

Expanding Your Mind

Dishing It Out

By Mark A. Jindra

Developed from ideas submitted by members of the Wizards online community.*

Not long ago in an article entitled "[Damage Control](#)" we presented thirty new powers that help you deal with damage. We felt that it was about time we presented you with a few new damage dealing powers. Now you can "dish it out" just as well as you can "take it," so to speak.

Exploding Gem

Psychokinesis (Con) [Force]

Level: Psion 2/Psychic Warrior 2

Display: Au, Vi

Manifestation Time: 1 action/gem

Range: Touch

Target: Up to 3 touched gems worth at least 1 gp each

Duration: 10 minutes/level or until used

Saving Throw: Reflex half (see text)

Power Resistance: Yes

Power Points: 3

Exploding gem converts up to 3 gems worth at least 1 gp each into bombs you (and only you) can lob at enemies. You must hold the gems in your hand when manifesting this power. The gem itself must not have any magical or psionic properties.

The gems can deal 1d8 points of force damage for every two manifester levels (maximum of 5d8). This damage is divided up among the gems as you wish. If you have five dice of damage to split up, you could create one 3d8 gem and two 1d8 gems, or any combination of five dice of damage and up to three gems.

You can toss the gems up to 100 feet with a range increment of 20 feet. A ranged touch attack is required to

About Power Chains

Power chains are a series of similar powers, such as the *astral construct* series (*astral construct I* to *astral construct IX*). We present several power chains in the article using sidebars such as this one. For more on power chains, check out the "[Damage Control](#)" article.

The powers listed in **red text** in the power chain sidebars are powers you can find in the [Psionics Handbook](#).

strike the intended target. The gem explodes upon impact and blasts its target with a rainbow-colored shower of psionic force. A creature struck by the gem can attempt a Reflex save for half damage.

Tossing a single exploding gem counts as an attack for you, so you usually cannot toss a gem during the round you manifest the power. You can toss only one gem at a time, but you can toss more than one each round if you have multiple attacks.

Greater Exploding Gem

Psychokinesis (Con) [Force]

Level: Psion 6/Psychic Warrior 6

Target: Up to 5 touched gems worth at least 5 gp each

Power Points: 7

As *exploding gem*, but it converts up to 5 gems worth at least 5 gp each into bombs. The gems can deal 3d8 plus 1d8 points of force damage for every two manifester levels (maximum of 13d8). This damage is divided up among the gems as you wish. If you have thirteen dice of damage to split up, you could create one 9d8 gem, two 1d8 gems and one 2d8 gem, or any combination of thirteen dice of damage and up to five gems.

Greater Mental Rage

Telepathy (Cha)

Level: Psion 8

Power Points: 15

As *mental rage*, but the damage done by the power is 13d4. You find it easier to control the rage. For each additional power point you spend each round you can exclude up to three targets in the area of effect from the effects of this power or reduce the penalty to your AC by 2.

Improved Exploding Gem

Exploding Gem Power Chain

Level Power

0	
1	
2	Exploding Gem
3	
4	Improved Exploding Gem
5	
6	Greater Exploding Gem
7	
8	
9	

Mental Rage Power Chain

Level Power

0	
1	
2	Lesser Mental Rage
3	
4	Mental Rage
5	
6	Improved Mental Rage
7	
8	Greater Mental Rage
9	

Psychokinesis (Con) [Force]**Level:** Psion 4/Psychic Warrior 4**Target:** Up to 4 touched gems worth at least 2 gp each**Power Points:** 7

As *exploding gem*, but it converts up to 4 gems worth at least 2 gp each into bombs. The gems can deal 1d8 plus 1d8 points of force damage for every two manifester levels (maximum of 9d8). This damage is divided up among the gems as you wish. If you have nine dice of damage to split up, you could create one 4d8 gem, one 3d8 gem, and two 1d8 gems, or any combination of nine dice of damage and up to four gems.

Improved Mental Rage

Telepathy (Cha)

Level: Psion 6**Power Points:** 13

As *mental rage*, but the damage done by the power is 9d4. You find it easier to control the rage. For each additional power point you spend each round you can exclude up to two targets in the area of effect from the effects of this power or reduce the penalty to your AC by 1.

Lesser Mental Rage

Telepathy (Cha)

Level: Psion 2**Power Points:** 3

As *mental rage*, but the damage done by the power is 1d4. You find it more difficult to control the rage. For every 2 additional power points you spend each round, you can exclude one target in the area of effect from the effects of this power or reduce the penalty to your AC by 1.

Mental Rage

Telepathy (Cha)

Level: Psion 4**Display:** Au, Vi**Manifestation Time:** 1 action**Crisis of Breath Power Chain****Level Power**

0

1

2

3

Crisis of Breath

4

5

6

7

8

Psychoapotosis

9

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

Area: 25 ft. + 5 ft./2 levels-radius emanation centered on you

Duration: Concentration, up to 1 round per 2 levels

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 7

You enter a state of rage and focus psionic energy in the nearby area. Silver-white bolts of raw psychic energy arc forth from your body. Any living creature with an Intelligence score of at least 1 that is in the area of effect takes 5d4 points of damage (Reflex save for half damage). Targets can attempt this save each round while in the area of effect. While concentrating on this power, you suffer a -4 penalty to AC. You can attempt to control the rage by expending additional power points each round. For each additional power point you spend each round, you can exclude one target in the area of effect from the effects of this power or reduce the penalty to your AC by 1. You are not considered a target and do not need to spend a power point to exclude yourself from the damage. This additional cost does not count against the metapsionic cap for purposes of manifesting this power.

Psychoapotosis

Telepathy (Cha) [Death]

Level: Psion 8

Display: Me

Manifestation Time: 1 full round

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Power Resistance: Yes

Power Points: 15

Psychoapotosis (syko - apo - tosis) suppresses all electrical impulses in the vital organs of your target (heart, lungs, brain, and so on), causing them to fail. The target must make a Fortitude save or die instantly. If it succeeds, it suffers the effects of the *crisis of breath* power for a duration of 2d4 rounds. Characters within 5 feet of the target hear what they believe are the sounds of howling winds and eerie chanting.

**The powers in this article were developed from idead submitted to a special community*

participation thread on the Wizards message boards. Almost 500 powers were submitted, and we are continuing to develop some of them for future *Mind's Eye* articles. We would like to thank everyone who participated.

Go to the [D&D main news page](#) for more articles and news about the new **D&D** or check out the [D&D message boards](#) for a lively discussion of all aspects of the **D&D** game.

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Expanding Your Mind

Damage Control

By Mark A. Jindra and Scott Brocius

While most psionic characters resemble arcane spellcasters such as the sorcerer or wizard, some choose to walk a different path and more closely resemble the cleric. These psionic characters are often referred to as psionic healers. This month in *Expanding Your Mind*, we bring you 30 powers to help your psionic characters deal with damage control.

Psion Powers

0-Level Psion Powers (Talents)

Minor Body Adjustment. You heal 1 hit point.

1st-Level Psion Powers

Lesser Rejuvenation. You heal 1 point of temporary ability damage every 4 hours (maximum 2).

2nd-Level Psion Powers

7th-Level Psion Powers

Empathic Bond. You create a psionic connection between you and the subject so that some of the subject's wounds are transferred to you.

Vim. You gain 3 temporary hit points per manifester level (maximum 24).

3rd-Level Psion Powers

Accelerated Metabolism. You regenerate 1 hit point/round for 1 minute.

Empathic Affinity. You create a psionic connection between two subjects so that some of the first subject's wounds are transferred to the second subject.

Empathic Conduit. You channel the hurts between two targets using yourself as a conduit.

Lesser Energy Barrier. You convert energy attacks to harmless light.

Vehemence. You gain 3 temporary hit points per manifester level (maximum 34).

4th-Level Psion Powers

Forced Empathic Affinity. You force a psionic connection between two subjects so that some of the first subject's wounds are transferred to the second subject.

Improved Body Adjustment. You heal up to 6d6 hit points or gain a +7 bonus on your next Fortitude save to resist poison or disease, or heal 4 points of temporary ability damage.

Vitality. You gain 3 temporary hit points per manifester level (maximum 42).

5th-Level Psion Powers

Greater Energy Barrier. You convert energy attacks to harmless light.

Greater Metabolism. You regenerate 4 hit points/round for 1 minute.

Improved Vim. You gain 4 temporary hit points per manifester level (maximum 72).

Renewal. You can bring a subject back from death, reattach severed limbs, and cure normal poison and disease.

8th-Level Psion Powers

Improved Vehemence. You gain 5 temporary hit points per manifester level (maximum 85).

True Biofeedback. You to take all damage as subdual damage.

True Rejuvenation. You heal all temporary ability damage and 1 point of permanent ability damage every hour (maximum 10).

9th-Level Psion Powers

Greater Energy Conversion. You convert energy attacks to one ray energy attack of your own.

Improved Vitality. You gain 6 temporary hit points per manifester level (maximum 96).

Psychic Warrior Powers

2nd-Level Psychic Warrior Powers

Vim. You gain 3 temporary hit points per manifester level (maximum 24).

3rd-Level Psychic Warrior Powers

Lesser Energy Barrier. You convert energy attacks to harmless light.

Vehemence. You gain 3 temporary hit points per manifester level (maximum 33).

Greater Biofeedback. You take damage up to three times your Strength modifier as subdual damage.

Improved Metabolism. You regenerate 2 hit points/round for 1 minute.

Improved Verve. You gain 3 temporary hit points per manifester level (maximum 51).

Lesser Energy Conversion. You convert energy attacks to one ray energy attack of your own.

Lesser Renewal. You can reattach severed limbs.

6th-Level Psion Powers

Biofeedback Loop. You take a portion of each damaging attack as subdual damage and share the subdual damage between you and any creatures in the area.

Greater Body Adjustment. You heal to full hit points, or gain a +10 bonus on your next Fortitude save to resist poison or disease, or heal 8 points of temporary ability damage.

Improved Rejuvenation. You cure 1 point of temporary ability damage every 10 minutes (maximum 20) and restore 1 point of permanent ability drain every 2 hours (maximum 5).

Improved Psychofeedback. You use power points to boost your Strength, Constitution, and/or Dexterity ability modifiers.

4th-Level Psychic Warrior Powers

Vitality. You gain 3 temporary hit points per manifester level (maximum 42).

5th-Level Psychic Warrior Powers

Greater Biofeedback. You take damage up to three times your Strength modifier as subdual damage.

Improved Verve. You gain 3 temporary hit points per manifester level (maximum 51).

Lesser Energy Conversion. You convert energy attacks to one ray energy attack of your own.

6th-Level Psychic Warrior Powers

Biofeedback Loop. You take a portion of each damaging attack as subdual damage and share the subdual damage between you and any creatures in the area.

Improved Psychofeedback. You use power points to boost your Strength, Constitution, and/or Dexterity ability modifiers.

Powers

The powers herein are presented in alphabetical order.

Accelerated Metabolism

Psychometabolism (Str)

Level: Psion 3

Display: Mu

Manifestation Time: 1 full round

Range: Personal

Target: You

Duration: 1 minute

Power Points: 5

You regenerate 1 hit point every round for 1 minute.

Biofeedback Loop

Psychometabolism (Str)

Level: Psion 6/Psychic Warrior 6

Display: Vi, Ma

Manifestation Time: 1 action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 11

As with *biofeedback*, you take a portion of each damaging attack as subdual damage. A biofeedback loop is created between you and any creatures in the area. It affects both friend and foe. While the duration lasts, affected creatures share the portion of the damage that you take from the biofeedback effect as subdual damage. Damage is split evenly among all creatures within the area of effect.

Empathic Affinity

Clairsentience (Wis)

Level: Psion 3

Display: Ma, Me

Manifestation Time: 1 action

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

About Power Chains

Power chains are a series of similar powers, such as the *astral construct* series (*astral construct I* to *astral construct IX*). Some feats, such as [Upgrade Power](#) and [Chain Link](#), recognize the concept of power chains and give you benefits within power chains. The power chains in this article differ slightly from those presented in *Dragon Magazine* #287 and take precedence over those power chains. The powers listed in **red text** in the power chain sidebars are powers you can find in the [Psionics Handbook](#).

Body Adjustment Power Chain

Level Powers

0	Minor Body Adjustment
1	Lesser Body Adjustment
2	Body Adjustment
3	--
4	Improved Body Adjustment
5	--
6	Greater Body Adjustment
7	--
8	--
9	--

Target: Two creatures

Duration: 1 hour/level (D)

Saving Throw: Will negates

Power Resistance: Yes (harmless)

Power Points: 5

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

If either subject of the power moves out of range, the power ends. Both subjects must be willing participants.

Empathic Bond

Clairsentience (Wis)

Level: Psion 2

Display: Ma, Me

Manifestation Time: 1 action

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

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates

Power Resistance: Yes (harmless)

Power Points: 3

Rejuvenation Power Chain

Level Powers

0	--
1	Lesser Rejuvenation
2	--
3	Rejuvenation
4	--
5	--
6	Improved Rejuvenation
7	--
8	True Rejuvenation
9	--

True Metabolism Power Chain

Level Powers

0	--
1	--
2	--
3	Accelerated Metabolism
4	--
5	Improved Metabolism
6	--
7	Greater Metabolism
8	--
9	True Metabolism

Verve / Vigor Power Chain

Level Powers

0	Verve
1	Vigor
2	Vim
3	Vehemence
4	Vitality
5	Improved Verve
6	Improved Vigor
7	Improved Vim

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

If you and the subject of the power move out of range of each other, the power ends. The subject must be a willing participant.

Empathic Conduit

Psychometabolism (Str)

Level: Psion 3

Display: Ma, Au

Manifestation Time: 1 action

Range: Touch

Target: Two touched willing creatures

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes (harmless)

Power Points: 5

You channel the hurts between two targets using yourself as a conduit. When you manifest this power, you can transfer up to 8 points of damage per manifester level from the first subject creature to the second subject creature.

Alternatively, you can channel one poison or disease between two targets using yourself as a conduit. The

8	Improved Vehemence
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9	Improved Vitality
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Biofeedback / Psychofeedback Power Chain

Level Powers

0	--
1	Biofeedback
2	--
3	Improved Biofeedback
4	Psychofeedback
5	Greater Biofeedback
6	Biofeedback Loop, Improved Psychofeedback
7	--
8	True Biofeedback
9	--

Empathic Transfer Power Chain

Level Powers

0	--
1	Empathic Transfer
2	--
3	Empathic Conduit,
4	--
5	--
6	--
7	--
8	--
9	--

second subject creature does not absorb the damage done previously dealt by the affliction, but he or she does take up the burden of making the secondary and/or continuing Fortitude saves against the affliction.

Finally, you can choose to channel up to 1 point of temporary ability damage per manifester level from the first subject creature to the second subject creature. Both subject creatures must be willing participants.

Forced Empathic Affinity

Clairsentience (Wis)

Level: Psion 4

Display: Ma, Me

Manifestation Time: 1 action

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

Target: Two creatures

Duration: 1 round/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

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

Empathic Bond Power Chain

Level Powers

0	--
1	--
2	Empathic Bond
3	Forced Empathic Bond , Empathic Affinity
4	Forced Empathic Affinity
5	--
6	--
7	--
8	--
9	--

Energy Barrier Power Chain

Level Powers

0	--
1	--
2	--
3	Lesser Energy Barrier
4	--
5	Energy Barrier , Lesser Energy Conversion
6	--
7	Energy Conversion , Greater Energy Barrier
8	--
9	Greater Energy Conversion

If either subject of the power moves out of range, the power ends.

