Specialization	Psionic	Weapon Focus, Weapon Specialization, psychic warrior level 11th+
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+, Scribe Tattoo, Enduring Tattoo, Craft (tattooing) (12 ranks)
Cortical Resonance	Metapsionic	Manifester level 3rd+
Elemental Spike	Metapsionic	Manifester level 5th+, Cortical Resonance
Subconscious Power	Metapsionic	Manifester level 5th+, Hide Power
Preconscious Power	Metapsionic	Manifester level 5th+, Hide Power, Subconscious Power
Wounding Resonance	Metapsionic	Manifester level 3rd+

* Converted from standard psionic feat in Chapter Three of the *Psionics Handbook*.

FEAT DESCRIPTIONS

The feats adapted from the *Psionics Handbook* are marked with an asterisk (*) in the chart above. If you use the mindscape psionic combat system introduced in Chapter One, you should take advantage of these converted feats—they continue to fulfill a role in psionic combat, but now they rely on the variant system.

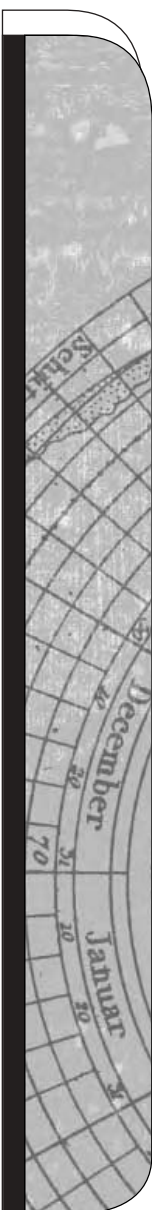
ANTICIPATE POWER (PSIONIC)

You can anticipate and cancel your enemy's manifestations.

Prerequisites: 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 reading 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 power point increases of the power anticipated when setting the Psicraft check Difficulty Class. (Every 2 power points of a metapsionic-modified power increases the Difficulty Class of the Psicraft check 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 manifester level – 1). If the enemy manifester is within 30 feet of you, the target power is negated.

CORTICAL RESONANCE (METAPSIONIC)

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

Prerequisites: Manifester level 3rd+

Benefit: When you take this feat, you must select its applicability against either psionic or nonpsionic creatures (a psionic creature is any creature that has even a single psionic ability). When chosen, powers you designate that have a single target are cortically tuned to destructively resonate in specified minds, and so they deal +2 points of damage in addition to their normal effect, if they take effect. A cortically resonant power costs a number of power points equal to its standard cost. (In other words, it has no extra cost.)

Special: You can take this feat twice. The second time you take it, you can choose to affect the other portion of the population not covered with your first selection.

DISARM MIND (PSIONIC)

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

Prerequisite: Cha 13+, 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+

Benefit: Astral constructs you manifest last 10 minutes.

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

ELEMENTAL SPIKE (METAPSIONIC)

You enhance your powers with an elemental spike.

Prerequisites: Manifester level 3rd+, Cortical Resonance†

Benefit: When you take this feat, you must select a favored energy type (fire, cold, acid, electrical, or sonic). When chosen, powers you designate that have a single target are psionically spiked with your favored energy type and so deal +1d4 points of the appropriate type of damage in addition to their normal effect—if they take effect. A spiked power costs a number of power points equal to its standard cost (no extra cost). You can't spike a single power more than once.

Special: You can take this feat multiple times. Each time, you can choose a different energy type.

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.

INERTIAL ARMOR REDUX (PSIONIC)

Without effort you mentally create a safety zone around you.

Prerequisite: Reserve power points 1+

Benefit: While you retain 1 or more power points, your mind automatically generates a tangible field of force that provides a +4 armor bonus to Armor Class. Unlike mundane armor, Inertial Armor entails no armor check penalty or speed reduction. Because Inertial Armor Redux is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor. Your inertial armor can be invisible or appear as a colored glow, at your option. The armor bonus provided by Inertial Armor Redux does not stack with the armor bonus provided by a shield or regular armor.

Special: You can gain this feat multiple times; each time you gain a total armor bonus to Armor Class that is +2 higher than the previous armor bonus to Armor Class. To realize the full benefits of your Inertial Armor, you must maintain a power point reserve equal to the previous reserve +4 per additional +2 bonus.

MENTAL ADVERSARY (PSIONIC)

You supercharge your psionic assaults.

Prerequisite: Cha 11+

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

MIND TRAP (PSIONIC)

You can inflict retribution against psionic foes.

Prerequisite: Cha 13+, 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 power, 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.

Prerequisites: Cha 11+, 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. His conscious mind is not aware of his pseudo-avatar or of 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 unmodified d20 roll. 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 TATTOO (ITEM CREATION)

You can scribe permanent psionic tattoos.

Prerequisites: Manifester 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 activated, 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: Manifester level 5th+, Hide Power*, 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 dazed, confused, nauseated, shaken, stunned, and/or 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 *whitefire* against an enemy even as you lie sprawled out and apparently senseless. You can't use subconscious powers if in stasis, suspended animation, *brain locked*, or in similar straits. A Preconscious Power costs a number of power points equal to its standard cost plus 4.

* *Hide Power* is a feat found in the Psionics Handbook.

PRIMORDIAL SURGE (PSIONIC)

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

Prerequisites: 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.

PSYCHIC BASTION (PSIONIC)

You fortify yourself against ability depletion.

Benefit: You gain ability depletion resistance 2 against any attack that depletes an ability score, including poison, ability drain, ability damage, or enhancement penalties to ability scores. Psychic Bastion also protects against enhancement penalties to ability scores. For instance, if some power, spell, effect, or poison deals you 3 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.

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.

Special: You can take this feat twice. You must have at least 15 character levels to take it a second time. Upon doing so, you gain ability depletion resistance 4.

PSYCHIC SPECIALIZATION (PSIONIC)

Choose any weapon for which you have already selected the Weapon Specialization feat. Your hyperaware sensorium becomes more fully attuned to the platonic ideal for the weapon, allowing you to better realize its potential.

Prerequisites: Weapon Focus, Weapon Specialization, psychic warrior level 11th+

Benefit: You add +2 bonus damage on all damage rolls you make using the selected weapon. This bonus stacks with the bonus already granted from Weapon Specialization.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, apply it to a new weapon.

SKILL FINESSE (PSIONIC)

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

Prerequisites: Key ability score 13+

Benefit: Choose two skills. With the selected skills, 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 brace of new skills.

SUBCONSCIOUS POWER (METAPSIONIC)

You can manifest powers on yourself even when indisposed.

Prerequisites: Manifest level 5th+, Hide 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 dazed, confused, nauseated, shaken, stunned, and/or 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 *lesser 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, and you cannot subconsciously activate psionic items of any type.

A subconscious power costs a number of power points equal to its standard cost + 4.

* *Hide Power* is a feat found in the 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-equivalent 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 knowing-

ly 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.

