

PSIONICS AUGMENTED



◆ FEATS AND POWERS ◆

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PSIONICS AUGMENTED

FEATS AND POWERS

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INTRODUCTION

Regardless of which manifesting class a player chooses for their character, they will always get new feats and powers. This book provides a variety of both! First, new feats granting options from those that alter the manifesting ability, to those alter the collective, to those granting telekinetic abilities. For powers, virtually every manifesting class from *Ultimate Psionics* has new options available. These character options are designed to provide new opportunities for psionic characters in your *Pathfinder Roleplaying Game* campaign.

USING THIS BOOK

The material in this book expands on the base classes and rules found in *Ultimate Psionics*. As such, that book, along with the *Pathfinder Roleplaying Game Core Rulebook*, is needed to make the most of this release of *Psionics Augmented*.

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FEATS

Presented below are a variety of new feats for psionic characters. Prerequisite feat names marked by an asterisk (*) are new feats found in this book. Several of these feats are based on the collective class feature found in classes such as the tactician and vitalist.

Arcing Chains

The primary target of a chained power takes extra damage for each subsequent target who takes damage.

Prerequisite: Chain Power

Benefit: When using the Chain Power feat, the chains create an arcing feedback loop, which means that for every secondary chain target that is damaged, the original target takes additional damage equal to the minimum damage the original power could cause (for example, an Acid Energy Ray that would deal 5d6 acid damage would deal 5 acid damage to the original target for each secondary target).

Blinding Flare

Your flaring powers are blinding.

Prerequisite: Flaring Power

Benefit: When using the Flaring Power feat, all targets that are affected are blinded the first round instead of dazzled.

Bound Sigil [Psionic]

The sigils of your manifesting can be drawn on your body and activated later.

Prerequisite: Sigilist*

Benefit: You can now draw your sigils on your body so that they etch themselves into you. 3 times per day you can manifest a power and turn it into a psionic tattoo on your body instead of having it manifest normally.

Careless Burrowing

You can make a best guess to use a burrowing power, but with mixed results.

Prerequisite: Burrowing Power

Benefit: You can choose to use the Burrowing Power feat even though you can't see the target, instead choosing to affect a target in the square behind the barrier. However, the power has a 50% miss chance when used carelessly.

Drawn Out Extension

You can lengthen extended powers by concentrating.

Prerequisite: Extend Power

Benefit: When using the Extend Power feat, you can choose to concentrate on the power, and each round you concentrate on the power extends the time before the duration starts.

Duality

Your twinned powers are twice as likely to affect the target.

Prerequisite: Twin Power

Benefit: When saving against a twinned power, the targets must make both saves or be affected by both powers as if both saves were failed.

Ectoplasmicity

You can finely target your ectoplasmic powers.

Prerequisite: Ectoplasmic Power

Benefit: When using the Ectoplasmic Power feat, you can choose to have it affect only incorporeal or ethereal creatures, even if it would normally affect material creatures.

Effective Opportunist

Your ability to manifest reflexively is second to none.

Prerequisite: Combat Reflexes, Opportunity Power

Benefit: You can use the Opportunity Power feat as many times as you could make attacks of opportunity in a round. Using the Opportunity Power feat doesn't count as an immediate action anymore.

Effective Persistence

Your persistent powers are more effective when used offensively.

Prerequisite: Persistent Power

Benefit: A target that has to make a second save due to the Persistent Power feat takes a -2 penalty to the second save.

Endless Burning

Your burning powers last longer than normal.

Prerequisite: Burning Power

Benefit: When using the Burning Power metapsionic feat, any target affected by the feat continues to take damage at the beginning of their turn, however all targets can take a standard action to put out the burning.

Endowed Power

Augmenting your powers can increase the ability to overcome power resistance.

Prerequisite: Endowed Mind

Benefit: You gain a +1 bonus to overcome Power Resistance for every 2 power points spent augmenting a power with the Endowed Mind feat (but not if you augment it normally).

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Table 1: Feats

Name	Prerequisites	Benefit
Arcing Chains	Chain Power	Chained powers deal extra damage to the primary target
Blinding Flare	Flaring Power	Your flaring powers can also blind
Careless Burrowing	Burrowing Power	Use a burrowing power even if you can't see the target
Drawn Out Extension	Extend Power	Increase duration of effects by concentrating
Duality	Twin Power	Twinned powers are more likely to affect the target
Ectoplasmicity	Ectoplasmic Power	Ectoplasmic powers can ignore material creatures
Effective Persistence	Persistent Power	Persistent powers are harder to save against
Effective Opportunist	Combat Reflexes, Opportunity Power	Use Opportunity Powers as attacks of opportunities
Endless Burning	Burning Power	Your burning powers continue to damage unless put out
Endowed Power	Endowed Mind	Your augmented powers pierce power resistance more easily
Fallback Daze	Dazing Power	Gain control over dazing power effects
Freezing Rime	Rime Power	Rime powers also slow the target
Horrific Sickness	Sickening Power	Sickened targets are also shaken
Huge Explosion	Explosive Power	Explosive powers target all creatures near the target
Implant in Flesh	Through the Flesh	Target gains no save against telepathy power if they fail the save against psychometabolism power
Invasive	Capable of manifesting at least two mind-affecting powers	You find it easy to invade a creature's mind over and over
Lightning Quicken	Quicken Power	Quicken your powers twice in a round
Mind Parasite	Collective class feature	You gain sustenance through your collective at a price to the members
Parasitic Power	Collective Class feature, Mind Parasite*	Steal manifesting ability from collective members
Parasitic Speed	Collective Class feature, Mind Parasite*	Steal speed from collective members
Parasitic Strength	Collective Class feature, Mind Parasite*	Steal physical strength from collective members
Mind Symbiote	Collective class feature	You gain sustenance through your collective
Symbiotic Power	Collective class feature, Mind Symbiote*	Increase manifester level from collective members
Symbiotic Speed	Collective class feature, Mind Symbiote*	Increase your speed from having collective members
Symbiotic Strength	Collective class feature, Mind Symbiote*	Increase your strength temporarily from having collective members
Natural Telekinetic		Gain <i>far hand</i> as a psi-like ability
Telekinetic Push	Natural Telekinetic*	Trip enemies from afar
Telekinetic Retrieval	Natural Telekinetic*	Pull something back to your hand
Telekinetic Strength	Natural Telekinetic*	Use telekinesis to augment your defenses
Overwhelming Focus	Focused Power	+2 bonus to overcoming power resistance
Overwhelming Mercy	Merciful Power	Your merciful powers do more damage
Overwhelming Pierce	Piercing Power	Treat opponents resistance as lower

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Table 1: Feats, Cont.