Greater Biofeedback

Psychometabolism (Str)

Level: Psion 5/Psychic Warrior 5

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9

As *biofeedback*, except you take a portion of each damaging attack as subdual damage equal to three times your Strength modifier, and the duration is extended.

Renewal Power Chain	
Level Powers	
0	--
1	--
2	--
3	
4	--
5	Lesser Renewal
6	--
7	Renewal
8	--
9	--

Greater Body Adjustment

Psychometabolism (Str)

Level: Psion 6

Display: Au, Ma

Manifestation Time: 1 full round

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 11

As *body adjustment*, except you cure yourself of all damage (you may only use this power to cure yourself a number of times per day equal to your Strength modifier), or gain a bonus of 10 + your manifester level on your next Fortitude save and your secondary Fortitude save against poison or disease, or heal 8 points of temporary ability damage. You don't gain all three benefits simultaneously for a single manifestation.

Greater Energy Barrier

Psychometabolism (Str)

Level: Psion 7

Display: Vi (see text)

Manifestation Time: 1 action

Range: Personal**Target:** You**Duration:** 10 minutes/level or until discharged**Power Points:** 13

Your body assimilates and converts energy attacks to harmless light. You gain temporary invulnerability to a specific energy attack. (You ignore all damage dealt by a specified energy source.) Once the power has prevented a total of 15 points of damage per manifester level (maximum 300 points) from specified energy attacks, it is discharged. Specified energy attacks include powers and spells that deal acid, cold, electricity, fire, and sonic damage. When you absorb damage, you radiate visible light for a number of rounds equal to the points of damage you successfully ignore. The light is strong enough to illuminate a 60-foot-radius area.

Greater Energy Conversion

Psychometabolism (Str)

Level: Psion 9**Display:** Vi (see text)**Manifestation Time:** 1 action**Range:** Personal and Medium (100 ft. + 20 ft./level)**Target:** You and one object or creature**Duration:** 10 minutes/level or until discharged**Power Points:** 17

As *greater energy barrier*, except you can discharge half of the stored energy in a ray as a single ranged touch attack. The remaining half is converted to harmless light when the ray attack is used. This is a standard action. The ray is composed of the energy type you absorbed. You can choose to fire the ray prior to complete saturation of your energy barrier, though this ends the power. If the ray successfully strikes the target, the target takes a number of points of damage equal to half the total number of hit points successfully ignored by the energy barrier. When you discharge any stored energy, you radiate visible light for a number of rounds equal to the points of damage you successfully ignore. The light is strong enough to illuminate a 60-foot radius area.

Greater Metabolism

Psychometabolism (Str)

Level: Psion 7**Display:** Ma**Manifestation Time:** 1 full round

Range: Personal

Target: You

Duration: 1 minute

Power Points: 13

You regenerate 4 hit points every round for 1 minute.

Improved Body Adjustment

Psychometabolism (Str)

Level: Psion 4

Display: Au, Ma

Manifestation Time: 1 full round

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 7

As *body adjustment*, except you cure yourself of 6d6 hit points, or gain a bonus of 7 + your manifester level on your next Fortitude save and your secondary Fortitude save against poison or disease, or heal 4 points of temporary ability damage. You don't gain all three benefits simultaneously for a single manifestation.

Improved Metabolism

Psychometabolism (Str)

Level: Psion 5

Display: Ma

Manifestation Time: 1 full round

Range: Personal

Target: You

Duration: 1 minute

Power Points: 9

You regenerate 2 hit points every round for 1 minute.

Improved Psychofeedback

Psychometabolism (Str)

Level: Psion 6/Psychic Warrior 6

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes (D)

Power Points: 11

As *psychofeedback*, except you may boost any or all your ability score modifiers by a number equal to three quarters the power points you expend for that round, and the duration is extended.

Improved Rejuvenation

Psychometabolism (Str)

Level: Psion 6

Display: Au

Manifestation Time: 1 minute

Range: Personal

Target: You

Duration: 10 hours

Power Points: 11

Improved rejuvenation cures 1 point of temporary ability damage every 10 minutes, up to a maximum of 20 points, and restores 1 point of permanent ability drain every 2 hours, up to a maximum of 5 points.

Improved Vehemence

Psychometabolism (Str)

Level: Psion 8

Display: Ma, OI

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 15

You suffuse yourself with power, gaining 5 temporary hit points per manifester level (maximum 85 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of *improved vehemence*. See Chapter 8 of the *Player's Handbook* for more on temporary hit points.

Improved Verve

Psychometabolism (Str)

Level: Psion 5/Psychic Warrior 5

Display: Ma, OI

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 9

You suffuse yourself with power, gaining 3 temporary hit points per manifester level (maximum 51 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of *improved verve*. See Chapter 8 of the *Player's Handbook* for more on temporary hit points.

Improved Vim

Psychometabolism (Str)

Level: Psion 7

Display: Ma, OI

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 13

You suffuse yourself with power, gaining 4 temporary hit points per manifester level (maximum 72 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of *improved vim*. See Chapter 8 of the *Player's Handbook* for more on temporary hit points.

Improved Vitality

Psychometabolism (Str)

Level: Psion 9

Display: Ma, OI

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 17

You suffuse yourself with power, gaining 6 temporary hit points per manifester level (maximum 96 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of *improved vitality*. See Chapter 8 of the *Player's Handbook* for more on temporary hit points.

Lesser Energy Barrier

Psychometabolism (Str)

Level: Psion 3/Psychic Warrior 3

Display: Vi (see text)

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level or until discharged

Power Points: 5

As *energy barrier*, except you gain resistance 5 to a specific energy attack (you ignore the first 5 points of damage dealt by a specified energy source). Once the power has prevented a total of 5 points of damage per manifester level (maximum 75 points) from specified energy attacks, it is discharged.

Lesser Energy Conversion

Psychometabolism (Str)

Level: Psion 5/Psychic Warrior 5

Display: Vi (see text)

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level or until discharged

Power Points: 9

As *lesser energy barrier*, except you can discharge stored energy in a ray as a single ranged touch attack. This is a standard action. The ray is composed of the energy type you absorbed. You can choose to fire the ray prior to complete saturation of your energy barrier, though this ends the power. If the ray successfully strikes the target, the target takes a number of hit points equal to the total number of hit points successfully ignored by the energy barrier.

Lesser Rejuvenation

Psychometabolism (Str)

Level: Psion 1

Display: Au

Manifestation Time: 1 minute

Range: Personal

Target: You

Duration: 8 hours

Power Points: 1

Lesser rejuvenation cures 1 point of temporary ability damage every 4 hours, up to a maximum of 2 points. It does not restore permanent ability drain (such as from a wraith's touch).

Lesser Renewal

Psychometabolism (Str)

Level: Psion 5

Display: Vi

Manifestation Time: 6 minutes

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Power Points: 9

You can attach a subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures). The unattached body part can be reattached at a rate of 1 per manifestation of this power. You must reattach limbs that have been separated from a creature within one day per manifester level or the power does not work.

Constructs, elementals, outsiders, and undead creatures cannot be affected by this power. Only living creatures may be affected by this power.

Minor Body Adjustment

Psychometabolism (Str)

Level: Psion 0

Display: Au, Ma

Manifestation Time: 1 full round

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

As *body adjustment*, except you cure yourself of 1 hit point.

Renewal

Psychometabolism (Str)

Level: Psion 7

Display: Vi

Manifestation Time: 10 minutes

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None (see text)

Power Points: 13

You restore life to a deceased creature. The creature can have been dead no longer than one day per manifester level. In addition, the subject's soul must be free and willing to return (see *Bringing Back the Dead*, *Player's Handbook*, page 153). If the subject's soul is not willing to return, the power does not work; therefore subjects who want to return receive no saving throw.

Renewal restores a creature to 1 hit point. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of renewing the subject, but magical diseases and curses are not undone. While this power closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be renewed must be whole. Otherwise missing parts of the creature are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions is affected in any way by this power.

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

Coming back from the dead is an ordeal. The subject of the spell loses one level when it is renewed, just as if it had lost a level to an energy-draining creature. This level loss cannot be repaired by any spell or power. If the subject is 1st-level, it loses 1 point of Constitution instead. A character who died with spells prepared has a 50% chance of losing any given spell upon being renewed, in addition to losing spells for losing a level.

A character with spellcasting capacity (such as a sorcerer) has a 50% chance of losing any given spell slot, in addition to losing spell slots for losing a level. Psionic characters have a 50% chance of losing the ability to manifest any given power, in addition to losing known powers for losing a level.

You can attach a subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures). The unattached body part can be reattached at a rate of 1 per manifestation of this power. You must reattach limbs that have been separated from a creature within one day per manifester level or the power does not work.

True Biofeedback

Psychometabolism (Str)

Level: Psion 8

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 15

As *biofeedback*, except you take all damage as subdual damage, and the duration is extended.

True Rejuvenation

Psychometabolism (Str)

Level: Psion 8

Display: Au

Manifestation Time: 1 minute

Range: Personal

Target: You

Duration: See text

Power Points: 15

True Rejuvenation instantaneously cures all temporary ability damage, and it restores 1 point of permanent ability drain every hour, up to a maximum of 10 points.

Vehemence

Psychometabolism (Str)

Level: Psion 3/Psychic Warrior 3

Display: Ma, OI

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 5

You suffuse yourself with power, gaining 3 temporary hit points per manifester level (maximum 33 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of *vehemence*. See Chapter 8 of the *Player's Handbook* for more on temporary hit points.

Vim

Psychometabolism (Str)

Level: Psion 2/Psychic Warrior 2

Display: Ma, OI

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 3

You suffuse yourself with power, gaining 3 temporary hit points per manifester level (maximum 24 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of *vim*. See Chapter 8 of the *Player's Handbook* for more on temporary hit points.

Vitality

Psychometabolism (Str)

Level: Psion 4/Psychic Warrior 4

Display: Ma, OI

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 7

You suffuse yourself with power, gaining 3 temporary hit points per manifester level

(maximum 42 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of *vitality*. See Chapter 8 of the *Player's Handbook* for more on temporary hit points.

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Expand Your Mind

By Bruce R. Cordell

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As more and more **D&D** supplements add to the feat selections of sorcerers, wizards, and other spellcasters, the psionic character's feat selection begins to pale, especially those specifically dealing with manifesting powers. Here is the remedy.

Augment Construction [Psionic]

Prerequisite: Manifester level 2nd+.

Benefit: Astral constructs you create with the astral construct powers gain +1 hit point per Hit Die and a +1 competence bonus on attack and damage rolls.



Chain Power [Metapsionic]

You can manifest powers that arc to other targets in addition to the primary target.

Prerequisite: Any other metapsionic feat.

Benefit: You can chain any power that specifies a single target and has a range greater than touch. The chained power affects that target (the primary target) normally, then arcs to a number of secondary targets equal to your manifester level. Each arc affects one secondary target. You choose the secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be affected more than once. You can affect fewer secondary targets than the maximum.

If the chained power deals damage, the secondary

Psionic Feats	Prerequisites
Augment Construct	Manifester level 2nd+
Extra Power	Manifester level 3rd+
Mind Blind	Psychic Bastion
Power Specialization	Weapon Focus, manifester Level 4th+
Psionic Defense	Psionic Focus
Resculpt Mind	Psion only, manifester level 3rd+
Upgrade Power	Any other psionic or metapsionic feat

targets each take half as many dice of damage as the primary target (rounded down) and can attempt Reflex saving throws for half of the secondary damage. For powers that do not deal points of damage, the save DCs against arcing effects are reduced by 4. For example, a 16th-level psion manifests a chained baleful teleport on a nearby githzerai and can specify up to ten secondary targets. The githzerai, as primary target, must make a Will save against DC 17, while those affected by the secondary arcs save against DC 13.

A chained power costs a number of power points equal to its standard cost +6.

Extra Power [Psionic]

Prerequisite: Manifester level 3rd+.

Benefit: You learn one additional power at any level up to one level lower than the highest-level power you can manifest. Thus, a 4th-level psion gains a new 0-level or 1st-level power, expanding his repertoire. A 4th-level psychic warrior can learn an extra 0-level power. You learn extra powers from your class power list.

Special: You can gain this feat multiple times. Each time, you learn a new power at any level up to one less than the highest-level power you can manifest.

Fortify Power [Metapsionic]

You can manifest powers to greater effect.

Benefit: All variable, numeric effects of an fortified power are increased by one-quarter (minimum of 1). A fortified power deals an extra twenty-five percent damage, cures twenty-five percent as many hit points,

Metapsionic Feats	Prerequisites
Chain Power	Any other metapsionic feat
Psionic Energy Admixture	Psionic Energy Substitution, any other metapsionic feat, 5 ranks in Knowledge (psionics)
Psionic Energy Substitution	Any other metapsionic feat, 5 ranks in Knowledge (psionics)
Fortify Power	None
Reach Power	Enlarge Power
Repeat Power	Any other metapsionic feat
Sculpt Power	Any other metapsionic feat
Split Psionic Ray	Any other metapsionic feat
Widen Power	Any other metapsionic feat

Recognized Power Chains

Psychometabolism

Biofeedback

Improved biofeedback

Psychofeedback

Bite of the wolf

Claws of the bear

Bite of the tiger / claws of the vampire

Energy barrier

Energy conversion

Hammer

Painful touch

Dissolving touch

affects twenty-five percent more targets, and so on, as appropriate. For example, a fortified lesser concussion deals twenty-five percent more damage (roll 1d6 and multiply the result by 1.25, with a minimum extra damage of 1). Saving throws and opposed rolls (such as the one you make when you manifest negate psionics) are not affected. Powers without random variables are not affected. A fortified power costs a number of power points equal to its standard cost + 2.

Special: You can apply Fortify Power to the same power multiple times. Each time you apply it, the power is fortified another twenty-five percent, and it costs 2 more power points. For instance, a lesser concussion fortified 3 times deals 1d6 x 1.75 damage for a cost of 7 power points. You can't break the power point limit of the manifester level minus one when using Fortify Power multiple times on the same power. Thus, an 8th-level manifester could have used the power as described in the above example, while a 7th-level caster could not, though he could use Fortify Power twice on lesser concussion so that it deals 1d6 x 1.5 damage, for a cost of 5 power points.

Mind Blind [Psionic]

Your mind becomes partially closed off to psionic combat.

Prerequisite: Psychic Bastion.

Benefit: You permanently gain a mental hardness of 3. This mental hardness stacks with mental hardness provided by Psychic Bastion and psionic defense modes. However, your partially closed-off mind also inhibits your use of psionic attack modes -- all your psionic attack modes are assessed a -3 ability damage penalty (minimum damage 1).

Power Specialization [Psionic]

Lesser body adjustment

Body adjustment

Rejuvenation

True metabolism

Lesser natural armor

Natural armor

Oak body

Iron body

Polymorph self

Metamorphosis

Shapechange

Verve

Vigor

Improved vigor

Psychokinesis

Biocurrent

Greater biocurrent

Create sound

Control sound

Far hand or far punch

Control object

Control body

Telekinesis

Clairtancy

Improved telekinesis

Improved clairsancy /
telekinetic sphere

True telekinesis

Invisibility

Prerequisites: Weapon Focus (ray), Manifester level 4th+.

Benefit: Your damage-dealing powers that require a ranged touch attack gain a +2 damage modifier. For instance, finger of fire is considered a ray power. The damage bonus only applies if the target is within 30 feet, because only at that range can you strike precisely enough to hit more effectively.

Psionic Defense [Psionic]

Benefit: Add +2 to your saving throws against powers of a chosen discipline.