Prerequisites: Base attack bonus 2+, Primordial Surge†

Benefit: Once per day per your base attack bonus, 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 plus 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 to hit cowering characters. You can use this feat in conjunction with weaponlike powers.

WOUNDING CUT (PSIONIC)

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

Prerequisites: Base attack bonus 3+

Benefit: When you achieve a critical hit with your melee or ranged attack (within 30 feet) and while you retain a reserve of at least 11 power points, your weapon resonates destructively with living flesh so that any damage inflicted bleeds for 1 point of damage per round thereafter in addition to the weapon's normal damage. Multiple Wounding Cuts result in cumulative bleeding loss. Only a successful Heal check (DC 15), the application of a healing power or spell, or the reduction of your power point reserve to fewer than 11 points can stop the bleeding. You can use this feat along with weaponlike powers.

WOUNDING RESONANCE (METAPSIONIC)

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

Prerequisites: Manifest level 3rd+

Benefit: 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 damage per round thereafter in addition to the normal damage if the power takes effect. Multiple resonant wounds result in cumulative bleeding loss. The bleeding can be stopped only by a successful Heal check (DC 15) or the application of a healing power or spell.

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

A wounding resonant power costs a number of power points equal to its standard cost + 4.

Powers

This chapter offers a selection of new powers converted from what were once standard psionic combat attack and defense modes, plus many completely new powers. For an explanation of powers and how to use them, please refer to Chapter Four and Chapter Five in the Psionics Handbook.

The abilities described as attack and defense modes in the *Psionics Handbook* are here translated as standard psionic powers and, like any psionic power, are available for psionic PCs to choose as they advance in level. Except for monsters (and then only for attack modes), prior knowledge of standard psionic attack or defense modes does not give characters converted to use the mindscape psionic combat system knowledge of similarly named psionic powers.

POWER LISTS

The psionic discipline abbreviations in the lists that follow are the same as those used in the *Psionics Handbook*:

Abbreviation	Discipline
Clasen	Clairsentience
Metcre	Metacreativity
Psykin	Psychokinesis
Psymet	Psychometabolism
Psyport	Psychoportation
Telep	Telepathy

0-LEVEL PSION POWERS (TALENTS)

- Clasen **Aver.** You gain a +2 bonus on your Bluff check.
- Clasen **Detect Compulsion.** You know if the target is controlled.
- Metcre **Vitrify.** The target's skin becomes glassy and provides some protection.
- Psykin **Jigger.** You gain a +2 bonus on your Open Lock check.
- Psymet **Avaunt.** You gain a +2 bonus on your Intimidate check.
- Psyport **Bound.** You gain a +2 bonus on your Jump check.
- Psyport **Teleport Auxiliary.** The target doesn't count toward the limit of *teleport*.
- Telep **Detect Compulsion.** You know if the target is controlled.
- Telep **Judge.** You gain a +2 bonus on your Sense Motive check.

1ST-LEVEL PSION POWERS

- Clasen **Empty Mind.** You gain a +2 insight bonus on Will saves.
- Clasen **Psychic Crush.** Ray reduces Wisdom 1d2 points +1 point per two levels.
- Metcre **Restore Crystal.** You repair crystals (including psicrystals and constructs) for 1d8+1 points per level.
- Psymet **Clot.** You stop bleeding.

Mental Barrier. You gain a +2 insight bonus on Fortitude saves.

Psyport **Circumstance Shield.** You gain a +2 insight bonus on Reflex saves.

Slow Light. Languid movement of light grants the target a 20 percent miss chance.

Telep **Ego Whip.** Your ranged touch attack dazes a foe.

Id Insinuation. Ray reduces Charisma 1d4 points +1 point per two levels.

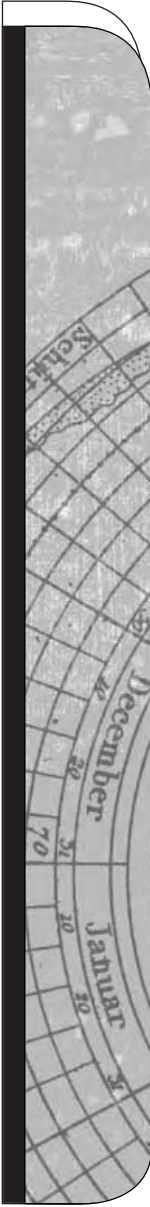
Suppress Compulsion. You attempt to free a target from control for 1 round per level (5 rounds maximum).

2ND-LEVEL PSION POWERS

- Clasen **Psychic Bodyguard.** You make a target's Will saving throws for it.
- Metcre **Mind Thrust.** Ray reduces Intelligence 1d4 points +1 point per two levels.
- Metcre **Throw Ectiform.** You create weak ectoplasmic duplicates of yourself.
- Metcre **Woodermis.** The target's skin becomes woodlike and provides damage reduction.
- Psymet **Condition Relief.** You gain relief if you are dazed, confused, nauseated, shaken, and/or stunned.
- Psymet **Construct Toughness.** You are immune to critical hits and bludgeoning damage for 10 minutes per level.
- Psymet **Empathic Clot.** You clot a target's bleeding wounds.
- Telep **Terminate Compulsion.** You attempt to free a target from control permanently.

3RD-LEVEL PSION POWERS

- Clasen **Mindful Aura.** Onlookers are shaken with your apparent power and majesty.
- Metcre **Mineralize.** Target's skin becomes stony and provides damage reduction.
- Psykin **Expunge Psionic Circuit.** Foe's loss of psionic tattoo deals it 3d6 points of damage.
- Psykin **Steal Item.** Distant or tended objects appear in your grasp.
- Psymet **Empathic Condition Relief.** You relieve a target's condition.
- Psyport **Causal Loop.** The target is doomed to repeat its last action for 1 round per level.
- Telep **Intellect Fortress.** You gain immunity to mind-affecting powers for 1 round per level.



4TH-LEVEL PSION POWERS

- Metcre **Metallize.** The target's skin becomes ferrous and provides damage reduction.
- Shatter Storm: Acid.** The target and all within 10 feet take 8d6 points of damage from shrapnel/acid.
- Shatter Storm: Cold.** The target and all within 10 feet take 8d6 points of damage from shrapnel/cold.
- Shatter Storm: Electricity.** The target and all within 10 feet take 8d6 points of damage from shrapnel/electricity.
- Shatter Storm: Fire.** The target and all within 10 feet take 8d6 points of damage from shrapnel/fire.
- Shatter Storm: Sonic.** The target and all within 10 feet take 8d6 points of damage from shrapnel/sound.
- Psyport **Temporal Concussion.** You deal 7d6 points of damage and 1d4+2 points of temporary Intelligence damage to one creature.
- Telep **Greater Terminate Compulsion.** You make a stronger attempt to free a target from control.
- Sensorineural Cascade.** You overwhelm sensory systems of targets for 1 round per level.
- Tower of Iron Will.** *Intellect fortress†* immunity for all in 10-foot-diameter area.