Pushover	Toppling Power	Knocked down targets provoke attacks
Reflected Redirection	Redirect Power	You can re-target redirected powers
Reverberating Echo	Echoing Power	+2 to manifester level when using Echoing Power
Selective Empowerment	Spellcraft 10 ranks, Selective Power	Empower a power by excluding portions of the effect
Shared and Received	Shared Power	Increase the range to share powers
Sigilist	Ability to manifest a power	Your powers require a somatic component, but are harder to resist
Bound Sigil	Sigilist*	Create psionic tattoos by manifesting
Permanent Sigil	Sigilist*	Your powers last longer and are harder to dispel, but you cannot manifest surreptitiously
Splitting Focus	Split Psionic Ray	Gain +2 attack bonus for using split rays on the same target
Thunderclap Percussion	Concussive Power	Creatures adjacent to target also affected
Unconscious Unconditionally	Unconditional Power	Manifest even when unconscious

Metapsionic Feats

Admixed Power		Combine energy types in powers
Bulwark Power		Delay when a personal power takes effect
Lingering Power	Delay Power, manifester level 5th	Delay a power's effect on a target
Plague Power	Manifester level 5th	Power's effect spreads across creatures
Riposte Power		Manifest in response to an attack
Through the Flesh		Chain a telepathic power to a psychometabolic power
Timeslipped Power	Manifester level 10th	Shift power out of time before it takes effect
Void Power	Manifester level 5th	Powers deal damage from the void

Fallback Daze

You gain some control over the effects of your dazing powers.

Prerequisite: Dazing Power

Benefit: When using the Dazing Power feat, you can choose to have it take effect only if the target succeeds on their initial save against the dazing power, instead of always taking effect.

Freezing Rime

Your cold powers further impair the target.

Prerequisite: Rime Power

Benefit: When using the Rime Power feat, any target that is entangled is also *slowed* while they are entangled.

Implant in Flesh [Psionic]

Your mental powers more effectively follow your physical powers.

Prerequisite: Through the Flesh*

Benefit: When using the Through the Flesh* metapsionic feat, the target does not gain a save

against the telepathy power if they fail their save against the psychometabolism power, or if that power does not allow a save.

Invasive [Psionic]

Once you have broken a creature's mental barriers, you find it easier to do so again and again.

Prerequisite: Capable of manifesting at least two mind-affecting powers.

Benefit: If a creature has failed a save against one of your mind-affecting powers, you gain a +1 bonus to the save DCs of all your mind-affecting powers against that target.

Lightning Quicken

Your manifesting capability is exceptionally fast.

Prerequisite: Quicken Power

Benefit: You can use the Quicken Power feat twice in a round instead of just once per round.

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Mind Parasite [Psionic]

You gain sustenance and abilities from the members of your collective.

Prerequisite: Collective class feature

Benefit: You can draw on the members of your collective to sustain yourself and grant you additional abilities. As long as you have at least one other member in your collective, you do not need to eat or drink, but all members of your collective are ravenous and require more food to sate their own hunger. In addition, up to 3 times per day, as a swift action, you can deal 1 point of damage to each of them and heal the same amount of damage to yourself.

Mind Symbiote [Psionic]

You can draw on the members of your collective to gain nourishment and to grant yourself abilities.

Prerequisite: Collective class feature

Benefit: As long as you have the maximum number of members in your collective for at least 24 hours, you do not need to eat or drink for as long as those members remain in the collective. In addition, up to 3 times per day, as a swift action, you can gain 1 temporary hit point per member of your collective. These temporary hit points stack with themselves.

Natural Telekinetic

You have an in-born ability to move things with your mind.

Benefit: You gain *far hand* as a psi-like ability, usable at will. However, the weight limit of this ability increases by 5 pound for every hit die you possess.

Overwhelming Focus

Your focused powers are more likely to penetrate power resistance.

Prerequisite: Focused Power

Benefit: When using the Focused Power feat, you also gain a +2 bonus to overcome any power resistance or spell resistance that the target has.

Overwhelming Mercy

Your powers that deal nonlethal damage are more potent.

Prerequisite: Merciful Power

Benefit: When using the Merciful Power feat, increase the total damage by 50%.

Overwhelming Pierce

You can augment your powers to penetrate power resistance.

Prerequisite: Piercing Power

Benefit: When using the Piercing Power feat, you can choose to expend 2 additional power points. If you do, the target's power resistance counts as if it was 10 points lower.

Parasitic Power [Psionic]

You increase your manifesting ability by penalizing the manifesting and spellcasting ability of members of your collective.

Prerequisite: Collective class feature, Mind Parasite*

Benefit: For short moments at a time, you can drain power from those in your Collective to enhance yourself. Up to 3 times per day, as a swift action, you can give every member of your Collective a -1 penalty to their caster or manifester level and gain a +1 bonus per affected member to your manifester level. This penalty does not apply to members of your collective without a caster or manifester level. Members of the collective with both a spellcaster level and manifester level may choose which receives the penalty. This increase does not allow you to augment powers beyond your regular manifester level, but affects your ability to add metapsionic effects, as well as all other aspects of manifesting a power such as range, duration, overcoming power resistance, and the like. Both the penalty and bonus last for a number of rounds equal to your key ability modifier.