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

Psionic Energy Substitution [Metapsionic]

You can modify a power that uses one type of energy to use another type of energy.

Prerequisites: Any other metapsionic feat, 5 ranks in Knowledge (psionics).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a power with an energy designator to use the chosen type of energy instead. A substituted power works normally in all respects except the type of damage dealt.

A substituted power costs a number of power points equal to its standard cost (there is no extra cost), modified by any other metapsionic feats.

Special: You can gain this feat multiple times, each

Amplified invisibility

Lesser concussion

Concussion

Greater concussion

Mass concussion

True concussion

Detonation

Matter agitation

Matter rearrangement

Disintegrate

Matter manipulation

Dissolution

My Light

Control light

Psychoportation

Baleful teleport

Divert teleport

Dimension slide

Dimension door

Teleport

Teleport without error

Dismissal

Banishment

Ethereal jaunt

Etherealness

Improved etherealness

Glide

Fly

Improved fly

time it applies to a different type of energy.

Psionic Energy Admixture [Metapsionic]

You can modify a power that uses one type of energy to mix in an equal amount of another type of energy.

Prerequisites: Psionic Energy Substitution (one other), one other metapsionic feat, 5 ranks in Knowledge (psionics).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic for which you already have selected for the Psionic Energy Substitution feat. You can modify a power with an energy designator to add an equal amount of the chosen type of energy. The altered power works normally in all respects except for the type of damage dealt. For instance, a sonic admixed fireball would deal 5d4 points of sonic damage and 5d4 points of fire damage.

Even opposed types of energy, such as fire and cold, can be combined using this feat. An admixed power costs a number of power points equal to its standard cost +8.

Special: You can gain this feat multiple times, choosing a different type of energy each time. You can use Psionic Energy Admixture to further alter a power that has already been modified with Psionic Energy Substitution. You can also use Psionic Energy Admixture to include your chosen energy type with a power that already uses the same type, in effect doubling the damage dice.

Reach Power [Metapsionic]

You can manifest a power with a range of "touch" at a distance.

Plane shift

Dream travel

Astral projection / probability travel

Time hop

Temporal acceleration

Temporal velocity / time regression

Metacreativity

Finger of fire

Firefall

Burning ray

Whitefire

Flaming shroud

Lesser metaphysical weapon

Metaphysical weapon

Ectoplamic cocoon

Mass cocoon

Trinket

Minor creation

Sudden minor creation

Fabricate

Major creation

Improved fabricate

True creation

Genesis

Astral Construct I

Astral Construct II

Astral Construct III

Astral Construct IV

Astral Construct V

Astral Construct VI

Prerequisite: Enlarge Power.

Benefit: You can manifest a power that normally has a range of "touch" at any distance up to 25 feet. The power effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the power upon a recipient.

A reach power costs a number of power points equal to its standard cost +2.

Repeat Power [Metapsionic]

You can manifest a power that repeats the following round.

Prerequisite: Any other metapsionic feat.

Benefit: A repeated power is automatically manifested again at the beginning of your next turn. No matter where you are, the second power originates from the same location and affects the same area as the original power. You cannot use this feat on powers with a touch range. If the original power designates a target, the repeated power affects the same target if it is within 30 feet of its original position; otherwise the second power fails.

A repeated power costs a number of power points equal to its standard cost +6.

Resculpt Mind [Psionic]

Prerequisites: Psion only, manifester level 3rd+

Benefit: Instead of gaining a new psionic combat mode when you go up a level, you instead choose any metapsionic feat, gaining it as a bonus feat. You now choose to gain a metapsionic feat or a psionic combat

Astral Construct VII
Astral Construct VIII
Astral Construct IX

Clairsentience

Inkling

Augury

Divination

Precognition

Anchored navigation

Improved anchored navigation

Combat precognition

Shield of prudence

Destiny dissonance

Recall pain

Recall agony

Recall death

Expanded vision

Ubiquitous vision

Emulate power

Greater emulation

mode at each level you normally qualify for a new psionic combat mode (3rd, 5th, 7th, 9th, and 11th).

You still have the option of gaining four of the five the psionic combat modes you gave up for bonus metapsionic feats, at levels 13th, 15th, 17th, and 19th, respectively. You may not give up psionic combat modes for bonus metapsionic feats at these higher levels.

Sculpt Power [Metapsionic]

You can alter the shape of a power's area.

Prerequisite: Any other metapsionic feat.

Benefit: You can modify an area power by changing the area's shape. The new area must be chosen from the following list: cylinder (10-foot radius, 30 feet high), 40-foot cone, four 10-foot cubes, or a ball (20-foot-radius spread). The sculpted power works normally in all respects except for its shape. For example, a firefall power whose area is changed to a cone deals the same amount of damage, but the firefall affects a 40-foot cone burst.

A sculpted power costs a number of power points equal to its standard cost +2.

Split Psionic Ray [Metapsionic]

You can affect two targets with a single ray.

Prerequisites: Any other metapsionic feat.

Benefit: You can split powers that specify a single target and require a ranged touch attack. Only powers that deal damage can be affected by this feat. The split ray affects any two targets that are both within the power's range and within 30 feet of each other. Each target takes half as much damage as normally indicated (round down). If desired,

Telepathy

Charm person

Charm monster

Attraction

Aversion

Suggestion

Lesser domination

Domination

Greater domination

Mass suggestion

True domination

Monster domination / thrall

Lesser mindlink

Mindlink

Forced mindlink

Confidante

Missive

Telepathic projection

Empathy

Detect thoughts

Mind probe

Sense link

Intrusive sense link

False sensory input

Tailor memory

Mind seed

you can have both rays attack the same target.

A split ray costs a number of power points equal to its standard cost (there is no extra cost), modified by any other metapsionic feats.

Upgrade Power [Psionic]

Prerequisite: Any other psionic or metapsionic feat.

Benefit: Choose one power chain from which you have learned a psionic power. When you learn a higher-level power on that chain, you can "forget" one or more lower-level powers you know on the chain, substituting new, different powers of the same lower level instead. If you "forget" a lower-level power and that is the only power you know from your discipline at that level, you must substitute another power from your discipline at that level. You can choose not to "forget" a lower-level power you know, even if learning a higher-level power on a chain for which you have chosen this feat. Recognized power chains are described in the Recognized Power Chains sidebar -- other power chains may be possible (or the recognized power chains may be altered), at your DM's discretion.

Special: You can gain this feat multiple times. Each time, it applies to a new power chain.

Widen Power [Metapsionic]

You can increase the area of your powers.

Prerequisite: Any other metapsionic feat.

Benefit: You can alter a burst, emanation, or spread power to increase its area. Powers that do not have an area of one of these three sorts are not affected by this feat. Any numeric measurements of the power's area increase by one-half. For example, a widened whitefire power (which normally produces a 20-foot-radius spread) now fills a 30-foot-radius spread. A widened power costs a number of power points equal to its standard cost +6.

Some of the preceding feats were adapted from *Tome and Blood: A Guidebook for Sorcerers and Wizards*, *Defenders of the Faith: A Guidebook for Clerics and Paladins*, and the ***Forgotten Realms Campaign Setting*** book. You may find more psionic feat ideas in these and other books.

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Expanding Your Mind

Subsionics

By Mark A. Jindra and Scott Brocius

The psionic activity of the subconscious mind lies just below the level of awareness. In this level, a darker, more insidious side of the psyche resides. While most psionic characters never venture into the subconscious mind, some have embraced it. The subconscious mind provides a psionic character with an alternate conduit for manifesting powers.

Skilled manifesters that utilize the subconscious mind can manifest powers that are extraordinarily difficult for normal psionic creatures to perceive, counter, or nullify.

Those who utilize their subconscious mind suffer some disadvantages. First, the thoughts and secrets of the subconscious mind are disquieting and injurious to the mortal mind. Second, while the conscious mind serves equally well for any kind of power, the subconscious mind is best for the disciplines of Metacreativity, Clairsentience, and Telepathy, and it is unsuited to the Psychometabolism, Psychoportation, and Psychokinesis disciplines. Third, powers with a visible display (Vi) that involve the creation of light no longer create any visible light; creatures with darkvision can, however, see these powers.

Finally, the more familiar a mortal becomes with the secrets of the subconscious mind, the more divorced they become from the conscious mind. An accomplished subspsionic character can manifest powers that normal psionic creatures find difficult to detect, counter, or nullify, but the subspsionic character becomes similarly unable to affect powers manifested by the conscious mind.

Subspsionic Items

Psionic items created by those who use the subconscious mind are rare and dangerous. These items are nearly identical to items created by the conscious mind, but the differences that exist are profound.

Powerlike effects manifested from subspsionic items have the same benefits and limitations that a subspsionic manifester has: Effects from the Metacreativity,

Clairsentience, and Telepathy disciplines gain a +1 bonus to their save DCs and +1 bonus on manifester level checks to overcome power resistance. Effects from the Psychometabolism, Psychoportation, and Psychokinesis disciplines have their manifester levels reduced by -1 (though their costs are based on the original manifester level). The reduced manifester level affects the power's range, duration, damage, and any other level-dependant variables the effect might have. The effect's save DC is lessened by -1 and manifester level checks to overcome power resistance suffer a -1 penalty. The DC to nullify psychometabolic, psychoportation, or psychokinetic effects from a subpsionic item is 11 + the reduced manifester level.

Subpsionic items can pose a serious danger to users that are not familiar with the subconscious mind. Activating a subpsionic item through power trigger, command thought, or use-activation deals 1d4 points of temporary ability damage to the user unless the user has the Conjunctive Mind feat. The temporary ability damage is applied to the primary discipline of the psion user; psychic warriors and non-psionic creatures take the loss from their Intelligence. If the item functions continuously, the temporary ability damage occurs at dusk each day or when the user takes off or puts aside the item, whichever comes first.

Psionic Combat

When a subpsionic creature engages in psionic combat against a normal psionic creature, the Will save DC is modified based on the attack modes chosen. When attacking with *mind thrust*, *psychic crush*, or *mind blast*, you gain a +2 bonus to the Will save DC. However, when attacking with *id insinuation* or *ego whip*, you suffer a penalty of -2 to the Will save DC. Similarly, when defending against *mind thrust*, *psychic crush*, or *mind blast*, the Will save DC is lowered by -2 and you have an additional point of mental hardness. However when defending against *id insinuation* or *ego whip* your Will save DC is increased by +2 and mental hardness is decreased by -1 point. Combat against another subpsionic creature is handled as normal.

Feats

Conjunctive Mind [Psionic]

You have discovered the dark and dangerous side of the mind that is buried deep within the subconscious.

Prerequisite: Ability score from your primary discipline is 15+ (Psychic Warriors,

Strength 15+).

Benefit: From now on, your powers and psionic combat modes have become integrated with your subconscious mind. You can also activate subpsionic items without taking damage.

Add a +1 to all saving throws of powers you manifest from Metacreativity, Clairsentience, and Telepathy disciplines. You get a +1 bonus on manifester level checks to overcome power resistance for powers from these disciplines.

The subconscious mind proves less than optimal for powers from the Psychometabolism, Psychoportation, and Psychokinesis disciplines. Your effective manifester level for powers you manifest from these disciplines is lessened by -1. (Subpsionic characters cannot manifest powers from these disciplines if they are 1st-level characters.) The reduced manifester level affects the power's range, duration, damage, and any other level-dependant variables the power might have, including nullify checks against you.

From now on any psionic item you create is a subpsionic item.

Special: Knowledge of the subconscious mind has a price. When you acquire this feat, you must reduce one of your stats by 2 points. Restorative powers (such as true rejuvenation) do not reverse the stat loss.

Insidious Mind [Metapsionic]

You can use your subconscious mind to make your powers harder for normal psionic creatures to detect. Any psionic creature that does not possess the Conjunctive Mind feat is considered to be a normal psionic creature.

Prerequisite: Conjunctive Mind.

Benefit: When a normal psionic creature employs a powerlike ability, or psionic item, or power (such as *detect psionics*) that can detect the psionic aura of one of your powers, the normal psionic creature must make a level check (DC 11 + your manifester level) to successfully detect your powers. Similarly, a normal psionic creature attempting to use a power to reveal the effects of one of your powers, such as *sense psychoportation*, must make a level check to reveal your power's effects. The normal psionic creature can check only once for each power used, no matter how many of your powers effects are operating in an area.

This benefit does not extend to powers you manifest from the Psychometabolism, Psychoportation, or Psychokinesis disciplines.

From now on, your ability to detect normal psionic powers is impaired. Any power you use to detect a normal psionic power is successful only if you make a level check against a DC of 9 + the manifester level. This penalty does not extend to powers from the Metacreativity, Clairsentience, and Telepathy disciplines. (You detect them normally.)

Tenacious Mind [Metapsionic]

You can use your subconscious mind to make your powers harder for normal psionic creatures to nullify. Any psionic creature that does not possess the Conjunctive Mind feat is considered to be a normal psionic creature.

Prerequisite: Conjunctive Mind.

Benefit: Your powers resist negation attempts by normal psionic creatures. When a normal psionic creature makes a negate check to negate one of your powers, the DC is 15 + your manifester level. This benefit does not extend to powers from the Psychometabolism, Psychoportation, or Psychokinesis disciplines.

From now on your ability to negate powers manifested by normal psionic creatures is impaired. When you make a negation check to negate a power manifested by a normal psionic creature, the DC is 13 + the opponent's manifester level. This penalty does not extend to powers from the Metacreativity, Clairsentience, and Telepathy disciplines, which you can negate normally.



Tainted Construction [Psionic]

As a subspsionic character, you can tap into the subconscious mind when shaping astral constructs.

Prerequisite: Conjunctive Mind.

Benefit: You can select astral construct abilities from an extended menu. Each special ability can come from your normal menu or Table 1-1: Subpsionic Extended Construct Abilities. Astral constructs you create are formed from a darker tainted ectoplasm and now have the [Evil] descriptor. Their surface is a shimmering black bathed in a deep purple glow.

Table 1-1: Subpsionic Extended Construct Abilities

Menu A

Lesser Aura of Fear: Creatures within 10 feet of the construct must make a Will save (DC 5 + 1/2 the construct's HD) or become shaken and suffer a -2 morale penalty on attack rolls, saves, and checks. (See Chapter 3 in the *Dungeon Master's Guide* for fear effects.) Anyone whose HD exceed those of the construct are not affected. This ability cannot be chosen more than once.

Lesser Withering: Each time a target is struck by the construct, it must make a Fortitude save (DC 5 + 1/2 the construct's HD) or take 1 point of temporary ability damage to the ability score chosen by the manifester at the time the construct is created. This ability cannot be chosen more than once. This ability does not stack with withering or greater withering.

Menu B

Aura of Fear: Creatures within 10 feet of the construct must make a Will save (DC 10 + 1/2 the construct's HD) or become shaken and suffer a -2 morale penalty on attack rolls, saves, and checks and flee from the construct as quickly as they can. (See page 76 of the *Dungeon Master's Guide* for fear effects.) Anyone whose HD exceed those of the construct are not affected. This ability cannot be chosen more than once.

Withering: Each time a target is struck by the construct, it must make a Fortitude save (DC 10 + 1/2 the construct's HD) or take 1d3 points of temporary ability damage to the ability score chosen by the manifester at the time the construct is created. This ability cannot be chosen more than once. This ability does not stack with lesser withering or greater withering.