5TH-LEVEL PSION POWERS

- Clasen **Power Leech.** You steal powers from another's mind for 10 minutes per level.
- Metcre **Impresa.** You create a rough duplicate of a creature.
- Psykin **Expurgate Psionic Circuit.** Foe's loss of all psionic tattoos deals it 5d6 points of damage per tattoo.
- Psyport **Dimensional Obstruction.** You bar extradimensional movement in an area.
- Telep **Mind Blast.** You stun foes in a 60-foot cone for 1d4 rounds.

6TH-LEVEL PSION POWERS

- Clasen **Transmigrate.** You transmigrate the soul of a dead subject into the body of a living creature.
- Metcre **Mithralize.** The target's skin becomes like mithral and provides damage reduction.
- Psymet **Defer Fatality.** You avoid death through suspended animation.
- Telep **Brutalize Wounds.** Your target takes more damage than normal from wounds.

7TH-LEVEL PSION POWERS

- Metcre **Crawling Cromlech.** You create a deadly widening circle bounded by stone slabs.
- Psymet **Desolate.** Your touch deals 13d6 points of damage plus 2d6+4 points of temporary Strength damage.

8TH-LEVEL PSION POWERS

- Metcre **Adamantify.** The target's skin becomes like adamantine and provides damage reduction.
- Psykin **Detonate Psicrystal.** You detonate your psicrystal to deal 30d6 points of damage in a 20-foot radius.
- Telep **Erase Presence.** Enemies forget you and your allies are present for 1 round per level.
- Utter Thrall.** You take complete control of the target.

9TH-LEVEL PSION POWERS

- Telep **Apopsic Hemorrhage.** You delete 4d4 powers from the target (Difficulty Class modifier -10).

0-LEVEL PSYCHIC WARRIOR POWERS

- Avaunt.** You gain a +2 bonus on your Intimidate check. (Str)
- Bound.** You gain a +2 bonus on your Jump check. (Dex)

1ST-LEVEL PSYCHIC WARRIOR POWERS

- Circumstance Shield.** You gain a +2 insight bonus on Reflex saves. (Dex)
- Clot.** You stop bleeding. (Str)
- Ego Whip.** Your ranged touch attack dazes a foe. (Cha)
- Empty Mind.** You gain a +2 insight bonus on Will saves. (Wis)
- Id Insinuation.** Ray reduces Charisma 1d4 points +1 point per two levels. (Cha)
- Mental Barrier.** You gain a +2 insight bonus on Fortitude saves. (Str)
- Psychic Crush.** Ray reduces Wisdom 1d2 points +1 point per two levels. (Wis)

2ND-LEVEL PSYCHIC WARRIOR POWERS

- Condition Relief.** You gain relief if you are dazed, confused, nauseated, shaken, and/or stunned. (Str)
- Construct Toughness.** You are immune to critical hits and bludgeoning damage for 10 minutes per level. (Str)
- Mind Thrust.** Ray reduces Intelligence 1d4 points +1 point per two levels. (Int)

3RD-LEVEL PSYCHIC WARRIOR POWERS

- Intellect Fortress.** You gain immunity to mind-affecting powers for 1 round per level. (Cha)
- Steal Item.** Distant or tended objects appear in your grasp. (Con)

4TH-LEVEL PSYCHIC WARRIOR POWERS

- Tower of Iron Will.** *Intellect fortress†* immunity for all in 10-foot-diameter area. (Cha)

5TH-LEVEL PSYCHIC WARRIOR POWERS

- Mind Blast.** You stun foes in a 60-foot cone for 1d4 rounds. (Cha)

6TH-LEVEL PSYCHIC WARRIOR POWERS

Brutalize Wounds. Your target takes more damage than normal from wounds. (Cha)

Defer Fatality. You avoid death through suspended animation. (Str)

POWER DESCRIPTIONS

This section describes 59 new or converted psionic powers.

ADAMANTIFY

Metacreativity (Intelligence) [Earth]

Level: Psion 8

Display: Visual (see text)

Manifestation Time: One action

Range: Touch

Target: Creature touched

Duration: One minute/level or until discharged

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 15

As *metallize*, except the target's outer skin takes on the unblemished, shimmering patina of adamantine, which grants the target damage reduction 20/+7. *Adamantify* also lasts less time than *metallize*. Once the power has prevented a total of 10 points of damage per manifester level (maximum 420 points), it is discharged.

A side effect of the adamantine skin grants the target acid resistance 20.

APOPSIC HEMORRHAGE

Telepathy (Charisma)

Level: Psion 9

Manifestation Time: 1 round

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

Target: One living psionic creature

Duration: Instantaneous; see text

Saving Throw: Fortitude negates (see text)

Power Resistance: Yes

Power Points: 17

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

AVAUNT

Psychometabolism (Strength)

Level: Psion 0/Psychic Warrior 0

Display: None

Manifestation Time: See text

Range: Personal

Target: You

Duration: See text

Power Points: 1

You gain temporary, intuitive insight into intimidation. Your next single Intimidate check (if you make it before the end of this round) gains a +2 insight bonus.

You can manifest this power quickly enough to use it the same round you manifest it. It is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

AVER

Clairsentience (Wisdom)

Level: Psion 0

Display: None

Manifestation Time: See text

Range: Personal

Target: You

Duration: See text

Power Points: 1

You gain temporary, intuitive insight into lying. Your next single Bluff check (if you make it before the end of this round) gains a +2 insight bonus.

You can manifest this power quickly enough to use it the same round you manifest it. It is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

BOUND

Psychopotiation (Dexterity)

Level: Psion 0/Psychic Warrior 0

Display: None

Manifestation Time: See text

Range: Personal

Target: You

Duration: See text

Power Points: 1

You gain temporary, intuitive insight into moving farther with less energy. Your next single Jump check (if you make it before the end of this round) gains a +2 insight bonus.

You can manifest this power quickly enough to use it the same round you manifest it. It is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Variant: Power Scaling Rule

The psionic powers subject to this rule are powers that deal a base amount of hit point damage during a single round as their only effect, such as whitefire, painful touch, and concussion. Hereafter these powers are called "candidate powers." This rule variant applies to all creatures that pay power points to manifest psionic powers.

Any time a candidate power is manifest, a psionic character may choose to spend 1 additional power point per 1 additional damage die; this is known as "scaling the power." A candidate power's scaled number of damage dice cannot exceed the number of original damage dice plus 5. Thus, a power that deals 5d4 points of damage has a maximum cap of 10d4 points of damage, at least in conjunction with this rule.

The psionic character cannot spend more power points on a scaled power than he would spend for the highest-level power he knows. Extra power points spent for scaling do not count toward the power-point limit for using metapsionic feats (equal to manifester level minus 1); if a character uses metapsionic powers, figure the power point limit as the base cost of the power plus the additional cost from the metapsionic feat.