Parasitic Speed [Psionic]

You can steal the speed of those in your collective to move faster.

Prerequisite: Collective class feature, Mind Parasite*

Benefit: Up to 3 times per day, as a swift action, you can give every member of your Collective a -5 feet penalty on their movement speeds and gain a bonus to your movement speeds equal to +5 feet per member. Both the penalty and bonus last for a number of rounds equal to your key ability modifier.

Parasitic Strength [Psionic]

You are able to siphon the physical strength from members of your collective.

Prerequisite: Collective class feature, Mind Parasite*

Benefit: For short bursts of time, you can drain strength from those in your collective to enhance your own strength. Up to 3 times per day, as a swift action, you can give every member of your collective a -1 penalty on Strength checks, melee attacks and damage rolls and gain a +1 bonus per member to your Strength checks, melee attacks and damage rolls. Both the penalty and bonus last for a number of rounds equal to your key ability modifier.

Permanent Sigil [Psionic]

A permanent sigil on your body enhances your manifesting ability.

Prerequisite: Sigilist*

Benefit: You have one or more scars, tattoos or other markings that are bound to you and your power. When you manifest powers, these glow and pulsate, making it impossible for you to manifest a power without drawing attention. However, any power you manifest on yourself has double the duration, and the DC to dispel them is 5 higher.

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Pushover

Knocking a target over also causes them to provoke attacks of opportunity.

Prerequisite: Toppling Power

Benefit: If you succeed at knocking a target prone when using the Toppling Power feat, that target provokes an attack of opportunity when falling.

Reflected Redirection

Your redirections can be redirected.

Prerequisite: Redirect Power

Benefit: If the second target is successfully affected by the power through the use of the Redirect Power feat, you can target the first target with the power again as a free action at no cost.

Reverberating Echo

You gain a bonus when echoing powers.

Prerequisite: Echoing Power

Benefit: You have learned how to strengthen the echo of your power. When using the Echoing Power FEat, you gain a +2 bonus to your manifester level the second time you manifest this power.

Selective Empowerment

Your powers become more effective by excluding allies in the affected area.

Prerequisite: Spellcraft 10 ranks, Selective Power

Benefit: For each ally you exclude with the Selective Power feat, you gain a +1 bonus to manifester checks to

overcome Power Resistance or Spell Resistance against the other targets inside the area.

Sigilist [Psionic]

Your manifesting includes glowing sigils.

Prerequisite: The ability to manifest a power

Benefit: Unlike most manifesters, you must draw glowing sigils either on the ground, in the air, or on your body to manifest a power, adding a "Somatic" component to your manifesting. However, these sigils bind your powers to this world and make them hard to resist, giving you a +1 bonus to save DCs and +2 to your manifester level to overcome power resistance.

Shared & Received

The range to share powers increases.

Prerequisite: Shared Power

Benefit: You can target a willing recipient of a shared power within 60 feet instead of 30 feet.

Splitting Focus

Your rays strike better at the same target.

Prerequisite: Split Psionic Ray

Benefit: If you target the same target with both rays, you gain a +2 bonus on your ranged touch attacks.

Symbiotic Power [Psionic]

Your collective allows you to gain a brief surge of psionic power.

Prerequisite: Collective class feature, Mind Symbiote*



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Benefit: Up to 3 times per day, as a swift action, you gain a +1 bonus to your manifester level for every member of your collective that has a caster or manifester level. This increase does not allow you to augment powers beyond your regular manifester level, but affects your ability to add metapsionics to them and all other aspects of manifested power.

Symbiotic Speed [Psionic]

Your collective allows you to gain a brief burst of speed.

Prerequisite: Collective class feature, Mind Symbiote*

Benefit: Up to 3 times per day, as a swift action, you gain a +5 feet bonus per member to your movement speed until the end of your current turn.

Symbiotic Strength [Psionic]

Your collective allows you to gain a brief burst of strength.

Prerequisite: Collective class feature, Mind Symbiote*

Benefit: Up to 3 times per day, as a swift action, you gain a +1 bonus per member to your next Strength check or your next melee attack and damage roll.

Telekinetic Push [Psionic]

Your telekinetic ability includes the ability to knock enemies down.

Prerequisite: Natural Telekinetic*

Benefit: Up to three times per day, you can focus your telekinetic powers into a single blow or ranged attack as a swift action, which can knock a foe over. When you do so, make a trip check, substituting your highest mental ability modifier for your Strength (if it is higher) and using your hit die instead of your base attack bonus.

Telekinetic Retrieval [Psionic]

You are able to use your telekinetic ability to bring things back to your hand after you throw them.

Prerequisite: Natural Telekinetic*

Benefit: When throwing a thrown weapon, you can use your *far hand* psi-like ability as a swift action to recall your thrown weapon in the same round as you threw it, provided the weight of the thrown weapon is within your weight limits for the ability.

Telekinetic Strength [Psionic]

When subjected to combat maneuvers, your telekinetic abilities augment your physical strength.

Prerequisite: Natural Telekinetic*

Benefit: You can use your telekinesis to bolster yourself against certain combat maneuvers, giving you a +2 bonus to CMD against Bull Rush, Trip, Reposition and Pull combat maneuvers. In addition, you gain a +2 bonus to CMB when attempting to break out of a Grapple.

Thunderclap Concussion

Your concussive powers also affect those near the target.

Prerequisite: Concussive Power

Benefit: When using the Concussive Power feat, you can choose to have anyone adjacent to the initial target also be affected by the Concussive Power feat.

Unconscious Unconditionally

You can manifest powers even when you become unconscious.