Menu C

Greater Aura of Fear: Creatures within 30 feet of the construct must make a Will save (DC 15 + 1/2 the construct's HD) or become shaken and suffer a -2 morale penalty on attack rolls, saves, and checks and have a 50% chance to drop what they're holding and flee from the construct as quickly as they can. (See Chapter 3 in the *Dungeon Master's Guide* for fear effects.) Anyone whose HD exceed those of the construct are not affected. This ability cannot be chosen more than once.

Greater Withering: Each time a target is struck by the construct, it must make a Fortitude save (DC 15 + 1/2 the construct's HD) or take 1d3 points of temporary ability damage and 1 point of permanent ability drain to the ability score chosen by the manifester at the time the construct is created. This ability cannot be chosen more than once. This ability does not stack with withering or lesser withering.

Putrescence (Su): Any creature struck by the construct must make a Fortitude save (DC 10 + 1/2 construct's HD) or contract astral rot (supernatural disease; incubation period 1d6 days; damage 1d3 temporary Constitution). Unlike normal diseases, astral rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic (see Disease in the *Dungeon Master's Guide*).

Psionics-Magic Transparency

For the purposes of power-to-spell interaction with these feats, Enchantment, Illusion and Necromancy are treated the same as the Metacreativity, Clairsentience, and Telepathy disciplines. Evocation and Transmutation are treated the same as the Psychometabolism, Psychoportation, or Psychokinesis disciplines.

Creatures with the Conjunctive Mind feat interact with creatures that have the Shadow Magic feat as though they were the same, gaining no benefits or penalties. Items created by a creature with the Conjunctive Mind feat are considered the same as items created by creatures with the Shadow Magic feat, and they can use shadow magic items as though they had the Shadow Magic feat.

Forgotten Realms: When using these psionic feats in the **Forgotten Realms** setting, the subconscious mind is directly linked to the shadow weave. Psions that use these feats understand that they are using the shadow weave and are subject to all limitations and penalties that may be imposed as a result.

Special thanks to Elockloran and Dartanel from the Wizards online community message boards for their astral construct ability suggestions.

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Expanding Your Mind

New Feats and Powers for the Psychic Warrior

By Scott Brocius and Mark A. Jindra

This month in "Expanding Your Mind" we have two new feats for your psychic warrior. The first one, which is called Run on Air, allows you to manipulate the effects of gravity and run across less than solid surfaces. The second, which is known as Improved Inertial Armor, allows you to upgrade your Inertial Armor feat. We also have three new Metacreativity powers to give you an edge in unarmed combat.

New Feats

Run on Air [Psionic]

You can manipulate the effects of gravity for short distances.

Prerequisite: Wisdom 15+, Speed of Thought, Psionic Charge, Up the Walls, reserve power points 9+.

Benefits: You can use one of your move actions to run across less than solid surfaces including air. This movement can be taken only in a straight line, and it must begin and end on a solid surface. If it doesn't, you fall into whatever you were running across. The maximum increase or decrease in elevation cannot exceed half your movement rate, and this elevation change counts against the total distance of your movement. For example, a psychic warrior with a movement rate of 40 could run at an angle to put her at the top of a 20-foot wall 20 feet away or the bottom of a 20-foot ravine 20 feet away. If you run across a surface that causes damage, such as lava, you are still subject to damage as normal.

Improved Inertial Armor [Psionic]

You upgrade your Inertial Armor.

Prerequisite: Inertial Armor, reserve power points (see text).

Benefits: The improved field of protective energy provides a +2 armor bonus. This bonus stacks with the bonus from the Inertial Armor feat. The reserve power points requirement from Inertial Armor is increased by 2.

Special: You can take this feat multiple times. Each time this feat is taken, it provides a +2 armor bonus. The bonus stacks with that of Inertial Armor and Improved Inertial Armor. The reserve power points requirement from Inertial Armor is increased by 2 each time the feat is taken.

For example, a psychic warrior has the inertial armor feat and has taken Improved Inertial Armor 3 times. As long as she keeps 7 power points in reserve, her armor bonus is +10. If she has only 3 power points in reserve, the armor bonus is +6.

New Powers**Greater Metaphysical Body**

Metacreativity (Int)

Level: Psion 5/Psychic Warrior 5

Display: Vi (see text)

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9

As *metaphysical body*, except the bonus is +5.

Lesser Metaphysical Body

Metacreativity (Int)

About Power Chains

Power chains are a series of similar powers, such as the *astral construct* series (*astral construct I* to *astral construct IX*). Some feats, such as [Upgrade Power](#) and [Chain Link](#), recognize the concept of power chains and give you benefits within power chains.

Level: Psion 1/Psychic Warrior 1**Display:** Vi (see text)**Manifestation Time:** 1 action**Range:** Personal**Target:** You**Duration:** 1 hour/level (D)**Power Points:** 1

As metaphysical body, except the bonus is +1.

Metaphysical Body

Metacreativity (Int)

Level: Psion 3/Psychic Warrior 3**Display:** Vi (see text)**Manifestation Time:** 1 action**Range:** Personal**Target:** You**Duration:** 1 hour/level (D)**Power Points:** 5

The psionic character's body becomes a +3 psionic weapon. This provides a +3 enhancement bonus on attack and damage rolls made with his unarmed strikes. While the power is in effect, the psion's body shimmers and arcs with static electricity.

Special thanks to Terralor, Dorje, Willtell, Crossover_Chronicler, Niiai, and SeveredHead from the Wizards online community message boards for the feat inspirations.

Go to the [D&D main news page](#) for more articles and news about the new **D&D** or check out the [D&D message boards](#) for a lively discussion of all aspects of the **D&D** game.

Metaphysical Body Power Chain

Level Powers

0	--
1	Lesser Metaphysical Body
2	--
3	Metaphysical Body
4	--
5	Greater Metaphysical Body
6	--
7	--
8	--
9	--

Expanding Your Mind

Construct Feats and Items

By Mark A. Jindra and Scott Brocius



This month in "Expanding Your Mind" we bring you five new specialized feats dealing with astral constructs. The first feat, Advanced Construction, allows you to extend the list of abilities that your astral constructs can use, and it introduces new, more powerful Menu D selections as well. The second feat, Ecto Manipulation, allows you to trade in abilities for selections from a higher menu and gives you access to the new Menu D. The third feat, Extended Construction, increases the duration of your astral constructs to minutes instead of rounds. The fourth feat, Enhanced Construction, increases the number of constructs that you create every time you manifest an *astral construct* power. The fifth and final feat, Infused Construction, allows you to increase your metapsionic cap for the purposes of manifesting *astral construct* powers. Finally, we bring you four new astral construct themed psionic

items for your enjoyment.

Advanced Construction [Psionic]

You can choose special abilities for your construct from an extended list.

Prerequisite: Augment Construction.

Benefit: You can add new special abilities to the list of special abilities from which you can choose when manifesting astral constructs. When you take this feat, you can select from Table 1-1: Advanced Construction Special Abilities a number of Menu A special abilities that equal twice your manifester level. When you make a selection, that ability is permanently added to the selection from which you can choose when manifesting astral constructs. For each manifester level that you gain, you can select two additional special abilities from Menu A. You can trade in two selections from Menu A for one selection

from Menu B. You can elect to postpone your selections until you gain another level. If you have postponed a selection from an earlier level, you can trade in four Menu A selections for one selection from the Menu C. If you have postponed selections so that you have eight Menu A selections available, you can trade them for a selection from the D menu.

Table 1-1: Advanced Construction Special Abilities

Menu A

Brawn (Ex): Construct does an additional +1 point of damage on a successful melee attack. (Multiple selections stack, and you cannot select this ability more than 8 times.)

Claws (Ex): The construct has razor sharp claws. Attacks are now considered claw attacks instead of slams. Damage from these claw attacks is 1d8 + Strength modifier. The claw attacks are considered slashing or piercing weapons. The type is chosen when the construct is manifested. (If the construct has the extra arms ability, this ability must be chosen twice to affect both sets of arms.)

Cleave (Ex): The cleave extraordinary ability works as the Cleave feat, and though no prerequisites are required (Str 13+, Power Attack), constructs do not get the benefits from the prerequisites, either.

Dodge (Ex): The dodge extraordinary ability works as the Dodge feat, and though no prerequisites are required (Dex 13+), constructs do not get the benefits from the prerequisites, either.

Improved Bull Rush (Ex): The improved bull rush extraordinary ability works as the Improved Bull Rush feat, and though no prerequisites are required (Str 13+, Power Attack), constructs do not get the benefits from the prerequisites, either.

Power Attack (Ex): The power attack extraordinary ability works as the Power Attack feat, and though no prerequisites are required (Str 13+), constructs do not get the benefits from the prerequisites, either.

Spiked Armor (Ex): The construct's body is covered in spikes. The spikes

allow the construct to deal 1d6 points of piercing damage (x2 critical) with a successful trample, squeeze, bull rush, or grapple attack.

Menu B

Astral Repair (Ex): The astral construct heals 2 hit points each round so long as it has at least 1 hit point.

Carapace (Ex): The construct's surface forms hard, armorlike plates. The construct gains a damage reduction of 10/+1. This replaces any damage reduction the construct might already have.

Energy Touch (Ex): The construct's physical attacks do 1d4 points of energy damage (fire, cold, electricity, sonic, acid) in addition to their standard damage. The type of energy is chosen when the construct is manifested. (Multiple selections stack and may be of different energy types. You cannot select this ability more than 5 times.)

Extra Arms (Ex): The construct has an additional set of arms and can make an additional attack with an attack bonus equal to its highest attack bonus -2. (A construct with squeeze or rend can use that ability with these arms, as well.) This ability cannot be chosen more than once.)

Expertise (Ex): The expertise extraordinary ability works as the Expertise feat, and though no prerequisites are required (Int 13+), constructs do not get the benefits from the prerequisites, either.

Great Cleave (Ex): The great cleave extraordinary ability works as the Great Cleave feat, and though no prerequisites are required (Str +13, Power Attack, Cleave, base attack bonus +4 or higher), constructs do not get the benefits from the prerequisites, either.

Improved Critical (Ex): The improved critical extraordinary ability works as the Improved Critical feat, and though no prerequisites are required (proficient with weapon, base attack bonus +8 or higher), constructs do not get the benefits from the prerequisites, either.

Improved Fly (Ex): Construct has physical wings (12-foot wingspan) and a speed of 120 feet (average). (This is similar to the power in the *Psionics*

Handbook, though slower.)

Improved Swim (Ex): Construct becomes streamlined and sharklike with a large (8-foot-wide) tail. Its speed is 120 feet.

Mobility (Ex): The mobility extraordinary ability works as the Mobility feat, and though no prerequisites are required (Dex 13+, Dodge), constructs do not get the benefits from the prerequisites, either.

Poison Touch (Ex): The construct is covered in a shimmering purple liquid. If the construct hits with a melee attack, the target must make an initial Fortitude save (DC 15) or take 1d2 points of temporary Wisdom damage. A minute later, the target must save again (Fortitude save DC 15) or lose 1d4 points of temporary Wisdom damage.

Reach (Ex): The construct's arms elongate, which increases its reach by 5 feet. (If the construct has the extra arms ability, this ability must be chosen twice to affect both sets of arms.)

Spike Volley (Ex): The construct can send forth a volley of 3 spikes as a standard action. This ranged attack has a range of 120 feet with no range increment. These spike attacks are treated as thrown weapons, so the construct's Strength bonus is applied to damage (see page 97 of the *Player's Handbook* for more on thrown weapons). Damage is 1d6 + Strength modifier per spike. The construct can use this attack up to three times. (The construct must have the spiked armor ability to use this attack.) This volley can be fired in any direction (including straight up) regardless of the direction the construct is facing.

Stunning Fist (Ex): The stunning fist extraordinary ability works as the Stunning Fist feat, and though no prerequisites are required (Dex 13+, Improved Unarmed Strike, Wis 13+, base attack bonus +8 or higher), constructs do not get the benefits from the prerequisites, either.

Tough (Ex): The construct receives 7 hit points per die, instead of 5.5 per die.

Menu C

Ectoplasmic Form (Sp): The construct manifests *ectoplasmic form* as a standard action.

Hardened Carapace (Ex): The construct's surface forms hard, armorlike plates. The construct gains a damage reduction of 15/+2. This replaces any damage reduction the construct might already have.

Power Resistance (Ex): The construct gains a power resistance of 5 + the construct's Hit Dice. This ability can be chosen multiple times and adds 5 to the power resistance of the construct. For example, choosing this ability three times for an *astral construct IX* would give a total power resistance of 34 (19 + 5 + 5 + 5 = 34)

Rend (Ex): A construct that hits with its claw attack does an additional 2d6 + 1.5 times its Strength modifier points of damage. (It must also have the claws ability; see entry above. A construct cannot use squeeze and rend in the same round.)

Spike Flurry (Ex): The construct can send forth a hail of spikes as a standard action. The attack is a cone shape with a range of 60 feet. Anyone caught in the flurry is immediately struck by 2d4 spikes that deal 1d6 damage each. A successful Reflex save (DC 13) halves the damage. This attack can be used only once. (The construct must have the spiked armor ability to use this attack.)

Spring Attack (Ex): The spring attack extraordinary ability works as the Spring Attack feat, and though no prerequisites are required, constructs do not get the benefits from the prerequisites, either.

Tail Slap (Ex): The construct has a tail and gains one additional slam attack with an attack bonus equal to its highest attack bonus -2, and it deals damage of 2d8 + 1.5 times its Strength modifier (A construct cannot have a tail if it has extra arms.)

Tougher (Ex): The construct receives 8.5 hit points per die, instead of 5.5 per die.

Whirlwind Attack (Ex): The whirlwind attack extraordinary ability works as the Whirlwind Attack feat, and though no prerequisites are required (Int 13+,

Expertise, Dex 13+, Dodge, Mobility, base attack bonus +4 or higher, Spring Attack), constructs do not get the benefits from the prerequisites, either.

Menu D

Amplified Invisibility (Sp): The construct manifests *amplified invisibility* (self only) as a standard action.

Extra Hard Carapace (Ex): The construct's surface forms hard, armorlike plates. The construct gains a damage reduction of 20/+3. This replaces any damage reduction the construct might already have.

Mass Concussion (Sp): The construct manifests *mass concussion* as a free action 3 times per day.

Super Buff (Ex): The construct gains 17d10 temporary hit points. Multiple selections do not stack.

Toughest (Ex): The construct receives 10 hit points per die, instead of 5.5 per die.

Ultraheavy Armor (Ex): The construct gains a +10 deflection bonus to AC.

Whitefire Aura (Ex): The entire surface of the construct radiates with an intense white-hot flame. Creatures within 5 feet of the construct take 5d4 points of damage. The fire ignites combustibles as the *whitefire* power. Once activated, the aura burns for a number of rounds equal to half of the construct's Hit Dice. Multiple selections do not stack.

Ecto Manipulation [Psionic]

You can manifest a more powerful astral construct at the expense of flexibility.

Prerequisite: Manifester level 3rd+, Augment Construction.

Benefit: When you manifest an astral construct, you can trade in two abilities from the same menu for an ability from the next highest menu. For example when manifesting *astral construct VI* you can trade in two Menu B selections for a single Menu C selection.

Extended Construction [Psionic]

You gain an increased duration on your manifested astral constructs.

Prerequisite: Manifest level 3rd+, Augment Construction, Ecto Manipulation.

Benefit: Astral constructs that you manifest have a duration of 1 minute per manifest level instead of their normal duration. For example a 13th-level psion manifests *astral construct VI*, creating a single type VI construct with a duration of 13 minutes

Enhanced Construction [Psionic]

When you manifest constructs, you create additional constructs.

Prerequisite: Manifest level 6th+.