For example, a 12th-level psion who manifests concussion normally deals 3d6 points of damage. He can choose to pay an additional 5 power points (for a total of 8 power points), increasing the damage potential of his concussion power to 8d6 points of damage. If the power inflicts multiple types of damage, increase the damage die for each damage type as equally as possible.

BRUTALIZE WOUNDS

Telepathy (Charisma) [Compulsion, Mind-Affecting]

Level: Psion 6/Psychic Warrior 6**Display:** Visual**Manifestation Time:** One action**Range:** Medium (100 feet + 10 feet/level)**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 great sword that normally deals 2d6 points of damage hits it, the target takes 12 points of damage from the hit automatically.

CAUSAL LOOP

Psychoportation (Dexterity)

Level: Psion 3**Display:** Audible**Manifestation Time:** One 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 area 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 their bodies. For the same reason, targets are not denied their Dexterity if attacked while causal looping.

CIRCUMSTANCE SHIELD

(FORMERLY THOUGHT SHIELD)

Psychoportation (Dexterity)

Level: Psion 1/Psychic Warrior 1**Display:** None**Manifestation Time:** One action**Range:** Personal**Target:** You**Duration:** 1 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. At 10th level, you gain a +3 insight bonus on your Reflex saving throw, and, at 16th level, this bonus increases to +4.

CLOT

Psychometabolism (Strength)

Level: Psion 1/Psychic Warrior 1**Display:** Olfactory**Manifestation Time:** One action**Range:** Personal**Target:** You**Duration:** 10 minutes/level (but see text)**Power Points:** 1

You mentally force your body to knit the effects of bleeding wounds, such as those caused by magic weapons of wounding, wounding cuts, wounding resonant powers, or any other effect that causes you to bleed at 1 hit per round until healed or cured (or *clotted*). One manifestation of this power clots 1 hit point per round. Once clotted, wounds do not reopen when the power's duration expires (treat the *clot* as if instantaneous). This power is often manifested (usually from a tattoo) prior to a fight that threatens wounding.

CONDITION RELIEF

Psychometabolism (Strength)

Level: Psion 2/Psychic Warrior 2**Display:** Visual**Manifestation Time:** See text**Range:** Personal**Target:** You**Duration:** Instantaneous**Power Points:** 3

You cleanse your body of unhealthy influences and are relieved of 1d2+1 rounds' worth of debilitating conditions specified by this power: You gain instant relief if you are dazed, confused, nauseated, shaken, and/or stunned.

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. Furthermore, you can subconsciously manifest this power if already suffering from one of the specified conditions, as long as you have the required power points.

If the duration of the debilitating condition is longer than the relief provided by this power, you are still affected by the debilitating condition, but for a reduced time. So, if you are 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.

CONSTRUCT TOUGHNESS

Psychometabolism (Strength)

Level: Psion 2/Psychic Warrior 2

Display: Audible, material

Manifestation Time: One 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 (Intelligence)

Level: Psion 7

Display: Visual (see text)

Manifestation Time: 1 full 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, XP Cost

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.

At your command (as a free, quickened 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, but it must make a saving throw each round it remains in the effect or each time the effect overtakes it.

Scaling Option: For each additional power point you expend when first manifesting this power, you charge your cromlech with an additional 10 points of destructive power, to a maximum of 5 additional power points (and 50 additional points of damage).

XP Cost: 50 XP + 20 XP per additional power point of scaling

DEFER FATALITY

Psychometabolism (Strength)

Level: Psion 6/Psychic Warrior 6

Display: Audible

Manifestation Time: See text

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 senescence 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. 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. 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 deferred senescence. 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 (Strength)

Level: Psion 7

Display: Visual

Manifestation Time: 1 full 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.)

DETECT COMPULSION

Clairsentience (Wisdom) and Telepathy (Charisma)

Level: Psion 0

Display: None (see text)

Manifestation Time: One 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 (Constitution)

Level: Psion 8

Display: Visual, olfactory

Manifestation Time: One 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 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). 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

Psychportation (Dexterity)

Level: Psion 5

Display: Audible

Manifestation Time: One 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 *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.

EGO WHIP

Telepathy (Charisma)

Level: Psion 1/Psychic Warrior 1

Display: Visual (see text)

Manifestation Time: One action

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

Effect: Ray

Target: One living creature

Duration: 1d2 rounds

Saving Throw: None

Power Resistance: Yes

Power Points: 1

You assail your target's ego with a powerful mental strike. The ego is the division of the mind containing consciousness and memory, which is involved with control, planning, and conforming to reality. On your successful ranged touch attack (which manifests as a crackling lash of psychic energy), the target falls into a fit of confused mumbling. The target is dazed. A dazed target can take no actions, including purely mental actions (such as using psionic powers), but can defend itself normally. After the duration elapses, the target's ego reassembles, and it can act normally.

EMPATHIC CLOT

Psychometabolism (Strength)

Level: Psion 2

Display: Olfactory

Manifestation Time: One action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 3

As *clot*, except with *empathic clot* you can provide the power's benefit to another (without taking harm yourself).

EMPATHIC CONDITION RELIEF

Psychometabolism (Strength)

Level: Psion 3

Display: Olfactory

Manifestation Time: One action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 5

As *condition relief*, except with *empathic condition relief* you can provide the power's benefit to another (without taking harm yourself). *Empathic condition relief* is not a power that you can manifest as a free action.

EMPTY MIND

Clairsentience (Wisdom)

Level: Psion 1/Psychic Warrior 1

Display: None

Manifestation Time: One action

Range: Personal

Target: You

Duration: One hour/level

Power Points: 1

You create a personal mental façade of vacuity and gain a +2 insight bonus on your Will saving throw while the duration lasts. At 10th level, you gain a +3 insight bonus on your Will saving throw, and at 16th level it increases to +4.

ERASE PRESENCE

Telepathy (Charisma) [Mind-Affecting]

Level: Psion 8

Display: Audible, visual

Manifestation Time: One 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 check (with a +10 circumstance bonus) doesn't end the effect, but all other contact or influence, including melee, ranged, spell, or power attacks cancel 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 (Constitution)

Level: Psion 3

Display: Visual, audible, material

Manifestation Time: One action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude negates

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.

EXPURGATE PSIONIC CIRCUITS

Psychokinesis (Constitution)

Level: Psion 5

Saving Throw: Fortitude negates

Power Points: 9

As *expunge psionic circuit*, except you destroy all your foe's psionic circuits, dealing 5d6 points of damage per destroyed tattoo.

GREATER TERMINATE COMPULSION

Telepathy (Charisma) [Mind-Affecting]

Level: Psion 4

As *terminate compulsion*, except that the maximum bonus on the termination check is +20 instead of +10.