Prerequisite: Unconditional Power

Benefit: The first round after you become unconscious, you can use the Unconditional Power feat to manifest a power as if you were stunned.

METAPSIONIC FEATS

Admixed Power [Metapsionic]

You can combine energy types in your powers.

Benefit: To use this feat, you must expend your psionic focus. When you manifest a power that deals cold, electricity, fire, or sonic damage using this feat, choose an additional energy type. The power counts as being both energy types and only the lowest resistance works against the admixed power. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Bulwark Power [Metapsionic]

You manifest a personal power so that it takes effect at a later time.

Benefit: To use this feat, you must expend your psionic focus. You manifest a personal psionic power that instead of triggering immediately, instead triggers the next time you are attacked (someone makes a successful attack roll, or you fail a saving throw). Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Lingering Power [Metapsionic]

You can delay the effect of a power on the target.

Prerequisite: Delay Power, Manifester level 5th

Benefit: To use this feat, you must expend your psionic focus. You manifest a psionic power that targets a single creature and can choose to have it linger instead of taking effect immediately. Activating a lingering power takes a standard action and you have to be able to see the target, at which the power takes effect as if you had just manifest it. Using this feat increases the power point cost of the power by 4, in which case it lingers for an hour, or by 8, in which case it lingers for a day. The power's total cost cannot exceed your manifester level.

Plague Power [Metapsionic]

You can manifest a power that spreads among targets.

Prerequisite: Manifester level 5th

Benefit: To use this feat, you must expend your psionic focus. When you manifest a power with a duration other than instantaneous or permanent, at any time during the duration, you can cause the power to affect

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an adjacent target as an immediate action. That target is affected as if you had just manifested the same power against the new target, including any augmentations used. You can cause a power to spread once for every five manifester levels you have. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Riposte Power [Metapsionic]

You can manifest a power in response to an attack.

Benefit: To use this feat, you must expend your psionic focus. You can manifest a riposte power as an immediate action against a target that has just attacked you or forced you to make a save against an ability, power, or spell. Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

Through the Flesh [Metapsionic]

You can chain a telepathy power when using a psychometabolism power.

Benefit: To use this feat, you must expend your psionic focus. You manifest a psychometabolism power that targets a single creature and as a free action, you can manifest a telepathy power that targets the same creature. Using this feat increases the power point cost of the power by 2. The powers total cost (psychometabolism and telepathy together) cannot exceed your manifester level.

Timeslipped Power [Metapsionic]

You can shift powers out of the timestream before they take effect, delaying their effect until needed.

Prerequisite: Manifester level 10th

Benefit: To use this feat, you must expend your psionic focus. You manifest a personal psionic power and slip it out of the timestream, which means it stops existing just before activating. Activating a timeslipped power takes a swift action, at which point the power acts as if you had just manifest it. Using this feat increases the power point cost of the power by 8. You can only have one timeslipped power per five manifester levels. The power's total cost cannot exceed your manifester level.

Void Power [Metapsionic]

You manifest powers that deal damage of the void instead of an energy type.

Prerequisite: Manifester level 5th

Benefit: To use this feat, you must expend your psionic focus. When you manifest a power that deals damage of your active energy type, but instead of using your active energy type, it draws upon the void itself, creating an inverse of energy. The power deals the same amount of damage, but this damage is untyped and not subject to energy resistance. Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

PSIONIC POWERS

Presented below are a variety of new psionic powers, including the new concept of powers that could be for multiple disciplines. The rules for this new type of power is described below.

Powers With Multiple Disciplines

Some powers have effects that can be achieved in different ways. But depending on how they achieve the effect might also cause small changes to how they work, which feats they interact with, and similar mechanical changes. This is a way to portray how one effect can be arrived at from two (or more) different ways of looking at things, as well as allowing us to give you as a player or GM more options without effectively reproducing the same power for different Disciplines. When you choose a power that fits in multiple disciplines, you always make a choice of which version you have learned and note this down – you can in fact learn all the different versions of a power if you want to, but each time you learn a version of the power, it counts as its own power known. For example, choosing to learn *control* for psychokinesis and for telepathy would count as two distinct powers known.

POWER LISTS

CRYPTIC POWERS

2nd level

Accelerate Body: Target's body acts as if a day had passed to either positive or negative effects.

Control: Take over the target's body.

Mental Regression: Reduce the target's mental facilities.

Numbed Mind: Target's mind becomes unfocused, granting them benefits against mind-affecting effects, but penalties to manifesting and spellcasting.

Overpowering Guilt: Cause guilt in the target, affecting their attacks, saves, and skills.

Susceptible Mind: Target takes penalties against charms and compulsions.

Twitch: You cause an involuntary twitch in the target.

3rd level

Spasm: Cause the target to spasm uncontrollably, taking damage and making movement difficult.

DREAD POWERS

2nd level

Control: Take over the target's body.

Mental Regression: Reduce the target's mental facilities.

Numbed Mind: Target's mind becomes unfocused, granting them benefits against mind-affecting effects, but penalties to manifesting and spellcasting.

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Overpowering Guilt: Cause guilt in the target, affecting their attacks, saves, and skills.

Susceptible Mind: Target takes penalties against charms and compulsions.

Twitch: You cause an involuntary twitch in the target.

3rd level

Spasm: Cause the target to spasm uncontrollably, taking damage and making movement difficult.

PSION/WILDER POWERS

2nd level

Accelerate Body: Target's body acts as if a day had passed to either positive or negative effects.

Arcanix Spellsieve: Increase the power of target's casting or siphon some of the power of the spell cast.

Control: Take over the target's body.

Empowering Arcanix Aura: Gain bonus to saves against spells and gain benefits if you succeed on saves.

Mental Regression: Reduce the target's mental facilities.

Overpowering Guilt: Cause guilt in the target, affecting their attacks, saves, and skills.

Twitch: You cause an involuntary twitch in the target.