Benefit: When you manifest constructs, you create additional bonus constructs. You create 1d3 bonus constructs of at least two levels below the *astral construct* power you are manifesting. For example, when a 13th-level psion manifests *astral construct VI*, she not only gets to choose the construct that normally manifests with the spell, but she also receives 1d3 constructs of her choice of type from I to IV.

Astral Construct	Bonus Type
I	--
II	--
III	I
IV	I to II
V	I to III
VI	I to IV

VII	I to V
VIII	I to VI
IX	I to VII

Infused Construction [Psionic]

You increase your metapsionic cap and can spend more power points manifesting astral constructs that are modified by metapsionic feats than would normally be possible.

Prerequisite: Manifester level 6th+.

Benefit: Your metapsionic cap is increased to a number of power points equal to your manifester level + 2 for purposes of manifesting astral constructs. For example, a 13th-level psion with a metapsionic cap of 12 would have that cap raised to 15 for purposes of manifesting astral constructs.

Special: You can take this feat multiple times. Each time you take this feat beyond the first, you can add 2 power points to the metapsionic cap for purposes of manifesting astral constructs. Your new cap cannot exceed double your base metapsionic cap. For example, a 13th-level psion who has taken this feat 3 times can spend her normal 12 power points plus an additional 7 power points for a total of 19 power points. This would allow her to manifest *astral construct VI*, with the metapsionic feat Maximize Power applied to it ($11 + 6 = 17$ power points) that she could not normally have manifested with the standard metapsionic cap of manifester level - 1 ($13 - 1 = 12$ power points).

Psionic Items

Amulet of Advanced Construction: When worn, the *amulet of advanced construction* grants the wearer additional special abilities from which he or she can select when manifesting astral constructs. These menu items must be from the table provided in the Advanced Construction feat. When crafted, the selections are set in the amulet and can consist of either 4 Menu A selections, 2 Menu B selections, or 1 Menu C selection.

Manifester Level: 14th; *Prerequisites:* Craft Universal Item, Advanced Construction,

Astral Construct VII; Market Price: 10,000 gp; Weight: --.

Gloves of Ecto Manipulation: *Gloves of ecto manipulation* are thin leather gloves that are very flexible and are usually adorned with several small gemstones. When worn, they grant the wearer the ability to manipulate astral constructs as the Ecto Manipulation feat.

Manifester Level: 10th; *Prerequisites:* Craft Universal Item, Ecto Manipulation; *Market Price:* 10,000 gp; *Weight:* --.

Crystalline Construct: A crystalline construct is a small crystal figurine that resembles a tiny astral construct. When placed on the ground, and when a command word is spoken, the crystal animates into an astral construct as per the *astral construct V* power. The construct has the same menu choices each time it is summoned, and the figurine resembles the final construct form. It obeys the commands of the owner.

If the *crystalline construct* figurine is broken, the power within it is lost. If the construct is destroyed or dismissed while activated, it reverts back into the figurine. The construct can be brought forth once per day for 10 rounds. The figurine has an AC of 7, 6 hit points, hardness of 8, and a break DC of 20.

Manifester Level: 10th; *Prerequisites:* Craft Universal Item, *astral construct V*; *Market Price:* 40,000 gp; *Weight:* --.

Sling Bullets of the Construct: *Sling bullets of the construct* appear to be sling bullets made of crystal instead of lead. They do normal sling bullet damage and have a +1 enhancement bonus to hit. Upon striking a target, the sling bullet brings forth a single astral construct that immediately begins to attack the target. Typically, 2-5 bullets are found.

Minor	Med	Major	Construct	Market Price (each bullet)	Manifester Level
01-50			<i>astral construct I</i>	90 gp	1
51-95	01-05		<i>astral construct II</i>	400 gp	4
96-00	06-65		<i>astral construct III</i>	900 gp	6

66-95	01-05	<i>astral construct IV</i>	1600 gp	8
96-00	06-50	<i>astral construct V</i>	2500 gp	10
	51-70	<i>astral construct VI</i>	3600 gp	12
	71-85	<i>astral construct VII</i>	4900 gp	14
	86-95	<i>astral construct VIII</i>	6400 gp	16
	96-00	<i>astral construct IX</i>	8100 gp	18

Manifester Level: see chart; *Prerequisites:* Craft Universal Item, *astral construct I-IX*;
Market Price: see chart; *Weight:* --.

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Expanding Your Mind

Astral Taskers

By Mark A. Jindra and Scott Brocius

The astral tasker is an animated object formed of ectoplasm that is used by psionic characters to perform simple tasks in a manner similar to an *unseen servant*. Taskers typically appear as short, featureless humanoid figures resembling astral constructs. While they can never engage in combat, they can fetch things, open unstuck doors, follow specific party members, and carry things like bags, sacks, barrels, or crates. Higher-level taskers become more powerful and versatile and some can even perform more complicated tasks such as blacksmithing.

Powers

Astral Tasker I

Metacreativity (Int)

Level: Psion 1

Display: Vi, Ma

Manifestation Time: 1 full round

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

Effect: One created astral tasker

Duration: 1 hour per level

Saving Throw: None

Power Resistance: No

Power Points: 1

An astral tasker is an animated object formed of ectoplasm and that is used to perform simple tasks. They typically appear as short, featureless humanoid figures resembling astral constructs, but they can be reshaped with a successful Craft (sculpting) check [DC 10 + (2 x tasker level)] (see Reshaping Astral Taskers below). They can fetch things, open unstuck doors, follow specific party members, and carry things like bags, sacks, barrels or crates. A tasker can perform only one task at a

Power Chain (Metacreativity)	
Level	Power
0	--
1	Astral Tasker I
2	Astral Tasker II
3	Astral Tasker III
4	--
5	Astral Tasker IV
6	--
7	Astral Tasker V
8	--

time, and it continues to perform the task until told to stop. For example, a tasker following a psion and carrying a barrel will stop at a closed door; it must be told to place the barrel on the ground and open the door. A tasker can also perform simple functions such as opening only normal doors, drawers, lids and so on. Taskers can trigger pressure plates that require at least 100 pounds of force.

9

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Power chains are used in conjunction with the [Upgrade Power](#) and [Chain Link](#) feats.

The tasker cannot attack in any way and it is never allowed an attack roll. It cannot be killed, but it breaks down and dissipates harmlessly when it reaches 0 hit points. It can make saves as normal. You need to stay in range of a construct to command it; however, it will continue to execute its last command to the best of its ability till its duration is reached or it is destroyed. See the Astral Tasker statistics below for more information on an astral tasker's stats. This spell creates a 1st-level astral tasker.

Astral Tasker II

Metacreativity (Int)

Level: Psion 2

Display: Vi, Ma|

Manifestation Time: 1 full round

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

Effect: One or more astral taskers, no two of which can be more than 30 feet apart

Duration: 1 hour per level

Saving Throw: None

Power Resistance: No

Power Points: 3

As *astral tasker I* except you can create one 2nd-level astral tasker or 1d3 1st-level astral taskers.

Astral Tasker III

Metacreativity (Int)

Level: Psion 3

Display: Vi, Ma

Manifestation Time: 1 full round

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

Effect: One or more astral taskers, no two of which can be more than 30 feet apart

Sample Tasker Drilbus

We have put together a few sample drilbus that some psionic characters might find useful. The first drilbu creates a 5th-level astral tasker with the Profession (lumberjack) skill, and it is further enhanced with *major creation* so you are never without an axe. The second drilbu creates a 5th-level astral tasker with the craft (blacksmithing) skill; *major creation* has been added so that the proper smithing tools are always nearby. (For more on drilbus, [check out the website article](#) about them!)

Drilbu of the Tasker

(Lumberjack): The *drilbu of the tasker (lumberjack)* is a gray-blue crystalline staff just under 5 feet long, and it has iron caps on either end. It functions at all times as a

Duration: 1 hour per level

Saving Throw: None

Power Resistance: No

Power Points: 5

As *astral tasker I* except you can create one 3rd-level astral tasker, 1d3 2nd-level astral taskers, or 1d4+1 1st-level astral taskers.

Astral Tasker IV

Metacreativity (Int)

Level: Psion 5

Display: Vi, Ma

Manifestation Time: 1 full round

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

Effect: One or more astral taskers, no two of which can be more than 30 feet apart

Duration: 1 hour per level

Saving Throw: None

Power Resistance: No

Power Points: 9

As *astral tasker I* except you can create one 4th-level astral tasker, 1d3 3rd-level astral taskers, or 1d4+1 astral taskers of lower level.

Astral Tasker V

Metacreativity (Int)

Level: Psion 7

Display: Vi, Ma

Manifestation Time: 1 full round

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

Effect: One or more astral taskers, no two of which can be more than 30 feet apart.

Duration: 1 hour per level

Saving Throw: None

Power Resistance: No

Power Points: 13

staff +2, and it has the following powers:

Major Creation (2 charge)

Astral Tasker V (2 charges)

The 5th-level astral tasker appears as a bipedal humanoid and has the Profession (lumberjack) skill at 11 ranks. This drillbu has fifty charges.

Manifester Level: 14th;

Prerequisites: Craft Drillbu; *major creation, astral tasker V; Market*

Price: 50,000 gp; *Weight:* 4 lbs.

Drilbu of the Tasker

(Blacksmithing): The *drilbu of the tasker (blacksmithing)* is a pale red crystalline staff just over 5 feet long, and it has iron caps on either end. It functions at all times as a *staff* +2, and it has the following powers:

Major Creation (1 charge)

Astral Tasker V (2 charges)

The 5th-level astral tasker appears as a bipedal humanoid and has the Craft (blacksmithing) skill at 11 ranks. This drillbu has fifty charges.

Manifester Level: 14th;

Prerequisites: Craft Drillbu; *major creation, astral tasker V; Market*

Price: 76,000 gp; *Weight:* 4 lbs.

As *astral tasker* / except you can create one 5th-level astral tasker, 1d3 4th-level astral taskers, or 1d4+1 astral taskers of lower level. You can imbue a small amount of knowledge in a 5th-level astral tasker, thereby granting it the ability to perform tasks as though it has a specific profession or craft skill. The skill is equal to that of the manifester. You cannot empower a tasker with a skill you do not have. You can empower a tasker with only a single skill. For instance, a psion with the Craft (blacksmithing) skill could create a 5th-level astral tasker and empower it with blacksmithing.

Astral Taskers

1st-Level Astral Tasker

Small Construct

Hit Dice: 1d10 (5 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 17 (+1 size, +1 Dex, +5 natural)

Attacks: None

Damage: None

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Construct traits, hardness 5, ectoplasmic form

Saves: Fort +0, Ref +1, Will -5

Abilities: Str 13, Dex 12, Con -- Int --, Wis 1, Cha 1

Challenge Rating: 1/3

Alignment: Always neutral

2nd-Level Astral Tasker

Small Construct

Hit Dice: 2d10 (11 hp)

Initiative: +1 (Dex)

Speed: 30 ft. (50 ft. multiple legs)

AC: 17 (+1 size, +1 Dex, +5 natural)

Attacks: None

Damage: None

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Construct traits, hardness 8, ectoplasmic form

Saves: Fort +0, Ref +1, Will -5

Abilities: Str 15, Dex 12, Con -- Int --, Wis 1, Cha 1

Challenge Rating: 1/2

Alignment: Always neutral

3rd-Level Astral Tasker

Medium-Size Construct

Hit Dice: 3d10 (16 hp)

Initiative: 0

Speed: 30 ft. (50 ft. multiple legs)

AC: 15 (+5 natural)

Attacks: None

Damage: None

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Construct traits, hardness 10, ectoplasmic form

Saves: Fort +1, Ref +1, Will -4

Abilities: Str 17, Dex 10, Con -- Int --, Wis 1, Cha 1

Challenge Rating: 1/2

Alignment: Always neutral

4th-Level Astral Tasker

Medium-Size Construct

Hit Dice: 5d10 (27 hp)

Initiative: 0

Speed: 30 ft. (50 ft. multiple legs, 70 ft. wheeled*)

AC: 15 (+5 natural)

Attacks: None

Damage: None

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Construct traits, hardness 15, ectoplasmic form

Saves: Fort +1, Ref +1, Will -4

Abilities: Str 21, Dex 10, Con -- Int --, Wis 1, Cha 1

Challenge Rating: 1

Alignment: Always neutral

5th-Level Astral Tasker

Large Construct

Hit Dice: 7d10 (38 hp)

Initiative: -1 (Dex)

Speed: 30 ft. (50 ft. multiple legs, 70 ft. wheeled*)

AC: 13 (-1 size, -1 Dex, +5 natural)

Attacks: None

Damage: None

Face/Reach: 10 ft. by 5 ft./5 ft.

5 ft. by 10 ft./5 ft. if multiple legs/wheeled

Special Attacks: None

Special Qualities: Construct traits, hardness 20, ectoplasmic form

Saves: Fort +2, Ref +1, Will -3

Abilities: Str 27, Dex 8, Con -- Int --, Wis 1, Cha 1

Challenge Rating: 2

Alignment: Always neutral

* May be pushed or pulled at a speed of 70 ft.

Construct Traits: Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects; cannot heal damage (though regeneration and fast healing still apply, if present); not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected; darkvision 60 ft.

Ectoplasmic Form: Taskers are composed of ectoplasm, and are subject to powers that affect it.

Reshaping Astral Taskers

An astral tasker is an animated object formed of ectoplasm used to perform simple tasks. Though they typically appear as short, featureless humanoid figures, they can be reshaped into a quadruped, given extra arms, or even turned into a wheeled cart. (See Table 1-1: Valid Astral Tasker Configurations for a complete list of valid astral tasker configurations.)

You can reshape any tasker of 2nd level or higher into a quadruped. This requires a successful Craft (sculpting) check [DC 10 + (2 x tasker level)]. This results in an increase in its speed to 50 feet. In this form, it is easier to strap bags or crates to the tasker or use it to pull a cart. However, it loses the ability to manipulate objects since it has no arms or hands. A character can be carried on an astral tasker if her weight is less than its carrying capacity.

You can reshape any tasker of 3rd level or higher so that it has an extra set of arms. This requires a successful Craft (sculpting) check [DC 10 + (2 x tasker level)]. These extra arms allow the tasker to perform certain tasks quicker (such as stacking wood); the speed increase is up to the DM. Taskers of 3rd level or higher also can be shaped into a quadruped with a single set of arms added so as to manipulate objects as normal.

You can reshape any tasker of 4th level or higher so that it resembles a two-wheeled object such as a cart. This requires a successful Craft (sculpting) check [DC 10 + (2 x tasker level)]. This cart can be pushed or pulled at a speed of up to 70 feet. Up to two Medium-size creatures/characters can be carried on a wheeled astral tasker if their weight is less than its carrying capacity. Taskers of 4th level or higher that have been shaped into a cart can also have a single set of arms added so as to manipulate objects as normal. They cannot have both wheels and also be quadrupeds.

Taskers of 5th level that have been empowered with a profession or craft can have an extra set of arms added so as to perform certain tasks quicker (such as using hammer and anvil); the speed increase is up to the DM. This requires a successful Craft (sculpting) check [DC 10 + (2 x tasker level)]. Taskers of 5th level that have been empowered with a profession or craft cannot have wheels or be quadrupeds. Any 5th-level taskers that are wheeled resemble a four-wheeled cart and can carry up to four Medium-size creatures/characters if their weight is less than its carrying capacity.