ID INSINUATION

Telepathy (Charisma)

Level: Psion 1/Psychic Warrior 1

Display: Mental

Manifestation Time: One action

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

Effect: Ray

Target: One living creature

Duration: One minute/level

Saving Throw: None

Power Resistance: Yes

Power Points: 1

You project mental distractions into the target's subconscious mind, disrupting the target's primitive instinctive impulses and drives. On your successful ranged touch attack, the target suffers an enhancement penalty to Charisma equal to 1d4 points + 1 per two manifester levels (maximum +5). If the target's Charisma drops to 0, it goes unconscious; the target's Charisma score can never drop into negative numbers. Consciousness returns when the penalty is lifted or when the duration elapses. (Anything that cures ability damage lifts an equal amount of enhancement penalty to an ability score.)

IMPRESA

Metacreative (Intelligence)

Level: Psion 5

Display: Material (see text)

Manifestation Time: One hour

Range: 0 feet

Effect: One rough-duplicate creature

Duration: 24 hours

Saving Throw: Fortitude negates

Power Resistance: Yes

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 size category plus one. 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.

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. If destroyed, it reverts to ectoplasm and evaporates.

INTELLECT FORTRESS

Telepathy (Charisma)

Level: Psion 3/Psychic Warrior 3

Display: Visual

Manifestation Time: One action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 5

With this power you create a mental fortress, which encases your mind in a shimmering stronghold of intellectual determination. While the duration endures, you remain immune to all mind-affecting powers and spells, including compulsions.

JIGGER

Psychokinesis (Constitution)

Level: Psion 0

Display: None

Manifestation Time: See text

Range: Personal

Target: You

Duration: See text

Power Points: 1

You gain a minor, telekinetic ability to adjust locks. Your next single Open Lock check (if you make it before the end of this round) gains a +2 insight bonus.

You can manifest this power quickly enough to use it the same round you manifest it. It is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

JUDGE

Telepathy (Charisma)

Level: Psion 0

Display: None

Manifestation Time: See text

Range: Personal

Target: You

Duration: See text

Power Points: 1

You gain temporary, intuitive insight into piercing lies. Your next single Sense Motive check (if you make it before the end of this round) gains a +2 insight bonus.

You can manifest this power quickly enough to use it the same round you manifest it. It is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

MENTAL BARRIER

Psychometabolism (Strength)

Level: Psion 1/Psychic Warrior 1

Display: None

Manifestation Time: One action

Range: Personal

Target: You

Duration: One hour/level

Power Points: 1

You create a personal *mental barrier* between your mind and the perceived injuries of your physical body. This barrier gives you a +2 insight bonus on your Fortitude saving throw while the duration lasts. At 10th level, you gain a +3 insight bonus on your Fortitude saving throw, and at 16th level it increases to +4.

METALLIZE

Metacreativity (Intelligence) [Earth]

Level: Psion 4

Display: Visual (see text)

Manifestation Time: One action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 7

The target's outer skin takes on the sheen and strength of iron. The target gains damage reduction 10/+5. (It ignores the first 10 points of damage each time it takes damage, though a weapon with a +5 enhancement bonus or any magical attack bypasses the reduction.) Once the power has prevented a total of 10 points of damage per manifester level (maximum 130 points), it is discharged.

A side effect of the metal skin provides the target with fire resistance 10.

Metallize stacks with the damage reduction conferred by *chrysalis* (see *If Thoughts Could Kill*); however, only half of

chrysalis' normal benefit is gained (minimum +1/— extra damage reduction).

MIND BLAST

Telepathy (Charisma)

Level: Psion 5/Psychic Warrior 5

Display: Visual (see text)

Manifestation Time: One action

Range: 60 feet

Area: Cone

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 9

You unleash a massive mental assault. This attack lashes the minds of all creatures within a 60-foot cone. Creatures who fail their saving throws are stunned for 1d4 rounds. Stunned creatures can't take actions and lose any positive Dexterity modifier to Armor Class. Each attacker gains a +2 bonus on attack rolls against stunned creatures, and stunned creatures immediately drop anything they are holding. Mind flayers and mind flayer kin that use this power stun their opponents for 3d4 rounds.

MIND THRUST

Metacreativity (Intelligence)

Level: Psion 2/Psychic Warrior 2

Display: Visual (see text)

Manifestation Time: One action

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

Effect: Ray

Target: One living creature

Duration: One minute/level

Saving Throw: None

Power Resistance: Yes

Power Points: 3

You use your force of will to invade a target's mind. On a successful ranged touch attack (which manifests as a ray of crackling white energy that envelops the target's head), the target suffers an enhancement penalty to Intelligence equal to 1d4 points plus 1 point per two manifester levels above 2nd level (maximum +5). If the target's Intelligence drops to 0, it goes unconscious; the target's Intelligence score can never drop into negative numbers. Consciousness returns when the penalty is lifted or when the duration elapses. (Anything that cures ability damage lifts an equal amount of enhancement penalty to an ability score.)

MINDFUL AURA

Clairsentience (Wisdom) [Mind-Affecting]

Level: Psion 3

Display: Visual (see text)

Manifestation Time: One 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, Intimidation, 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 their 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.

MINERALIZE

Metacreativity (Intelligence) [Earth]

Level: Psion 3

Display: Visual (see text)

Manifestation Time: One action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 5

As *metallize*, except the target's outer skin takes on the dull porosity of stone, which grants the target a damage reduction of 8/+3. Once the power has prevented a total of 8 points of damage per manifester level (maximum 88 points), it is discharged.

A side effect of the rocky skin grants the target cold resistance 8.

MITHRALIZE

Metacreativity (Intelligence) [Earth]

Level: Psion 6

Display: Visual (see text)

Manifestation Time: One action

Range: Touch

Target: Creature touched

Duration: One minute/level or until discharged

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 11

As *metallize*, except the target's outer skin takes on the silvery, glistening sheen of mithral, which grants the target a damage reduction of 15/+6. This effect does not last as long as that of *metallize*. Once the power has prevented a total of 15 points of damage per manifester level (maximum 225 points), it is discharged.

A side effect of the mithral skin grants the target sonic resistance 15.

POWER LEECH

Clairsentience (Wisdom)

Level: Psion 5

Display: Visual, Mental

Manifestation Time: 1 action

Range: Touch

Target: One individual

Duration: 10 minutes/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 no matter the distance between you and the target. If you somehow extend the duration of *power leech* (or you 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).

PSYCHIC BODYGUARD

Clairsentience (Wisdom)

Level: Psion 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)

You forge a specialized clairsentient connection between yourself and one or more allies. Whenever an ally must make a Will save, you make the save instead as if the effect targeted you. However, regardless of whether you succeed or fail in the saving throw, your ally suffers the consequences, if any, 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.