3rd level

Spasm: Cause the target to spasm uncontrollably, taking damage and making movement difficult.

4th level

Physical Rebirth: Reverse the effects of aging on a single creature.

Rewind Age: Temporarily ignore the penalties for aging.

Temporary Awakening: You grant manifesting ability to a single creature.

6th level

Instill Sentience: Grant self-awareness to an animal, plant, or construct.

True Awakening: You permanently grant manifesting ability to a single creature.

9th level

Timestepped Form: You create a safe copy of yourself outside of the timestream.

PSION DISCIPLINE POWERS

Kineticist

3rd level

Charge Weapon: Infuse a weapon with energy damage.

Telekinetic Barrier: Create a barrier that blocks projectiles.

Telepath

2nd level

Numbed Mind: Target's mind becomes unfocused, granting them benefits against mind-affecting effects, but penalties to manifesting and spellcasting.

Susceptible Mind: Target takes penalties against charms and compulsions.

PSYCHIC WARRIOR

3rd level

Charge Weapon: Infuse a weapon with energy damage.

Telekinetic Barrier: Create a barrier that blocks projectiles.

TACTICIAN

2nd level

Arcanix Spellsieve: Increase the power of target's casting or siphon some of the power of the spell cast.

Empowering Arcanix Aura: Gain bonus to saves against spells and gain benefits if you succeed on saves.

3rd level

Charge Weapon: Infuse a weapon with energy damage.

4th level

Telekinetic Barrier: Create a barrier that blocks projectiles.

VITALIST

2nd level

Accelerate Body: Target's body acts as if a day had passed to either positive or negative effects.

Arcanix Spellsieve: Increase the power of target's casting or siphon some of the power of the spell cast.

Empowering Arcanix Aura: Gain bonus to saves against spells and gain benefits if you succeed on saves.

4th level

Physical Rebirth: Reverse the effects of aging on a single creature.

Rewind Age: Temporarily ignore the penalties for aging.

Temporary Awakening: You grant manifesting ability to a single creature.

6th level

Instill Sentience: Grant self-awareness to an animal, plant, or construct.

True Awakening: You permanently grant manifesting ability to a single creature.



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POWER DESCRIPTIONS

ACCELERATE BODY

Discipline psychometabolism

Level cryptic 2, psion/wilder 2, vitalist 2

MANIFESTING

Display Visual

Manifesting Time 1 standard action

EFFECT

Range Touch

Target One living creature

Duration Instantaneous

Saving Throw Fortitude (see text); **Power Resistance** No
Power Points 3

You accelerate the body of the touched target and you can choose to affect only detrimental effects, only positive effects or all effects.

Detrimental: Every poison, disease, ongoing spell effect with a negative effect over time triggers once more as if at least one day had passed (reducing onset time, triggering more saves against diseases or poisons, but only one and so on). A successful saving throw does not count toward ending the affliction, and this extra save does not change the timing of the next save against the affliction. The target can make a Fortitude save to negate this effect.

Positive: The target heals physical ability damage as if they had rested for a day, gain a new save against any ongoing effects or spells that give new saves after a day and heal their hit dice in hit point damage. No save.

All: Both of the above effects trigger at the same time. The target gains no save.

Augment: This power may be augmented in one or more of the following ways.

1. If you spend 2 additional power points, the range changes from Touch to Close (25 ft. + 5 ft./2 levels).
2. For every 2 additional power points you spend, the effects trigger as if another day had passed.
3. For every 2 additional power points you spend, you can affect another target with this power.

ARCANIX SPELLSIEVE

Discipline psychokinesis or clairsentience

Level vitalist 2, psion/wilder 2, tactician 2

MANIFESTING

Display Visual

Manifesting Time 1 standard action

EFFECT

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

Target One creature

Duration 1 min/level

Saving Throw None (harmless); **Power Resistance** No
Power Points 3

You interweave your mind and power with that of another creature, allowing you to either empower

their spells or to draw power from the spells they cast. Whenever the target casts a spell, you can augment that spell as an immediate action. For every 2 power points you spend augmenting it, increase the effective caster level of that spell by 1. For every 3 power points you spend augmenting it, increase its effective spell level by 1. Both of these uses stack with each other, but you cannot spend more than your manifester level on a single augment. (For example, if you spend 6 power points to augment a spell, the caster level increases by 3 and the spell level by 2).

The other use of this power allows you to siphon some of the power of a spell into your own power reserves. As an immediate action when the target casts a spell, you regain 1 power point for every 2 spell levels of the spell they cast. This use of the power immediately ends the effect.

Augment: This power may be augmented in one or more of the following ways.

1. If you spend 2 additional power points, the duration increases to 10 minutes / level.
2. For every 2 power points you spend, you can choose another target for this power.
3. If you spend 2 additional power points, you can augment the spells of your target as a free action.

CHARGE WEAPON

Discipline psychokinesis (energy)

Level kineticist 3, psychic warrior 3, tactician 3

MANIFESTING

Display Visual

Manifesting Time 1 standard action

EFFECT

Range Touch

Target One weapon

Duration 1 minute / level

Saving Throw none; **Power Resistance** No
Power Points 5

You touch a weapon, filling it with a humming charge of your current energy type. The weapon gains a charge of 3d6 energy damage that the wielder can choose to unleash with an attack. The wielder chooses how many dice to add to an attack before making the attack roll; if the attack misses, the damage is lost. In addition, attacks made with the weapon have a secondary effect depending on the energy type.

Energy type:

Fire – you deal 1 point of fire damage with all attacks with the charged weapon.

Cold – all attacks with the charged weapon slow down enemies, anyone hit while the weapon is charged takes a 5 ft penalty to their speed in their next turn.

Electricity – you gain a +2 bonus to attacks against creatures made of metal or in metal armor while the weapon is charged.

PSIONICS AUGMENTED

Sonic – all attacks with the charged weapon ignores ½ hardness on all attacks as the weapon vibrates.