Table 1-1: Valid Astral Tasker Configurations

Tasker Valid Level Configurations

- 1 2 legs, 2 arms
- 2 2 legs, 2 arms / 4 legs
- 3 2 legs, 2 arms / 4 legs / 2 legs, 4 arms / 4 legs, 2 arms
- 4 2 legs, 2 arms / 4 legs / 2 legs, 4 arms / 4 legs, 2 arms / 2 wheels / 2 wheels and 2 arms
- 5 2 legs, 2 arms / 4 legs / 2 legs, 4 arms / 4 legs, 2 arms / 4 wheels / 4 wheels and 2 arms / Profession or Craft skill, 2 legs, 2 arms / Profession or Craft skill, 2 legs, 4 arms

Special Thanks

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Expanding Your Mind

Chance Favors the Prepared Mind

An Inside Look at Psychic Meditation

By Mark A. Jindra and Scott Brocius

This month we take a look at psychic meditation and its effects on your psionic character. We start off with two new feats that will help open the mind and bring inner peace. Be sure to check out [the meditant](#), a prestige class that puts both feats to good use.

Meditation

When our bodies are worked really hard, we get aches and pains. We need to rest the body so it can recuperate from the stress and physical strain of daily activities. If we don't, our bodies can become ill. When this happens, we find ourselves forced to take it easy. We have a good night's sleep, and in the morning we feel rested and relaxed.

With our minds, we are always thinking, even in sleep as we dream. The mind never rests. However, with meditation, we can slow the mind down and relax it to such a level that it gets the chance to have a good rest. After practice you can stop the thoughts altogether for a short time.

A psionic character can find peace and harmony by continuously exploring the inner depths of solitude that meditation provides. The psychic energy centers awaken and the natural psionic forces from within the mind and body are released. With practice, a psionic character can harness and channel these raw psionic forces into positive effects.

What Are Psychic Energy Centers?

Psychic energy centers are energy centers in the body that are associated with a variety of states of evolution, consciousness, organs, glands, colors, light, music, and stones/crystals. There are seven psychic energy centers in the human body.

The Function of Psychic Energy Centers

Each of the seven psychic energy centers plays a vital functional role in our physical body and in our normal subjective consciousness. The actual functions and attributes of

the psychic energy centers with regard to our physical body is an involved topic. However, in relation to the psionic body, they are easy to define.

The Seven Psychic Energy Centers



(1) The Crown Psychic Energy Center: The crown psychic energy center is situated at the top of the head. It is most often associated with the control of the pain threshold of the body.

(2) The Third Eye Psychic Energy Center: The third eye or brow psychic energy center is situated in the middle of the forehead. On a physical level, this psychic energy center governs the skull, eyes, brain, and nervous system. It also governs our senses, like sight, smell, taste, and touch. The nervous system and the brain govern the energy waves, which send messages to the rest of the body. The skull protects the brain from outside interference and the eyes give us the ability to see on the Material Plane.

(3) The Throat Psychic Energy Center: The throat psychic energy center is situated in the neck area of the body. This psychic energy center governs the aspects of communication, willpower, truthfulness, and creativity.

(4) The Heart Psychic Energy Center: The heart psychic energy center is situated in and around the heart area of our physical body. The heart pumps the flow of blood that is needed to keep us alive. Without the heart, we cannot function on the Material Plane. This area is what we call the main center of our body.

(5) The Solar (Plexus) Psychic Energy Center: The solar psychic energy center controls our will and our personal power. They say our true wisdom comes from the healthy workings of this psychic energy center. It brings us our strength, our courage, and our will to succeed, achieve, and survive.

(6) The Base Psychic Energy Center: The base psychic energy center is the energy center that controls our energy levels, our connection to the earth, and our ambitions.

(7) The Sacral Psychic Energy Center: The sacral psychic energy center is the energy center that controls our passions and the abundance that we allow into our lives for fulfillment of our desires. This center is where you fund your creativity on the physical level.

Feats

Psychic Meditation [Psionic]

You allow your mind to rest and go quiet for a period of time, which allows the psionic energy in your body to grant you several psychic benefits.

Benefit: When you take this feat, you are granted access to one of the seven psychic energy centers. You can gain access to each only once. You can take this feat multiple times and must select a psychic energy center that you do not already know. When you meditate for at least 10 minutes, you activate all psychic energy centers for which you have taken the feat. You can activate this feat only once per day. You gain the benefits of the feat(s) for 1 hour.

Table 1-1: Psychic Meditation Bonuses

Psychic Energy Center Associated Bonus

Crown	+3 natural armor bonus to AC
Third Eye	1 temporary power point per manifester level
Throat	+2 enhancement bonus to Int, Wis, and Cha
Heart	3 temporary hit points per manifester level (maximum 42 hit points). These hit points do not stack with temporary hit points from other sources
Solar Plexus	+2 to saving throw of choice, +1 to remaining two

Base	+2 enhancement bonus to Str, Dex, and Con
------	---

Sacral	+3 to DC for powers in primary discipline; +1 to all other powers
--------	---

Intense Psychic Meditation [Psionic]

You further your study and understanding of psychic energy centers, which allows you to enter a deeper level of meditation.

Prerequisite: Psychic Meditation (seven times)

Benefit: You can select this feat only if you have taken the Psychic Meditation feat seven times. When you take this feat, you are granted additional psychic energy center bonuses. Meditation time is increased to 20 minutes. The duration of the benefits increase to 2 hours. You can select a given psychic energy center only once. You can take this feat multiple times and must select a psychic energy center that you have not already previously selected. Bonuses from this feat stack with bonuses received from the Psychic Meditation feat. You can activate this feat only once per day.

Table 1-2: Intense Psychic Meditation Bonuses

Psychic Energy Center Associated Bonus

Crown	+2 natural armor bonus to AC
-------	------------------------------

Third Eye	1 temporary power point per manifester level
-----------	--

Throat	+2 enhancement bonus to Int, Wis, and Cha
--------	---

Heart	Fast healing 1
-------	----------------

Solar Plexus	+2 to saving throw of choice, +1 to remaining two
--------------	---

Base	+2 enhancement bonus to Str, Dex, and Con
------	---

Sacral

+2 to DC for powers in primary discipline; +1 to all other powers

Go to the [D&D main news page](#) for more articles and news about the new **D&D** or check out the [D&D message boards](#) for a lively discussion of all aspects of the **D&D** game.

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Expanding Your Mind

The Battle of the Mind

(Three New Feats and a Psionic Item)



Psionic combat can be quite draining on a psionic character, and it quite often ends with both participants exhausted and drained of power points. This month in Expanding Your Mind, we have three new feats and a psionic item to help your psionic character win the battle of the mind.

Psychic Assault [Psionic]

You can increase your chance of success in psionic combat.

Benefit: You may add up to half of your manifester level as a modifier to the defender's Will save DC for psionic combat when you pay the cost of +3, plus +2 power points per +1 DC modifier. You must pay this cost prior to determining the failure or success of the psionic attack. For example, a 13th-level psion selects *mind thrust* in psionic combat and adds half his manifester level (+6) to the Will save DC. He pays 15 power points to use this feat.

Psionic Combat Buffer [Psionic]

You become more efficient at psionic combat.

Prerequisite: Minimum level 6th+, any other psionic combat feat*

Benefit: You have developed a psionic combat power point buffer that allows you to activate psionic attack and defense modes at 1/2 the normal cost (minimum 1 power point). You may choose to designate a maximum of half of your total power points per day as buffer points for use in psionic combat only (subject to available power points -- you cannot spend what you do not have). You can do this at any time, but charging the buffer is a full-round action. If

Amulet of Mental

Adversary: When worn, the *amulet of mental adversary* grants the wearer exceptionally strong psionic attacks as per the Mental Adversary feat. You deal +1 ability damage on a successful psionic attack. This ability damage does not stack with that granted by the Mental Adversary feat.

Manifester Level: 10th;
Prerequisites: Craft Universal Item, Mental

in combat while charging the buffer, you are considered flat-footed for that round of psionic combat. You can use power points stored in the buffer only for psionic defense and attack modes, and they have a duration of 1 hour per manifester level. Once the duration has been reached, no additional power points can be placed in the buffer that day. Half of any unused points are returned to the character at the end of the duration; the remaining half dissipates harmlessly. The buffer may be dismissed at any time and is treated as though it had reached its duration.

Adversary; *Market Price:* 8,000 gp; *Weight:* --.

*Psionic combat feats that can be used as a prerequisite include Psychic Assault, Mental Adversary, Mind Trap, Psychic Bastion, Disarm Mind, and [Mind Blind](#).

Greater Psionic Combat Buffer [Psionic]

You become more efficient at psionic combat.

Prerequisite: Psionic Combat Buffer

Benefit: You have developed a psionic combat power point buffer that allows you to activate psionic attack and defense modes at 1/3 the normal cost. If you maintain a reserve of at least 3 power points in your buffer, the cost to activate some combat modes can be reduced to zero, otherwise the minimum cost is 1 power point. You may choose to designate a maximum of half of your total power points per day as buffer points for use in psionic combat only (subject to available power points -- you cannot spend what you do not have). You can do this at any time, but charging the buffer is a full-round action. If in combat while charging the buffer, you are considered flat-footed for that round of psionic combat. You can use power points stored in the buffer only for psionic defense and attack modes, and they have a duration of 1 hour per manifester level. Once the duration has been reached, no additional power points can be placed in the buffer that day. Half of any unused points are returned to the character at the end of the duration; the remaining half dissipates harmlessly. The buffer may be dismissed at any time and is treated as though it had reached its duration.

VARIANT: Advanced Psionic Combat

As an option for campaigns with a high level of psionics, you can allow psions and psychic warriors to receive Psychic Assault as a free feat at 1st level. You may also want to decrease the minimum level requirement to 3rd+ for the Psionic Combat Buffer feat.

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Expanding Your Mind

Four New Psionic Feats

By Mark A. Jindra

This month in "Expanding Your Mind" we have four new feats. The first one, which is called Chain Link, allows you to apply the Upgrade Power feat to all power chains in your primary discipline. The second, which is known as Empower Construction, helps make your astral constructs even more powerful. The third and fourth feats, Master Discipline and Trade-Off, allow you to gain additional powers or trade out newly gained powers for lesser ones.

Chain Link [Psionic]

You can upgrade all [recognized power chains](#) in your primary discipline.

Prerequisite: Manifester level 3rd+.

Benefit: All power chains in your primary discipline have the [Upgrade Power](#) feat. Whenever you learn a power from your primary discipline, you can "forget" a power from any of the chains in that discipline.

Empower Construction [Psionic]

You can manifest astral constructs with additional special abilities.

Prerequisite: [Augment Construction](#)

Benefit: Astral constructs you create with the *astral construct* powers gain one additional special ability. The ability must be from a menu that the construct can legally choose from. This ability cannot be traded in for choices from lesser menus, as is normally the case.

Master Discipline [Psionic]

You can learn one additional power from your primary discipline.

Prerequisite: [Extra Power](#), Manifester level 3rd+.

Benefit: You learn one additional power at any level up to the highest-level power you can manifest. For example, a 12th-level psion character can learn a new power from 0 level to 6th level.

Special: You can gain this feat multiple times. Each time you gain the feat, you learn a new power at any level up to the highest-level power you can manifest.

Trade-Off [Psionic]

You can trade in powers from your primary discipline for additional powers.

Prerequisite: Manifester level 3rd+.

Benefit: When you gain a power from your primary discipline, you can trade it in for up to three powers of a lower level. New powers must be from your primary discipline. The total levels of the powers you choose cannot exceed the level of the power you traded in. Any 0-level powers count as 1st level for purposes of this feat. For example, at 18th-level a psion could trade in the 9th-level power he or she receives from his or her primary discipline for a 5th-level power, a 3rd-level power and a 1st-level power.

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Expanding Your Mind

Two New Feats

by Mark A Jindra

This month in "Expanding Your Mind" we have two new feats. The first, Inner Fortitude, gives psions an alternative to Inner Strength from page 26 of the [Psionics Handbook](#). The second, Overpower, works in conjunction with Fortify Power from [Dragon Magazine 287](#).

Inner Fortitude [Psionic]

You can trade the ability to manifest a power for increased power points.

Prerequisite: Inner Strength.

Benefit: Upon gaining this feat, you may choose one unassigned power and trade it in for power points. The power points gained equal the cost to manifest a power of the chosen level. For example, upon reaching 12th level, the psion takes Inner Fortitude and chooses to trade in her unassigned 5th-level power. This gives her 9 additional power points per day.

Special: You can gain this feat multiple times, each time choosing a new unassigned power to trade in for power points. You can choose to trade in only a power that has not been assigned to a power yet. You may not trade in an unassigned power that should be assigned to your primary discipline.

You can choose to defer selecting a power when you take this feat and instead choose a power to trade in upon gaining a level in the future. However, upon reaching 20th-level, a psion must discover powers for all unassigned power slots or use the feat to trade them in for power points. You must maintain a power reserve of 1 point per deferred Inner Fortitude feat until any unassigned powers have been selected.

For example a 10th-level psion has taken Inner Fortitude at levels 1, 3, 6, and 9 and has deferred them. This requires a power reserve of 4 points per day. Upon reaching 11th level, the psion cashes in all 4 deferred feats, trading in a 5th-, two 4th-, and a 3rd-level unassigned power for 28 additional power points per day. Note that the psion would have

had to not assign the 4th- or 3rd-level power she gained at 9th-level.

Overpower [Metapsionic]

You can manifest a power at twice its normal effect.

Prerequisite: Fortify Power.

Benefit: All variable, numeric effects of an overpowered power are doubled. An overpowered power deals twice as much damage, cures twice as many hit points, affects twice as many targets, and so on, as appropriate. For example an overpowered *lesser concussion* deals twice the amount of damage (roll 1d6 and multiply the result by 2). Saving throws and opposed rolls (such as the one you make when you manifest *negate psionics*) are not affected. Powers without random variables are not affected. An overpowered power costs a number of power points equal to its standard cost + 6.

Special: You can apply overpower to the same power multiple times. You can't break the power point limit of the manifester level minus one when using overpower. For instance, a *lesser concussion* overpowered twice deals 1d6 times 3 damage for a cost of 13 power points. Thus, a 14th-level manifester could have used the power as described in the example above, but a 13th-level manifester could not.

You can simultaneously apply overpower in conjunction with fortify power. You can't break the power point limit of the manifester level minus one when using these feats in conjunction with each other. For instance, a *lesser concussion* overpowered once and fortified twice deals 1d6 times 2.5 damage for a cost of 10 power points. Thus an 11th-level manifester could have used the power as described in the example above, but a 10th-level manifester could not. See Tables 1-1, 1-2 and 1-3 for available combinations, optimal combinations, and maximum effect.

Table 1-1: Available Combinations

Fortify		Power	Multiplier	Minimum
<u>Power</u>	<u>Overpower</u>	<u>Points</u>	<u>(1 plus)</u>	<u>Level*</u>
1	-	2	0.25	3
2	-	4	0.5	5
3	-	6	0.75	7
4	-	8	1	9
5	-	10	1.25	11
6	-	12	1.5	13
7	-	14	1.75	15
8	-	16	2	17
9	-	18	2.25	19
-	1	6	1	7
1	1	8	1.25	9
2	1	10	1.5	11
3	1	12	1.75	13
4	1	14	2	15
5	1	16	2.25	17
6	1	18	2.5	19
-	2	12	2	13
1	2	14	2.25	15
2	2	16	2.5	17

Table: 1-2: Optimal Combinations

Fortify		Power	Multiplier	Minimum
<u>Power</u>	<u>Overpower</u>	<u>Points</u>	<u>(1 plus)</u>	<u>Level*</u>
1	-	2	0.25	3
2	-	4	0.5	5
-	1	6	1	7
1	1	8	1.25	9
2	1	10	1.5	11
-	2	12	2	13
1	2	14	2.25	15
2	2	16	2.5	17
-	3	18	3	19

* Minimum Level does not take into consideration the level of the power.