PSYCHIC CRUSH

Clairsentience (Wisdom)

Level: Psion 1/Psychic Warrior 1

Display: Visual (see text)

Manifestation Time: One action
Range: Close (25 feet + 5 feet/two levels)
Effect: Ray
Target: One living creature
Duration: 1 minute/level
Saving Throw: None
Power Resistance: Yes
Power Points: 1

Your clairsentient insight lets you know exactly where to launch your disruptive attack on a victim's mind. On your successful ranged touch attack (which manifests as a psychic ray that wreathes the target's head), the target suffers an enhancement penalty to Wisdom equal to 1d2 points plus 1 point per two manifester levels (maximum +5). If the target's Wisdom drops to 0, it goes unconscious. The target's Wisdom score can never drop into negative numbers. Consciousness returns when the penalty is lifted or when the duration elapses. (Anything that cures ability damage lifts an equal amount of enhancement penalty to an ability score.)

RESTORE CRYSTAL

Metacreativity (Charisma)
Level: Psion 1
Display: Audible
Manifestation Time: One action
Range: Touch
Target: Crystal or construct touched
Duration: Instantaneous
Saving Throw: None
Power Resistance: Yes (harmless)
Power Points: 1

You repair 1d8 points of damage +1 point per manifester level (up to +5) to any crystal (such as your psicrystal).

Despite the power's name, this power can also repair any construct (including an astral construct). You can't restore a crystal or object that is already completely destroyed.

Scaling Option: You can scale the restorative ability of this power, providing an additional 1d8 points of repair per 1 additional power point spent when manifesting this power (up to 6d8).

SENSORINEURAL CASCADE

Telepathy (Charisma) [Mind-Affecting]
Level: Psion 4
Display: Visual
Manifestation Time: 1 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) 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).

SHATTER STORM: ACID

Metacreativity (Intelligence)
Level: Psion 4
Display: Audible (see text)
Manifestation Time: One action
Range: Medium (100 feet + 10 feet/level)
Effect: 10-foot-radius burst
Duration: Instantaneous
Saving Throw: Special
Power Resistance: No
Power Points: 7, Crystal Cost

The green-hued crystal you throw at a target explosively shatters with a thunderous sound of breaking glass. The shards are psionically charged with caustic power, dealing both normal and acid damage. You must succeed at a ranged touch attack to hit your target. The *shatter storm* deals 4d6 points of acid damage and 4d6 points of damage (shrapnel) to the primary target and to all creatures within a 10-foot-radius burst of your primary target that fail a Reflex saving throw. (They take half damage on a successful Reflex saving throw; the primary target is not allowed a saving throw.) Note that creatures immune to psionic powers, such as psion killers, take the shrapnel damage but not the acid damage.

If you miss, shrapnel and acid splashes in a 10-foot burst, dealing 2d6 points of normal damage and 2d6 points of acid damage to all creatures. A successful Reflex save reduces this splash damage by half.

Crystal Cost: Unlike almost all psionic powers, this power requires a physical seed: a green-hued crystal worth at least 1 gp that the psion imbues with psionic potential as he hurls it at a target. The crystal shatters beyond recovery, but in so doing provides the unusual additional die step against multiple targets (d6 instead of the standard d4).

SHATTER STORM: COLD

Metacreativity (Intelligence)

Level: Psion 4**Effect:** 10-foot-radius burst**Power Points:** 7, Crystal Cost

As *shatter storm: acid*, except you hurl a blue-hued crystal worth at least 1 gp, dealing 4d6 points of cold damage and 4d6 points of damage from the shrapnel.

SHATTER STORM: ELECTRICITY

Metacreativity (Intelligence)

Level: Psion 4**Effect:** 10-foot-radius burst**Power Points:** 7, Crystal Cost

As *shatter storm: acid*, except you hurl a clear crystal worth at least 1 gp, dealing 4d6 points of electrical damage and 4d6 points of damage from the shrapnel.

SHATTER STORM: FIRE

Metacreativity (Intelligence)

Level: Psion 4**Effect:** 10-foot-radius burst**Power Points:** 7, Crystal Cost

As *shatter storm: acid*, except you hurl a red-hued crystal worth at least 1 gp, dealing 4d6 points of fire damage and 4d6 points of damage from the shrapnel.

SHATTER STORM: SONIC

Metacreativity (Intelligence)

Level: Psion 4**Effect:** 10-foot-radius burst**Power Points:** 7, Crystal Cost

As *shatter storm: acid*, except you hurl a yellow-hued crystal worth at least 1 gp, dealing 4d6 points of sonic damage and 4d6 points of damage from the shrapnel.

SLOW LIGHT

Psychoportation (Dexterity)

Level: Psion 1**Display:** Visual (see text)**Manifestation Time:** One 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 one-half concealment (20 percent miss chance). The miss chance granted by *slow light* stacks with miss chances granted by other miss-chance effects, such as actual one-half concealment, though only by half its value; a target in this situation would possess a 30 percent miss chance.

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

STEAL ITEM

Psychokinesis (Constitution)

Level: Psion 3/Psychic Warrior 3**Display:** Visual**Manifestation Time:** One 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 power points, the item automatically appears in your possession or is transferred to any point you designate in range.

SUPPRESS COMPULSION

Telepathy (Charisma) [Mind-Affecting]

Level: Psion 1**Display:** Audible**Manifestation Time:** One action**Range:** Close (25 feet + 5 feet/two levels)**Target or Area:** One dominated or controlled creature**Duration:** One minute/level (maximum 5 minutes)**Saving Throw:** None**Power Resistance:** No**Power Points:** 1

You can attempt to temporarily 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 +1 per 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 until the duration elapses (or for a maximum of 5 minutes). Even though suppressed, the compulsion or charm is still considered to be running off its duration.

TELEPORT AUXILIARY

Psychoportation (Dexterity)

Level: Psion 0**Display:** Mental

Manifestation Time: 1 full round

Range: Touch

Target: Creature touched

Duration: Until discharged or up to 1 minute, whichever comes first

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 of *dimension slide*, *teleport*, *teleport without error*, *plane shift*, *dream travel*, *astral projection*, or *astral travel*. 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.

TEMPORAL CONCUSSION

Psychoportation (Dexterity)

Level: Psion 4

Display: Visual (see text)

Manifestation Time: One action

Range: Medium (100 feet +105 feet/level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude 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.) The Intelligence damage is not subject to power scaling.

TERMINATE COMPULSION

Telepathy (Charisma) [Mind-Affecting]

Level: Psion 2

Display: Audible

Manifestation Time: One action

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

Target or Area: One dominated or controlled creature

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

You can attempt to permanently terminate a compulsion or charm effect on another creature by overwhelming the previous influence with a perfectly aimed telepathic jolt. This power can terminate permanent compulsions, including *thrall* and *utter thrall*. When you manifest this power, make a

termination check against the ongoing controlling power currently in effect on the creature. A termination check is 1d20 +1 per your manifester level (maximum +10) 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.

THROW ECTOFORM

Metacreative (Intelligence)

Level: Psion 2

Display: Visual (see text)

Manifestation Time: One 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 + size modifier + your Dexterity modifier. An ectoform is weak, and it can directly accomplish anything you could accomplish with the *far hand* power only, 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 ectoform.) 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*, of course, reveals 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).