Augment: This power may be augmented in one or more of the following ways.

1. For every additional power point you spend, increase the damage by 1d6.
2. If you spend 3 additional power points, increase the dice size to d8.
3. If you spend 5 additional power points, increase the dice size to d10.

CONTROL

Discipline psychometabolism, psychokinesis or telepathy (mind-affecting)

Level cryptic 2, psion/wilder 2, dread 2

MANIFESTING

Display Visual

Manifesting Time 1 standard action

EFFECT

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

Target One creature

Duration Instantaneous or 1 round (see text)

Saving Throw Fortitude OR Will (see text); **Power**

Resistance No

Power Points 3

You reach out with your mind and seize control of another creature's body – either through manipulating their body, using direct force on their limbs, or by hijacking their mind. Regardless, if the target fails their save (Fortitude if this is a psychometabolism or psychokinesis power, Will if this is a telepathy power), you can have them do one of the following actions immediately:

Move up to their speed (this movement provokes attacks of opportunity)

Make a single attack with a held weapon or a natural attack

Prohibit movement for one round

Prohibit attacks with one held weapon or one natural attack for one round

Augment: This power may be augmented in one or more of the following ways.

1. For every 2 additional power points you spend, you can choose another target.
2. If you spend 2 additional power points, the range becomes Medium (100 ft. + 10ft./lvl).
3. For every 2 power points spent on the above augments, increase the save DC by 1.

EMPOWERING ARCANIX AURA

Discipline psychokinesis OR clairsentience (Network)

Level vitalist 2, psion/wilder 2, tactician 2

MANIFESTING

Display Visual

Manifesting Time 1 standard action

EFFECT

Range Personal

Duration 1 round/level

Saving Throw none (harmless); **Power Resistance** No

Power Points 3

When you manifest this power, choose either divine, arcane or psychic spells as the vibration your aura is aligned with. Whenever you are the target of a spell of this kind, you gain a +2 bonus to saves against it. If you successfully save against the effect, you siphon off the energies from it to empower yourself. If you manifested this as a psychokinesis power, you gain 1 temporary hit point per spell level of the spell you saved against, and if you manifested this as a clairsentience power, you gain a +1 insight bonus to your next d20 roll for every 3 spell levels. If the spell doesn't require a save, or is harmless, you gain half this bonus. These bonuses stack with themselves and lasts while the aura is in effect.

Augment: This power may be augmented in one or more of the following ways.

1. If you spend 2 additional power points, the duration increases to 1 minute / level.
2. If you spend 4 additional power points, the duration increases to 10 minutes / level.

INSTILL SENTIENCE

Discipline psychometabolism, athanatism or telepathy (mind-affecting)

Level psion/wilder 6, vitalist 6

MANIFESTING

Display Visual

Manifesting Time 10 minutes

EFFECT

Range Touch

Target One non-sentient animal, plant or construct (Int – or Int 1-2)

Duration see text (D)

Saving Throw none; **Power Resistance** No

Power Points 11

You awaken the mind of something that once had none using a specific ritual and previously prepared crystals that are consumed in the ritual (cost of 5000 gp). If you manifest this power as an athanatism power, you infuse the target with the soul of a previously dead, but intelligent, creature. The target gains the psionic subtype and a limited form of telepathy, allowing it to communicate wordlessly with a willing creature within 30 ft.

PSIONICS AUGMENTED

You have no special empathy or connection with a creature you awaken, although it is friendly and will often help you with specific tasks or endeavors if you communicate your desires to it. Creatures previously under another creature's control, either as shield guardians or a golem crafter's creations, break all connections with that creature.

An awakened plant has characteristics as if it were an animated object of its size, except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores are each 3d6. An awakened plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human's, but generally can't speak beyond its telepathic abilities.

For constructs and animals, roll 3d6 to determine the Intelligence score of the awakened creature, and increase its Charisma score by 2d6.

The creature gains the (augmented) subtype and it gains feats and skill points according to its new Intelligence score, and the skill points are assigned appropriately, as determined by the GM. An awakened creature speaks one language plus one additional language per point of Intelligence bonus (if any). Its alignment is determined by the GM. Such a creature cannot serve as the familiar, animal companion, mount or other servant of another creature unless the GM decides that it is appropriate.

Augment: This power may be augmented in one or more of the following ways.

1. If you spend 2 additional power points, you can awaken vermin or oozes too.
2. If you spend 2 additional power points, and manifest this power as an athanatism power, you can awaken mindless undead too, binding a different spirit to its animated husk.

MENTAL REGRESSION

Discipline psychometabolism OR telepathy (mind-affecting)

Level cryptic 2, psion/wilder 2, dread 2

MANIFESTING

Display Visual

Manifesting Time 1 standard action

EFFECT

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

Target One creature

Duration 10 min/level

Saving Throw Will or Fortitude negates (see text);

Power Resistance No

Power Points 3

You regress the targets mental faculties, making them dim-witted and coarse, perhaps even reducing them to an animal state. If the target fails its saving throw (Will for telepathy, Fortitude for psychometabolism), it takes a 1d6 penalty to Intelligence, Wisdom and Charisma (this cannot reduce a score below 1). If the target's ability score is reduced to 1, they cannot use any skills related

to that ability score, cannot communicate clearly (or at all), cannot understand language, but can still identify friend and foe.

Augment: This power may be augmented in one or more of the following ways.

1. If you spend 2 additional power points, the range increases to Medium (100 ft. + 10 ft. / level).
2. For every 2 additional power points you spent, the penalty increases by 1d6.

If you spend 2 additional power points, the duration changes to Instantaneous and the penalty can only be removed through the use of *psychic surgery*, *heal*, *wish*, *reality revision* or a similar power or spell.