Table: 1-3: Maximum Effect

Power	Base	Fortify	Overpower	Final	Final
<u>Level</u>	<u>PP</u>	<u>Power</u>		<u>PP</u>	<u>Multiplier*</u>
1	1	-	3	19	4
2	3	2	2	19	3.5
3	5	1	2	19	3.25
4	7	-	2	19	3
5	9	2	1	19	2.5
6	11	1	1	18	2.25

3	2	18	2.75	19
---	---	----	------	----

7	13	-	1	19	2
---	----	---	---	----	---

-	3	18	3	19
---	---	----	---	----

8	15	2	-	19	1.5
---	----	---	---	----	-----

* Minimum Level does not take into consideration the level of the power.

9	17	1	-	19	1.25
---	----	---	---	----	------

* Assumes that the power is manifested by a 20th-level manifester.

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Master More Powers of the Mind

Further Powers for Your Psionic Character

Written by Luis Oyola

Developed by Bruce R. Cordell

You can also [download](#) these new powers in this convenient PDF form! (228k PDF)
Requires Adobe Acrobat Reader



Psion Powers

0-Level Psion Powers (Talents)

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

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

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

Memory Recall. You boost your memory.

1st-Level Psion Powers

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

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

Ectogoo. Your foe is entangled.

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

2nd-Level Psion Powers

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

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

Reach. Increase the area you threaten by 5 feet.

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

3rd-Level Psion Powers

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

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

4th-Level Psion Powers

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

5th-Level Psion Powers

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

6th-Level Psion Powers

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

7th-Level Psion Powers

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

8th-Level Psion Powers

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

9th-Level Psion Powers

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

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

Psychic Warrior Powers

0-Level Psychic Warrior Powers (Talents)

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

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

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

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

1st-Level Psychic Warrior Powers

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

2nd-Level Psychic Warrior Powers

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

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

3rd-Level Psychic Warrior Powers

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

5th-Level Psychic Warrior Powers

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

6th-Level Psychic Warrior Powers

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

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

Awareness

Clairsentience (Wis)

Level: Psion 0 / Psychic Warrior 0

Display: OI

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute

Saving Throw: No

Power Resistance: No

Power Points: 1

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

Befuddle

Telepathy (Cha) [Mind Affecting]

Level: Psion 0

Display: Me

Manifestation Time: 1 action

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

Target: One creature

Duration: 1 minute

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

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

Bio-Booster

Psychometabolism (Str)

Level: Psion 0 / Psychic Warrior 0

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute

Saving Throw: No

Power Resistance: No

Power Points: 1

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

Channel Power

Psychometabolism (Str)

Level: Psion 2

Display: Ma

Manifestation Time: 1 action

Range: Touch

Target: One person

Duration: Until discharged or 1 round/level

Saving Throw: None (harmless)

Power Resistance: Yes (harmless)

Power Points: 3

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

Comprehend Languages

Clairsentience (Wis)

Level: Psion 1

Display: None

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

Power Points: 1

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

speak or write it.

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

Cryo Blast

Metacreativity (Int)

Level: Psion 1

Display: Vi (see text), Au

Manifestation Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 1

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

Deceleration

Psychoportation (Dex)

Level: Psion 1

Display: Au, Ma

Manifestation Time: 1 action

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

Target: One creature

Duration: 1 minute/level

Saving Throw: Reflex negates

Power Resistance: Yes

Power Points: 1

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

Dimension Strike

Psychoportation (Dex)

Level: Psion 5/Psychic Warrior 5

Display: Vi

Manifestation Time: 1 action

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

Target: You (see text)

Duration: Instantaneous

Power Points: 9

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

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

Ectogoo

Metacreativity (Int)

Level: Psion 1 / Psychic Warrior 1

Display: Vi, Ma

Manifestation Time: 1 action

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

Target: Single creature

Duration: 1 minute

Saving Throw: Reflex negates

Power Resistance: Yes

Power Points: 1

You draw forth a glob of ectoplasmic goo from the Astral Plane and immediately throw it as a ranged touch attack. On a successful hit, the subject is entangled in goo. An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. The entangled creature must make a Reflex save (DC 15) or is glued to the floor, unable to move. Even with a successful save, it can move only at half speed. A creature who is glued to the floor can break free with a successful Strength check (DC 27) or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off himself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature who hit makes a damage roll to see how much of the goo he scraped off. Once free, a creature can move at half

speed. A creature capable of manifesting powers who is bound by the goo must make a Concentration check (DC 15) to manifest a power. The goo becomes brittle, fragile, and inert after 1 minute. The goo can also be *negated*.

Feat Leech

Clairsentience (Wis)

Level: Psion 2/ Psychic Warrior 2

Display: Vi, Me

Manifestation Time: 1 action

Range: Touch

Target: One individual

Duration: 1 minute/level

Saving Throw: Will partial (see text)

Power Resistance: Yes

Power Points: 3

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

While the power lasts, you are treated as if you normally possessed the stolen feats, despite the fact you have more feats than normally allowed. During this same period, the original target is locked out of those feats, and can make no use of them. When the power's duration expires, you lose access to the leeching feats, and the original target gains immediate use of them. The transfer back occurs no matter the distance between you and the target. If the duration of feat leech is somehow extended (or an attempt is made to make it permanent), the original target gains a Will saving throw every 10 minutes beyond the original duration. If the target succeeds, the power's duration ends. If the original target is killed before the duration lapses, the feats are immediately lost. You cannot take a feat for which you do not have the prerequisite feat, if any. However, you can use a stolen feat as a prerequisite for another stolen feat.

Force

Psychokinetic (Con)

Level: Psychic Warrior 0

Display: Au

Manifestation Time: 1 action

Range: Touch

Target: 1 weapon

Duration: Until discharged or 1 minute/level

Saving Throw: No

Power Resistance: No

Power Points: 1

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

Forced Empathic Bond

Clairsentience (Wis)

Level: Psion 3

Display: Ma, Me

Manifestation Time: 1 action

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

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

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

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

Fusion

Psychometabolism (Str)

Level: Psion 8

Display: Au, Vi, Ma

Manifestation Time: 1 round

Range: Touch

Target: You and one other creature

Duration: 1 minute/level (D)

Saving Throw: No

Power Resistance: No

Power Points: 15, XP cost

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

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

You decide what equipment is absorbed into the fused being and what equipment remains available for use. These fused items are restored once the power ends.

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

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

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

XP Cost: 100

Greater Metaphysical Weapon

Metacreativity (Int)

Level: Psion 7/Psychic Warrior 6

Power Points: 13

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

Improved Psychokinetic Blast

Psychokinetic (Con)

Level: Psion 6/Psychic Warrior 6

Display: Au, Vi

Manifestation Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: No

Power Resistance: Yes

Power Points: 11

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

Inflict Continual Pain

Telepathy (Cha) [Mind-Affecting]

Level: Psion 4

Display: Au

Manifestation Time: 1 action

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

Target: One living creature

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

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

Memory Recall

Telepathy (Cha) [Mind Affecting]

Level: Psion 0

Display: Vi, Me

Manifestation Time: 1 round

Range: Personal or touch

Target: You or one creature

Duration: Instantaneous

Saving Throw: Will (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

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

Mental Disruption

Telepathy (Cha) [Mind Affecting]

Level: Psion 2

Display: Vi, Me

Manifestation Time: 1 action

Range: 20 feet

Target: You

Area: 20-foot-radius spread centered on you

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

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

Psionic Reality Alteration

Clairsentience (Wis)

Level: Psion 9

Display: Ma

Manifestation Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None

Power Resistance: Yes

Power Points: 17, XP cost

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

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

Creature Bonus: You can grant a creature a +1 inherent bonus to an ability score. Two to five *psionic reality alteration* powers manifest in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two *psionic reality alterations* for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be negated. Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.

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

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

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

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

You may cast psionic reality alteration for greater effects than these, but doing so is dangerous. Such a psionic reality alteration gives you the opportunity to fulfill your

request without fulfilling it completely. (The *psionic reality alteration* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.) For example, a *psionic reality alteration* for a skin of iron might get you turned instantly into a nonmobile iron statue.

XP Cost: 5,000

Psychokinetic Blast

Psychokinetic (Con)

Level: Psion 3 / Psychic Warrior 3

Display: Au, Vi

Manifestation Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Power Resistance: Yes

Power Points: 5

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

Reach

Psychometabolism (Str)

Level: Psion 2 / Psychic Warrior 2

Display: Vi (see text), Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: No

Power Resistance: No

Power Points: 3

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

power per round.

Thrust

Psychoportation (Dex)

Level: Psychic Warrior 0

Display: Au

Manifestation Time: 1 action

Range: Touch

Target: One missile weapon

Duration: Until discharged or 1 minute/level

Saving Throw: No

Power Resistance: No

Power Points: 1

You imbue a ranged weapon (or ammo for a ranged weapon) with psychokinetic energy. While the duration lasts, the weapon subtly hums and vibrates. The psychokinetic energy doubles the weapon's range increment. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Timeless Body

Psychoportation (Dex) or Psychometabolism (Str)

Level: Psion 9

Display: Ma

Manifestation Time: 1 action

Range: Touch

Target: One creature

Duration: 1d4+1 rounds

Saving Throw: No

Power Resistance: No

Power Points: 17

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

Expanding Your Mind

Alter Your Basic Psionic Combat

By Mark A. Jindra and Frank Coletto

With inspiration and testing provided by members of the Wizards online community



This month in "Expanding Your Mind," we take another look at psionic combat, bringing you two new feats, and a new psionic combat mode known as an alteration. This material was designed to work with the material in the [Psionics Handbook](#), and material presented in the "[Battle of the Mind](#)" article (pay special attention to *the Psionic Combat Buffer and Greater Psionic Combat Buffer* feats).

Alterations

For centuries psionic creatures have engaged in a unique kind of psionic combat, using their mind to assail their adversaries. The basic attacks and defenses of psionic combat are referred to as combat modes, and it has long been believed that the ten basic combat modes and the feats that have developed around them were the only weapons in this battle of the mind, but recent discoveries have shown that there may be much more to psionic combat than first believed.

Psionic creatures have used metapsionic feats to alter the way powers are manifested, changing the range, duration, or intensity of a power. However that flexibility has eluded those who engage in psionic combat -- until now.

New combat modes modifiers known as "alterations" have been discovered, adding flexibility to the world of psionic combat. Alterations can be learned in place of standard combat modes, provided the prerequisites are met. More than one alteration can be applied to a combat mode (but see below), but the power points for the mode and all alterations must be paid. Unlike metapsionics, there is no cap to the number of power points that you can spend applying alterations to a combat mode.

Each individual alteration and type of alteration cannot be applied to the same combat mode more than once unless otherwise specified. For example, you cannot apply *area alteration (cone)* and *area alteration (radius)* to the same combat mode. Some alterations can be applied only in certain situations or to specific combat modes as described in the alteration. For example, *target alteration* can be applied only to *area alteration (cone)* or *area alteration (radius)*. Alterations are available to all psionic creatures (psions, psychic warriors, prestige classes that gain combat modes, and so on). Alterations cannot be applied to the imbed psionic attack ability of the soulknife.

Variant: Bonus Combat Modes

Psions continue learning psionic combat modes every two levels after 11th. Psions with the Resculpt Mind feat, however, begin gaining these extra modes at 21st level and every two levels after.

Alteration	PP	Prerequisite**	Type
<i>Area alteration (cone)</i>	+7	7 modes	Area
<i>Area alteration (radius)</i>	+9	8 modes	Area
--- <i>Target alteration</i>	+2*	<i>Area alteration (cone)</i> or <i>area alteration (radius)</i>	--
<i>Attack alteration</i>	+2*	4 modes (3 of which must be attack modes)	--
--- <i>Intensity alteration</i>	+3*	5 modes, <i>attack alteration</i>	--
<i>Condition alteration (blinding/deafening)</i>	+7	6 modes	Condition
<i>Condition alteration (bewildering)</i>	+11	7 modes	Condition
<i>Condition alteration (dread)</i>	+5*	4 modes	Condition
<i>Condition alteration (fatigue)</i>	+3*	3 modes	Condition
<i>Condition alteration (nauseating)</i>	+1	3 modes	Condition
<i>Condition alteration (stun)</i>	+13	8 modes	Condition
<i>Defense alteration</i>	+2*	4 modes (3 of which must be defense modes)	--
<i>Extend alteration (basic)</i>	+9	6 modes	Extend
--- <i>Extend alteration (improved)</i>	+13	<i>Extend alteration (basic)</i>	Extend
--- <i>Extend alteration (greater)</i>	+17	<i>Extend alteration (improved)</i>	Extend
<i>Hidden alteration</i>	+1	1 mode	--
<i>Origin alteration</i>	+7	5 modes	--
<i>Range alteration</i>	+3*	3 modes	--

*Power points may vary with additional applications of this alteration.

**Modes referred to in the prerequisites can be attack, defense, or alterations unless otherwise specified.

Area Alteration (Cone)

Prerequisites: 7 modes

Power Points: +7

Area alteration (cone) changes the area and range of an attack mode to a 60-foot cone. All creatures within the area are affected (friend and foe).

Area Alteration (Radius)

Prerequisites: 8 modes

Area: 30-ft. radius, centered on you

Power Points: +9

Area alteration (radius) changes the area and range of an attack mode to a 30-foot radius, centered on you. All creatures within the area are affected (friend and foe).

Attack Alteration

Prerequisites: 4 modes (3 of which must be attack modes)

Power Points: +2 (see text)

The save DC of an attack mode that this alteration is applied to is increased by +1. You can apply this alteration

multiple times to the same attack mode. Each additional +1 bonus costs one more power point than the +1 bonus before it. For example +2 would cost (2 + 3 = 5) 5 power points, +3 would cost (2 + 3 + 4 = 9) 9 power points, and so on. The total amount of power points spent on this alteration cannot exceed your manifester level.

Condition Alteration (Blinding/Deafening)

Prerequisites: 6 modes

Power Points: +7

An attack mode with this alteration causes the defender to become blind and deaf for a number of rounds equal to the points of ability damage that would normally be dealt. Applying this alteration to a mode that stuns an opponent causes the foe to become blind and deaf for 1d4 rounds starting the round after the stun effect expires.

Condition Alteration (Bewildering)

Prerequisites: 7 modes

Power Points: +11

An attack mode with this alteration *confuses* an opponent (as the *confusion* spell) for a number of rounds equal to the points of ability damage that would normally be dealt. Applying this alteration to a mode that stuns an opponent causes the foe to become confused 1d4 rounds starting the round after the stun affect expires. The target adds a +2 bonus to its saving throw against this mode.

Condition Alteration (Dread)

Prerequisites: 4 modes

Power Points: +5 (see text)

An attack mode with this alteration causes the target to become frightened for a number of rounds equal to the points of ability damage that would normally be dealt. Applying this alteration to a mode that stuns an opponent causes the foe to become frightened for 1d4 rounds starting the round after the stun affect expires. This alteration can be applied up to three times. Applying this alteration a second time causes the defender to become panicked. Applying this alteration a third time causes the defender to become paralyzed. Each time beyond the first that this alteration is applied, the target adds a +1 bonus to its saving throw against this mode, and the cost to activate the alteration is increased by +3 power points. The total amount of power points spent on this alteration cannot exceed your manifester level.