TOWER OF IRON WILL

Telepathy (Charisma)

Level: Psion 4/Psychic Warrior 4

Display: Visual

Manifestation Time: One action

Range: Personal

Area: 10-foot-emanation centered on you

Duration: 10 minutes/level

Power Points: 7

As *intellect fortress*, except that this power similarly protects all creatures you designate as allies within the area.

TRANSMIGRATE

Clairsentience (Wisdom)

Level: Psion 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

The psion restores life to a deceased creature by initiating a transmigration of the dead creature's soul into the body of another living creature. The receptacle body must be of the same type and can't possess more Hit Dice than the deceased creature. The psion can transmigrate a creature that has been dead up to one day 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, the psion must also make a successful melee touch attack when she finishes manifesting the power). The returned soul is considered alive again, but loses a level (or 1 Constitution point, if she's 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 her all 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.

UTTER THRALL^{††}

Telepathy (Charisma) [Compulsion, Mind-Affecting]

Level: Psion 8

Display: Audible

Manifestation Time: One action

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

Target: One Medium or smaller humanoid

Duration: Permanent (D)

Saving Throw: None

Power Resistance: Yes

Power Points: 15

Less expensive than the 9th-level *thrall* (See the *Psionics Handbook*), *utter thrall* allows you to enslave a target, but unlike *thrall*, *utter thrall* is subject to negation or dispelling, and *protection from evil* can suppress it. Psions who know *true domination* can exchange it for this power.

You establish a telepathic link with the target's mind and can convey your wishes even if you share no common language. You know what the target is experiencing, but you do not receive direct sensory input from it.

Targets cannot resist this control and always act in the best interests of their controller, even if not commanded to do so. The target truly believes you are its rightful master and serves you with utter devotion. It carries out even self-destructive orders—in fact, utter thralls give their lives willingly for the good of their controller, even if not commanded to do so. Once the manifester establishes control, she can exercise it at unlimited range. One need not see the target to control it.

VITRIFY

Metacreativity (Intelligence) [Earth]

Level: Psion 0

Display: Visual (see text)

Manifestation Time: One action

Range: Touch

Target: Creature touched

Duration: One minute or until discharged

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

As *metallizef*, except the target's outer skin takes on the slick rigidity of opaque glass, which grants the target a damage reduction of 1/+1. Once the power has prevented a total of 1 point of damage per manifester level (maximum 5 points), it is discharged.

WOODERMIS

Metacreativity (Intelligence)

Level: Psion 2

Display: Visual (see text)

Manifestation Time: One action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 3

As *metallizef*, except the target's outer skin takes on the rough strength of wood, which grants the target a damage reduction of 5/+2. Once the power has prevented a total of 5 points of damage per manifester level (maximum 45 points), it is discharged.

A side effect of the woody skin grants the target electricity resistance 5.

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 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 psion's psicrystal. The basic *psicrystal staff* grants minimal ability to the psion'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 psion who uses the staff to carry his psicrystal. Of course, many psions 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 break DC 24.

Activation: *Psicrystal staves* are activated as a free action so long as the psion 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 or releasing it to the staff; psicrystals with self-propulsion can dock or release themselves, at the direction of the psion. 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 psion's 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 a telepathic link and an Intelligence 7, which is something normally only a psion of 3rd to 4th level could expect.

Manifester Level: 3rd; **Prerequisites:** Craft Universal Item, lesser *mindlink*; **Market Price:** 2,000 gp; **Cost to Create:** 1,000 gp and 80 XP; **Weight:** 5 lbs.

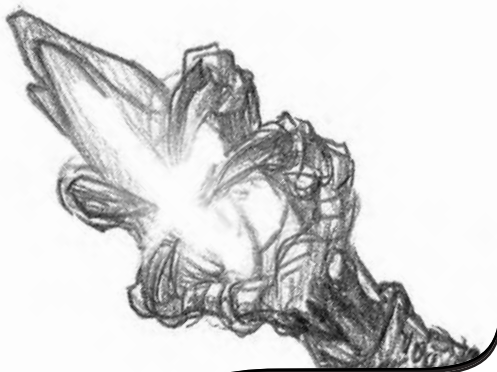
Setting Stone of Invigoration: *Setting stones* function only when mounted to a *psicrystal staff*. The *setting stone of invigoration* is a hazy garnet. Once per day this stone's wielder can draw power from his splinter personality embedded in the psicrystal, invigorating his powers (if his psicrystal 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 acts as if one level higher for purposes of scaling powers, metapsionic powers, and any other level-dependent effects of manifesting a power.

Manifester Level: 3rd; **Prerequisites:** Craft Universal Item, *psychofeedback*; **Market Price:** 10,080 gp; **Cost to Create:** 5,040 gp and 400 XP; **Weight:** —

Setting Stone of Kenosis: *Setting stones* function only when mounted to a *psicrystal staff*. 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 spell-like and supernatural abilities. To use this power, the psion 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 supernatural and spell-like abilities for 1d4 rounds (which includes the ability of spellcasters to use their spells and psions to use their powers). Power resistance can prevent this effect—the effect is as if manifested by an 18th-level manifester.

Manifester Level: 18th; **Prerequisites:** Craft Universal Item, *apopsi*; **Market Price:** 29,160 gp; **Cost to Create:** 14,580 gp and 1,167 XP; **Weight:** —

Setting Stone of Power Echo: *Setting stones* function only when mounted to a *psicrystal staff*. 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 spells of 6th level or less (*greater power echo*), and 9th level or less (*true power echo*).



Manifester Level: 6th, 12th, or 18th; *Prerequisites:* Craft Universal Item, sensitivity to psychic impressions; *Market Price:* 9,000 gp (3rd), 36,000 gp (6th), 81,000 gp (9th); *Cost to Create:* 4,500 gp and 360 XP (3rd), 18,000 gp and 1,440 XP (6th), 40,500 gp and 3,240 XP (9th); *Weight:* —

COMPANION STONES

A *companion stone* is similar to a *setting stone* in that it functions only in conjunction with a *crystal staff*. Like *setting stones*, they 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 *crystal 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 *crystal 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 *crystal 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 *crystal 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 +10 competence bonus on Diplomacy checks.