NUMBED MIND

Discipline telepathy (mind-affecting)

Level cryptic 2, telepath 2, dread 2

MANIFESTING

Display Mental

Manifesting Time 1 standard action

EFFECT

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

Target One creature

Duration 1 round / level

Saving Throw Will (see text); **Power Resistance** No

Power Points 3

You numb the mind of the target, making their thoughts unfocused and imprecise. This makes the target harder to affect with any mind-affecting abilities, but if they are casters or manifesters, they can't use their mind to its fullest potential. The target gains a +4 bonus to saves against any mind-affecting abilities, spells or powers, but lose access to the highest level of spells, powers, spell-like abilities or psi-like abilities they possess. For example: Wayana, a 6th level sorcerer is targeted by *mindnumb* and fails her Will-save. For the duration of the power, she gains a +4 bonus to her saves against other mind-affecting abilities but cannot cast her 3rd level spells.

Augment: This power may be augmented in one or more of the following ways.

1. If you spend 4 additional power points, the duration becomes 1 minute / level.
2. For every additional power point you spend, you can target another creature.
3. If you spend 8 additional power points, the duration becomes permanent, but the target gets a new save (without the bonus) after having slept for at least 8 hours for as long as the power is in effect.

OVERPOWERING GUILT

Discipline telepathy (mind-affecting)

Level cryptic 2, psion/wilder 2, dread 2

MANIFESTING

Display Mental

PSIONICS AUGMENTED

Manifesting Time 1 standard action

EFFECT

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

Target One creature

Duration 1 round/lvl

Saving Throw Will (see text); **Power Resistance** No

Power Points 3

You viciously pound on the mind of the target, triggering their inner guilt, allowing it to wash over them. This guilt takes on a different aspect for every target, from what they wish they had done, to guilt over what they actually did. Regardless, if they make their save, they take a -1 penalty to all their d20 rolls until the end of the duration. If they fail, they are also staggered during this time.

Augment: This power may be augmented in one or more of the following ways.

1. For every 2 additional power points you spend, the penalty increases by 1.
2. If you spend an 2 additional power points, this power can target one creature per level.
3. If you spend an 2 additional power points, the range increases to Medium (100 ft. + 10 ft./lvl)

PHYSICAL REBIRTH

Discipline psychometabolism

Level psion/wilder 4, vitalist 4

MANIFESTING

Display Visual, Mental

Manifesting Time 10 minutes

EFFECT

Range Touch

Target One living creature

Duration Instantaneous

Saving Throw none; **Power Resistance** No

Power Points 7

Using special oils and powdered crystals (worth 1000 gp), you draw out the impurities and heal the ravages of time on a single living creature. You reverse the effects of aging, returning the target to the youngest mature age for their race, removing any and all physical penalties for age. However, this transformation is draining and the target takes 2 permanent negative levels after this process is complete.

Augment: This power may be augmented in one or more of the following ways.

1. For every 2 additional power points and an extra 1000 gp, the target takes 1 less permanent negative level.
2. If you spend 4 additional power points and an additional 5000 gp, you can target a creature that died in the last week, bringing them back to life at their youngest state.

REWIND AGE

Discipline psychometabolism

Level psion/wilder 4, vitalist 4

MANIFESTING

Display Visual

Manifesting Time 1 standard action

EFFECT

Range Personal

Target You

Duration 24 hours

Saving Throw: No; **Power Resistance** No

Power Points 7

You ignore the physical detriments of being middle-aged. This spell does not cause you to look younger, nor does it prevent you from dying of old age, but as long as the spell is in effect, you ignore the -1 penalties to Strength, Dexterity, and Constitution that accrue once you become middle-aged. You retain the age-related bonuses to Intelligence, Wisdom, and Charisma while under the effects of this spell. Additional penalties that you accrue upon becoming old or venerable apply in full.

Augment: This power may be augmented in one or more of the following ways.

1. For every 3 power points you spend, you ignore the penalties of another, higher, age category (old, venerable).
2. If you spend 3 additional power points, the duration becomes 1 day/level.
3. If you spend 2 additional power points, the range becomes Touch and the target becomes: One living creature.

SPASM

Discipline psychometabolism OR telepathy (mind-affecting)

Level cryptic 3, psion/wilder 3, dread 3

MANIFESTING

Display Visual

Manifesting Time 1 standard action

EFFECT

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

Target One living creature

Duration Instantaneous

Saving Throw Fortitude OR Will (see text); **Power Resistance** No

Power Points 5

If the target fails its saving throw (Fortitude if this is a psychometabolism power, Will if this is a telepathy power), they begin to spasm uncontrollably, hurting themselves and making movement hard. The target takes 5d6 damage from their spasms, and during their next turn, their speed is halved.

If the target succeeds on their save, they take a -1 penalty to their next d20 roll and a 5 foot penalty to their

PSIONICS AUGMENTED

speed as the focus required to keep their body from spasming distracts them.

Augment: This power may be augmented in one or more of the following ways.

1. For every 1 power point you spend on augmenting this power, it deals 1d6 more damage.
2. For every 2 additional power points you spend, you can choose another target.
3. If you spend 2 additional power points, the range becomes Medium (100 ft. + 10ft/lvl.).
4. For every 2 power points spent on the above augments, increase the save DC by 1.

SUSCEPTIBLE MIND

Discipline telepathy (mind-affecting)

Level cryptic 2, telepath 2, dread 2

MANIFESTING

Display Mental

Manifesting Time 1 standard action

EFFECT

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

Target One creature

Duration One hour / level

Saving Throw None; **Power Resistance** No

Power Points 3

You bend the mind of a creature so that it becomes less resistant to powers and spells that warp their loyalty. The target must roll twice to save against any charm or compulsion spells, powers or effects, and take the worst save.

Augment: This power may be augmented in one or more of the following ways.

1. If you spend 2 additional power points, the duration of any failed charm or compulsion effect is doubled.
2. If you spend 2 additional power points, you can affect another creature in range.