Condition Alteration (Fatigue)

Prerequisites: 3 modes

Power Points: +3 (see text)

An attack mode with this alteration causes the defender to become fatigued for a number of rounds equal to the points of ability damage that would normally be dealt. Applying this alteration to a mode that stuns an opponent causes the foe to become fatigued for 1d4 rounds starting the round after the stun affect expires. This alteration can be applied a second time, increasing the fatigue so that the defender becomes exhausted. Applying this alteration a second time costs +5 power points. The total amount of power points spent on this alteration cannot exceed your manifester level.

Condition Alteration (Nauseating)

Prerequisites: 3 modes

Power Points: +1

An attack mode with this alteration make an opponent nauseated for a number of rounds equal to the points of ability damage that would normally be dealt. Applying this alteration to a mode that stuns an opponent causes the foe to become nauseated for 1d4 rounds starting the round after the stun affect expires.

Condition Alteration (Stun)

Prerequisites: 8 modes

Power Points: +13

An attack mode with this alteration stuns an opponent for a number of rounds equal to the points of ability damage that would normally be dealt. The target adds a +4 bonus to its saving throw against this mode. Applying this alteration to a mode that stuns a nonpsionic opponent causes it to become stunned for an additional 1d4 rounds.

Defense Alteration

Prerequisites: 4 modes (3 of which must be defense modes)

Power Points: +2 (see text)

Add a +1 bonus on your roll when defending against an attack mode. You can apply this alteration multiple times to the same attack mode. Each additional +1 bonus costs one more power point than the +1 bonus before it. For example +2 would cost (2 + 3 = 5) 5 power points, +3 would cost (2 + 3 + 4 = 9) 9 power points, and so on. The total amount of power points spent on this alteration cannot exceed your manifester level.

Extend Alteration (Basic)

Prerequisites: 6 modes

Power Points: +9

A defense mode with *extend alteration (basic)* has its duration changed to 1 round per manifester level. The mode persists until the defender fails her Will save when defending in psionic combat, another defensive mode is activated, or the duration expires.

Extend Alteration (Improved)

Prerequisites: *Extend alteration (basic)*

Power Points: +13

A defense mode using *extend alteration (improved)* has its duration changed to 1 minute per manifester level. The mode persists until the defender fails his Will save when defending in psionic combat, another defensive mode is activated, or the duration expires.

Extend Alteration (Greater)

Prerequisites: *Extended alteration (improved)*

Power Points: +17

A defense mode with *extend alteration (greater)* has its duration changed to 10 minutes per manifester level.

The mode persists until the defender fails her Will save when defending in psionic combat, another defensive mode is activated, or the duration expires.

Hidden Alteration

Prerequisites: 1 mode

Power Points: +1

Attack or defense modes with *hidden alteration* emit no display.

Intensity Alteration

Prerequisites: 5 modes, *attack alteration*

Power Points: +3 (see text)

The amount of ability damage you do with an attack mode is increased by 1. You can apply this alteration multiple times to the same attack mode. Each additional +1 bonus costs one more power point than the +1 bonus before it. For example +2 would cost (3 + 4 = 7) 7 power points, +3 would cost (3 + 4 + 5 = 12) 12 power points, and so on. The total amount of power points spent on this alteration cannot exceed your manifester level.

Origin Alteration

Prerequisites: 5 modes

Power Points: +7

An attack mode with *origin alteration* has its point of origin changed to a location within range (25 ft. + 5 ft./level) that is in your line of effect.

Range Alteration

Prerequisites: 3 modes

Power Points: +3 (see text)

A combat mode with a range other than personal has its range increased by 25 feet. You can apply this alteration multiple times, adding 25 feet to the range each time. Each time this alteration is applied it costs +3 power points. A combat mode cannot have its range increased to more than double with this alteration. Modes with an area effect such as *mind blast* or modes that have been altered by an area alteration are increased by 5 feet each time this alteration is applied.

Target Alteration

Prerequisites: *Area alteration (cone)* or *area alteration (radius)*

Power Points: +2 (see text)

This alteration modifies the target of a combat mode with an area effect, such as those modes modified by *area alteration (cone)*, *area alteration (radius)*, or *mind blast*. You can choose to exclude one creature from its effects for a cost of +2 power points. Additional targets beyond the first can be excluded for a cost of +1 power point each. You cannot exclude more targets than your current manifester level.

Feats

Bonus Mode [Psionic]

You have discovered an additional psionic combat mode.

Benefit: You learn one additional psionic combat mode or alteration.

Quicken Mode [Psionic]

You can activate a psionic combat mode with a moment's thought.

Prerequisites: Minimum level 6th, any other psionic combat feat*.

Benefit: Activating a psionic combat mode as a quickened mode is a free action. You can perform another action, including activating another psionic combat mode, in the same round that you activated the quickened mode. You can activate only one quickened mode per round. A quickened mode costs a number of power points equal to its standard cost +8. In addition to the +8 additional power points required, a combat mode that has had alterations applied costs an additional +3 power points for each application of an alteration.

*Psionic combat feats that can be used as a prerequisite include Psychic Assault, Mental Adversary, Mind Trap, Psychic Bastion, Disarm Mind, Psionic Combat Buffer, Greater Psionic Combat Buffer, Bonus Mode, and Mind Blind.

Game Resources: To use the material in this article to its fullest, check out the following resources: [Player's Handbook](#), [Dungeon Master's Guide](#), [Monster Manual](#), [Psionics Handbook](#), and the "[Battle of the Mind](#)" article.

Expanding Your Mind

The Battle of the Mind

(Three New Feats and a Psionic Item)

Psionic combat can be quite draining on a psionic character, and it quite often ends with both participants exhausted and drained of power points. This month in Expanding Your Mind, we have three new feats and a psionic item to help your psionic character win the battle of the mind.



Psychic Assault [Psionic]

You can increase your chance of success in psionic combat.

Benefit: You may add up to half of your manifester level as a modifier to the defender's Will save DC for psionic combat when you pay the cost of +3, plus +2 power points per +1 DC modifier. You must pay this cost prior to determining the failure or success of the psionic attack. For example, a 13th-level psion selects *mind thrust* in psionic combat and adds half his manifester level (+6) to the Will save DC. He pays 15 power points to use this feat.

Psionic Combat Buffer [Psionic]

You become more efficient at psionic combat.

Prerequisite: Minimum level 6th+, any other psionic combat feat*

Benefit: You have developed a psionic combat power point buffer that allows you to activate psionic attack and defense modes at 1/2 the normal cost (minimum 1 power point). You may choose to designate a maximum of half of your total power points per day as buffer points for use in psionic combat only (subject to available power points -- you cannot spend what you do not have). You can do this at any time, but charging the buffer is a full-round action. If in combat while charging the buffer, you are considered flat-footed for that round of psionic combat. You can use power points stored in the buffer only for psionic defense and attack modes, and they have a duration of 1 hour per manifester level. Once the duration has been reached, no additional power points can be placed in the buffer that day. Half of any unused points are returned to the character at the end of the duration; the remaining half dissipates harmlessly. The buffer may be dismissed at any time and is treated as though it had reached its duration.

Amulet of Mental Adversary:

When worn, the *amulet of mental adversary* grants the wearer exceptionally strong psionic attacks as per the Mental Adversary feat. You deal +1 ability damage on a successful psionic attack. This ability damage does not stack with that granted by the Mental Adversary feat.

Manifester Level: 10th;
Prerequisites: Craft Universal Item, Mental Adversary; *Market Price:* 8,000 gp; *Weight:* --.

*Psionic combat feats that can be used as a prerequisite include Psychic Assault, Mental Adversary, Mind Trap, Psychic Bastion, Disarm Mind, and [Mind Blind](#).

Greater Psionic Combat Buffer [Psionic]

You become more efficient at psionic combat.

Prerequisite: Psionic Combat Buffer

Benefit: You have developed a psionic combat power point buffer that allows you to activate psionic attack and defense modes at 1/3 the normal cost. If you maintain a reserve of at least 3 power points in your buffer, the cost to activate some combat modes can be reduced to zero, otherwise the minimum cost is 1 power point. You may choose to designate a maximum of half of your total power points per day as buffer points for use in psionic combat only (subject to available power points -- you cannot spend what you do not have). You can do this at any time, but charging the buffer is a full-round action. If in combat while charging the buffer, you are considered flat-footed for that round of psionic combat. You can use power points stored in the buffer only for psionic defense and attack modes, and they have a duration of 1 hour per manifester level. Once the duration has been reached, no additional power points can be placed in the buffer that day. Half of any unused points are returned to the character at the end of the duration; the remaining half dissipates harmlessly. The buffer may be dismissed at any time and is treated as though it had reached its duration.

VARIANT: Advanced Psionic Combat

As an option for campaigns with a high level of psionics, you can allow psions and psychic warriors to receive Psychic Assault as a free feat at 1st level. You may also want to decrease the minimum level requirement to 3rd+ for the Psionic Combat Buffer feat.

Cerebral Assassin

(Prestige Class)

By Mark A. Jindra

With inspiration and testing provided by members of the Wizards of the Coast online community



"The mind is a terrible thing . . . indeed"

The cerebral assassin has chosen a different path than most and embraces the power of psionic combat. Unlike some, they believe that true psionic mastery involves a complete understanding of the mind. Their devotion can at times seem fanatical. They are shunned by most psions and psychic warriors, and they are generally not found in areas with a significant population.

Some believe that a secret society comprised of cerebral assassins may have a stronghold on a demiplane that can be reached only via the Astral Plane. Rumors are that they carry out raids against illithid and gith cities and strongholds, killing all that they find there. Their ruthless aggression and lack of compassion has labeled them as a menace to good and evil alike.

Note: The cerebral assassin was created to take advantage of the feats provided in the "[Battle of the Mind](#)" article as well as the material from the "[Alter Your Basic Psionic Combat](#)" article.

Hit Dice: d4.

Requirements

To qualify as a cerebral assassin, a character must meet the following criteria.

Manifesting: Ability to manifest a 3rd-level power.

Psionic Combat Modes: 6.

Feats: Psychic Assault, Psionic Combat Buffer.

Skills: Knowledge (psionics) 4 ranks, Concentration 4 ranks.

Class Skills

The cerebral assassin's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Knowledge (psionics) (Int), Move Silently (Dex), Profession (Wis), Psicraft (Int), Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the cerebral assassin prestige class.

Armor and Weapon Proficiency: Cerebral assassins gain no proficiency in any armor or weapons, though they retain any knowledge gained from former classes.

Power Points: When they gain a level, cerebral assassins gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Cerebral assassins gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.

Powers Discovered: With the exception of 1st, 4th, 7th, and 10th levels, cerebral assassins discover powers per level as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.

Psionic Combat: One psionic combat mode is discovered at each level of the prestige class. (Characters do not forget previously discovered attack and defense modes.) These combat modes cannot be traded in for feats with the Resculpt Mind feat.

Psicrystals: Cerebral assassin levels count toward the level of psion for purposes determining psicrystal Intelligence and special abilities. Psicrystals are a class ability of psions. You must take at least one level of psion if you wish to encode a psicrystal.

0-Level Powers: Cerebral assassin levels count toward the level of psion for purposes determining the number of free manifestations per day of your 0-level powers.

Prepared Mind (Su): The cerebral assassin has mastered control of her psionic attacks. She can add half of her cerebral assassin levels as a modifier to the defender's Will save DC for psionic combat.

Guarded Mind (Su): The cerebral assassin has mastered control of her psionic defenses. She can add half of her cerebral assassin levels as a modifier to the her roll when defending in psionic combat.

Talented Mind (Su): The cerebral assassin may use one of her free 0-level manifeststions to reduce the base cost to activate a psionic combat mode by 1 power point. She may not use this ability more than once on a single activation.

Greater Psionic Combat Buffer (Su): At 1st level the cerebral assassin gains the Greater Psionic Combat Buffer feat if she did not already have it.

Bonus Combat Mode: At 2nd, 4th, 6th, and 8th levels, the cerebral assassin can select a psionic combat mode. These combat modes cannot be traded in for feats with the Resculpt Mind feat.

Bonus Feat: At 3rd, 6th, and 9th level, the cerebral assassin gains a bonus psionic combat related feat. The feat should be chosen from the following; Mental Adversary, Mind Trap, Psychic Bastion, Disarm Mind, Bonus Mode, or Mind Blind.

Mind Twist (Su): At 3rd level, instead of using a standard defense mode, the cerebral assassin can completely negate a psionic attack directed at her. She can use this ability a number of times per day equal to her level of cerebral assassin. At 7th-level, attack modes that would be negated by this ability are instead reflected back upon the attacker. The attacker is caught mentally flat-footed for purposes of defending against the reflected attack mode. The attacker uses his own stats when determining the save DC of the reflected attack.

Superior Psionic Combat Buffer: At 5th-level the cerebral assassin gains a more powerful version of Psionic Combat Buffer, this ability allows the cerebral assassin to activate psionic combat modes for 1/4 the normal cost, and she can designate up to 3/4 of her total power points for the day for use in psionic combat.

Mastered Psionic Combat Buffer (Su): At 9th-level the cerebral assassin has mastered her Psionic Combat Buffer and can activate psionic combat modes for 1/5 the normal cost. She also may designate up to 100% of her total power points for the day for use in psionic combat.

Mind Walk (Su): At 10th level, the cerebral assassin has become perfectly attuned to the patterns of brainwaves; she gains the ability to transport herself via the minds of living creatures. Once per day as a standard action she can seamlessly enter any living creature with an Intelligence score equal to or greater than 1 and pass to another living creature that meets the same requirements and is within line of sight of the first creature. The cerebral assassin appears as close to the second creature as possible.

The entry and destination creatures need not be familiar to the cerebral assassin, but they must be alive and have a metabolism. (Thus, plants and undead are not eligible targets.) The cerebral assassin cannot use herself as the entry or destination creature. Neither creature needs to be a willing participant. When exiting the destination creature, the cerebral assassin chooses an adjacent square in which to appear. Entering and leaving a creature is painless, unless the cerebral assassin wishes otherwise (see below). In most cases, though, the destination creature finds being the endpoint of a psionic portal surprising and quite unsettling.

If she desires, the cerebral assassin can attempt to psionically assault either or both creatures. She can select an attack mode that she knows to assault the creature. Power points for the attack must be paid as normal. Psionic creatures cannot activate a defense mode and both psionic and nonpsionic creatures are caught mentally flat-footed. The cerebral assassin cannot activate any other attack modes this round. If the creature fails its Will save, it takes damage as normal from the attack as well suffering the effects of being stunned for +2d4 rounds.

The Cerebral Assassin

Level	Base Attack Bonus	Fort	Ref	Will	Special	Powers Discovered
1	+0	+0	+0	+2	Talented mind, Prepared Mind, Guarded Mind, Greater Psionic Combat Buffer	--
2	+1	+0	+0	+3	Bonus combat mode	+1 Level Psion
3	+1	+1	+1	+3	Bonus feat, Mind twist (1)	+1 Level Psion
4	+2	+1	+1	+4	Bonus combat mode	--
5	+2	+1	+1	+4	Superior Psionic Combat Buffer	+1 Level Psion
6	+3	+2	+2	+5	Bonus combat mode, bonus feat	+1 Level Psion
7	+3	+2	+2	+5	Mind twist (2)	--
8	+4	+2	+2	+6	Bonus combat mode	+1 Level Psion
9	+4	+3	+3	+6	Bonus feat, Mastered psionic combat buffer	+1 Level Psion
10	+5	+3	+3	+7	Mind walk	--

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