Manifester Level: 5th; *Prerequisites:* Craft Universal Item, creator must have 5 ranks of the Diplomacy skill; *Market Price:* 1,700 gp; *Weight:* —

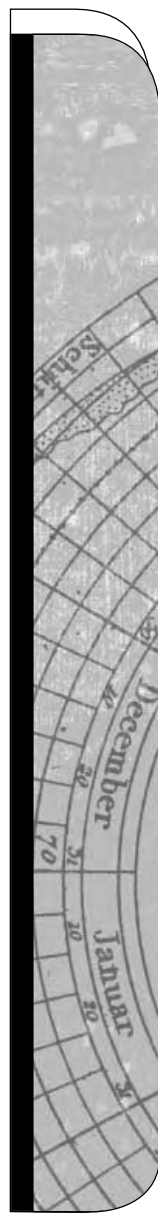
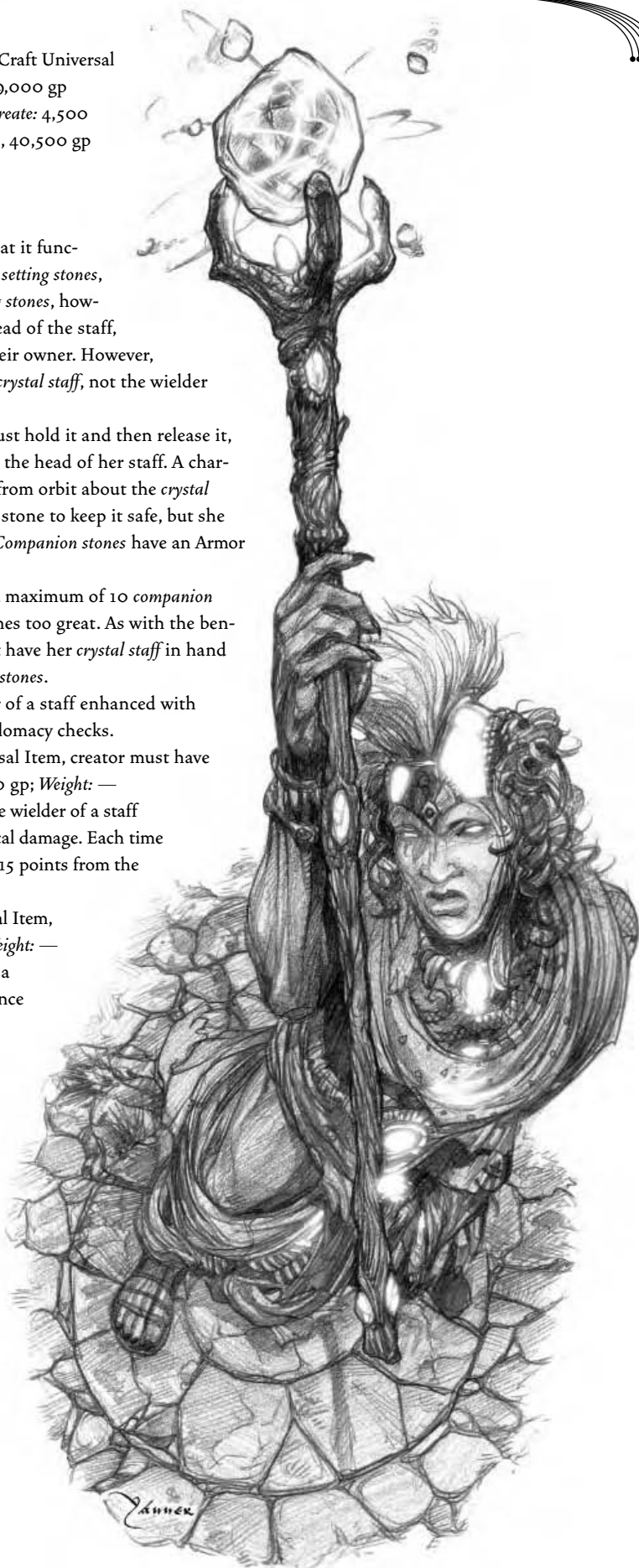
Companion Stone of Electrical Protection: The wielder of a staff enhanced with this stone is protected from electrical damage. Each time the wielder takes damage from electricity, subtract 15 points from the total for each electrical attack.

Manifester Level: 5th; *Prerequisites:* Craft Universal Item, protection from elements; *Market 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.

Manifester Level: 6th; *Prerequisites:* Craft Universal Item; *Market Price:* 7,500 gp; *Weight:* —

Companion Stone of Fire: The wielder of a staff enhanced with this stone gains the ability to throw balls of fire. When a character points the companioned *crystal staff* and utters the command word, a *fireball* spell effect discharges from the stone, as if cast by a 12th-level sorcerer. 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.



Manifester Level: 12th; *Prerequisites:* Craft Universal Item, fireball; *Market Price:* 17,000 gp; *Weight:* —

Companion Stone of Truthful Dealings: The wielder of a staff enhanced with this stone can *discern lies*, as a standard action, up to three times per day.

Manifester Level: 7th; *Prerequisites:* Craft Universal Item, *discern lies*; *Market Price:* 25,700 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).

Manifester Level: 12th; *Prerequisites:* Craft Universal Item, *resistance*; *Market Price:* 13,600 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 in its setting, the *synaptic mask* confers no extra abilities. The abilities conferred by *shards* and *meld stones* are described in the sidebar at left.

Shards and Meld Stones

As described in Chapter Seven: *Psionic Items* 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	Market Price
+1	20 gp
+2	30 gp
+3	40 gp
+4	60 gp
+5	100 gp
+6	140 gp
+7	200 gp
+8	250 gp
+9	320 gp
+10	400 gp

Manifester Level: 10th; *Prerequisites:* Craft Universal Item, creator must have ranks of the specified skill totaling half the encoded bonus (minimum 1 rank); *Weight:* —

A *meld stone* appears somewhat similar to a *shard*, 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. See the examples at right.

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 normal (see the sidebar on this page).

Manifester Level: 13th; *Prerequisites:* Craft Universal Item, *fabricate*; *Market Price:* 3,000 gp; *Cost to Create:* 1,500 gp and 120 XP; *Weight:* 1 lb.

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 his Alchemy checks, a +6 competence bonus on his Appraise and Use Magic Device checks, and a +4 competence bonus on his Knowledge (arcana) checks.

Manifester Level: 13th; *Prerequisites:* Craft Universal Item, 8 or more ranks in Alchemy, Appraise, Knowledge (arcana), Use Magic Device; *Market Price:* 3,040 gp; *Cost to Create:* 1,520 gp and 122 XP; *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 his Bluff checks, a +6 competence bonus on his Disguise and Forgery checks, and a +4 competence bonus on his Gather Information checks.

Manifester Level: 13th; *Prerequisites:* Craft Universal Item, 8 or more ranks in Bluff, Disguise, Forgery, and Gather Information; *Market Price:* 3,040 gp; *Cost to Create:* 1,520 gp and 122 XP; *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 his Tumble checks, a +6 competence bonus on his Escape Artist and Hide checks, and a +4 competence bonus on his Move Silently checks.

Manifester Level: 13th; *Prerequisites:* Craft Universal Item, 8 or more ranks in Escape Artist, Hide, Move Silently, and Tumble; *Market Price:* 3,040 gp; *Cost to Create:* 1,520 gp and 122 XP; *Weight:* 1 lb.

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PDF Version 1.0
February 13, 2003
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