TELEKINETIC BARRIER

Discipline psychokinesis

Level kineticist 3, psychic warrior 3, tactician 4

MANIFESTING

Display Visual

Manifesting Time 1 standard action

EFFECT

Area 40 ft. radius

Target Personal or touch

Duration 1 hour / level or until discharged

Saving Throw None; **Power Resistance** No

Power Points 5 (kineticist, psychic warrior) or 7 (tactician)

You surround yourself or the target with a telekinetic barrier that slows down all incoming projectiles, draining them of their energy and force, causing them to drop to the ground when entering the aura. You and all allies inside the aura gain Damage Reduction 20/magic against

all ranged projectile or thrown attacks. This power lasts until it has prevented a total of 50 points of damage.

Augment: This power may be augmented in one or both of the following ways.

1. For every additional power point you spend on this power, the pool of damage before it is discharged is increased by 50.
2. If you spend 2 additional power points, the damage reduction changes to 20/- instead of 20/magic.

TEMPORARY AWAKENING

Discipline psychometabolism or telepathy (mind-affecting)

Level psion/wilder 4, vitalist 4

MANIFESTING

Display Visual

Manifesting Time 10 minutes

EFFECT

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

Target One sentient creature without the psionic subtype

Duration see text (D)

Saving Throw none; **Power Resistance** No

Power Points 7

Inside everyone there is a spark that can be fanned into true power. You trigger a temporary awakening of psionic power inside a creature that had none before, temporarily sharing some of your own insights and fueling their internal power. The more powerful the target is, the more power they can contain, but their knowledge is temporary, a gift from you. Choose one 1st level power that you know, as long as this power is in effect, you cannot use the power. The target gains access to that 1st level power, gains 1 power point and a manifester level of 1, and a number of bonus power points as if his hit dice was his manifester level and his highest mental ability score was his primary manifesting ability score (which it also is for purposes of this granted power). Each morning the target can meditate to regain these power points as normal but if they ever are reduced to 0 power points, this power ends. The target can also recharge their power points from cognizance crystals as if he was a true manifester. Both the original manifester and the target can end this power as a swift action at any time.

Augment: This power may be augmented in one or both of the following ways.

1. For every 2 additional power points you spend, you can choose another 1st level power you know to gift the target, but you lose access to this power for the duration of this power.
2. 1. If you spend 4 additional power points, the target gains a 2nd level power in addition to the 1st level power and has an effective manifester level of 3 for the purposes of manifesting these powers. You lose access to this 2nd level power for the duration.

PSIONICS AUGMENTED

TIMESTEPED FORM

Discipline psychoportation

Level psion/wilder 9

MANIFESTING

Display Mental

Manifesting Time 1 hour

EFFECT

Range Personal

Target You

Duration 24 hours

Saving Throw: No; **Power Resistance** No

Power Points 17

Over the manifestation of this power, you siphon off tiny slices of yourself from the current time-stream, cementing your physical form where it is when you manifest this power. Note your current hit point total, physical ability scores (Strength, Dexterity, and Constitution), and any conditional modifiers or conditions such as ability damage to physical ability scores, disease, negative levels, and poison. If at any point within the duration of the power you are reduced to fewer than 0 hit points or are slain by a death effect that is not mind-affecting, you can immediately let your current physical body die and assume the timestepped form of your physical body on your next turn.

When this happens, your corpse disappears, and you can either resume the place of your dead body (already wearing any clothing still attached to the corpse) or appear in any place you've been within 500 feet of where your corpse lies (but without any of your gear).

You still retain your original mind, and therefore don't regain any power points or expended abilities. You are still under any mental influences and energy drain effects you were under when you recalled the form of your physical body, but don't retain any physical effects such as bleed damage or poison (unless you suffered from these conditions at the time the power was manifest). Spells and powers affecting you when you time-stepped your body abide by their normal durations. Manifesting this power again replaces any previous version of yourself that you time-stepped.

Augment: If you spend 2 additional power points, no time has passed for your time-stepped body when you recall it, so all powers and effects that were active when you time-stepped are once again active when you recall it.

TRUE AWAKENING

Discipline psychometabolism or telepathy (mind-affecting)

Level psion/wilder 6, vitalist 6

MANIFESTING

Display Visual

Manifesting Time 10 minutes

EFFECT

Range Touch

Target One sentient creature without the psionic subtype

Duration Instantaneous

Saving Throw none; **Power Resistance** No

Power Points 11

By using certain crystals and scented fragrances (worth 2000 gp), you permanently awaken the psionic power in a creature, unleashing their untapped potential into the world. The target gains a power point pool of 2, the psionic subtype, a 1st level power known, and a manifester level of 1 when manifesting the power, regardless of previous class or racial hit dice it possesses. It manifests using its highest mental ability score and gains bonus power points using this ability score.

TWITCH

Discipline psychometabolism OR telepathy (mind-affecting)

Level cryptic 2, psion/wilder 2, dread 2

MANIFESTING

Display Visual

Manifesting Time 1 standard action

EFFECT

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

Target One living creature

Duration Instantaneous

Saving Throw Fortitude OR Will (see text); **Power Resistance** No

Power Points 3

If the target fails its saving throw (Fortitude if this is a psychometabolism power, Will if this is a telepathy power), you can immediately force them to do one of the following as their body spasms:

Drop something held in one hand

Take a five foot step in any direction (this does not provoke attacks of opportunity)

Fall prone

If the target succeeds on their save, they take a -1 penalty to their next d20 roll as the focus required to keep their body from twitching distracts them.

Augment: This power may be augmented in one or more of the following ways.

1. For every 2 additional power points you spend, you can choose another target.

2. If you spend 2 additional power points, the range becomes Medium (100 ft. + 10 ft./lvl).

3. For every 2 power points spent on the above augments, increase the save DC by 1.

PSIONICS AUGMENTED

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