

# PSIONICS AUGMENTED



## ◆ FOCUSED DISCIPLINES ◆

By Sasha Hall



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# PSIONICS AUGMENTED

## FOCUSED DISCIPLINES

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Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

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## FROM THE AUTHOR

Hello there! I'd like to welcome you with open arms to what I'm proud to call my very first project with Dreamscarred Press. They've been a wonder to work with as a freelancer, and I'm glad I got this opportunity. This is a book full of focused disciplines for psions. There are four for each of the classic six disciplines, and I've put my blood and sweat into these while still maintaining the busy life of a student.

So, I thank you for giving me this chance and this opportunity. It means the world to have my dreams come to life on the page, and with all hopes, on your game table.

Sincerely,  
~Sasha Hall (Lindley Court/caledscratcher)

## INTRODUCTION

The psionic disciplines provide themes for the different varieties of psions – from the shaper who focuses on using ectoplasm to create or modify items and creatures, to the kineticist who prefers the manipulation of the different forms of energy, to the seer who gleans insight from intuition and extrasensory perceptions. Yet even in these disciplines, there are specialized studies that take these roles and distill them further – the shaper who deals primarily in crystal, the kineticist who is enamored with fire, the telepath who uses his abilities for informational gathering while keeping a low profile.

Originally released in *Ultimate Psionics*, these are known as advanced disciplines – alternative options to the primary discipline choices for psions. Advanced disciplines don't change which psionic powers a psion can use, but instead alter the abilities gained from the discipline. In this book, these new advanced disciplines have a particular focus of the original discipline, giving rise to the term focused disciplines.

## FOCUSED DISCIPLINES

Presented below are a variety of new discipline options for the psion class.

### PSION ADVANCED DISCIPLINES

Psions of a particular discipline can choose to focus their studies still further within that discipline. Psions who choose an advanced discipline gain all the normal benefits of their discipline, but the advanced discipline changes one or more of the abilities granted by their advanced discipline. A psion must take all of the replacement abilities associated with his advanced discipline. Once an advanced discipline is chosen, it cannot be changed.

### CLAIRSENTIENCE

#### *Aura*

**Replacement Ability:** The following discipline abilities replace the alter the waves and seeing the connections abilities of the clairsentience discipline.

**Aura Sight (Su):** Starting at 8th level, so long as you maintain psionic focus, you can tell the alignment of any creature you can see. If you expend psionic focus as a swift action, you can tell the strength of the alignment aura of all creatures you can see.

**Smiting Ideals (Su):** Starting at 14th level, once per day, you may expend psionic focus as a swift action to use the Smite Evil ability as a Paladin of half your class level, except it targets any one creature who has a different alignment than you, and all references to Charisma instead use Intelligence. At 16th level, and again at 18th level and 20th level, you may do so once more each day.

#### *Falsehood*

**Replacement Ability:** The following discipline abilities replace the recovered information and alter the waves abilities of the clairsentience discipline.

**False Notion (Su):** Starting at 2nd level, you may expend psionic focus as a swift action to implant a false thought in the mind of an enemy you can see within 30 feet. This enemy takes a -1 penalty to their next two d20 rolls. At 6th level and every 4 levels thereafter, this penalty increases by -1, to a maximum of -5 at 18th level. This is a mind-affecting effect.

**Lies and Slander (Su):** Starting at 8th level, you may expend psionic focus once per day to cause all enemies within 20 feet to take a -1 penalty to the next d20 roll each of them makes. This penalty increases



by -1 at 10th level and every even level thereafter, and you can use it once more per day at each of those levels.

## Reading

**Replacement Ability:** The following discipline abilities replace the alter the waves and seeing the connections abilities of the clairsentience discipline.

**Hindsight (Su):** Starting at 8th level, you may expend psionic focus once per day as a free action after you fail an attack roll or saving throw and the result is stated. This provides you with a retroactive +2 bonus to the roll, which can change the result of the roll. At 10th level and every two levels thereafter, you can use this ability once more per day and the bonus increases by +1. At 14th level, you may expend two uses of this ability at once to provide its benefits to an ally within 30 feet.

**Who Are You? (Su):** Starting at 14th level, you may, once per day, learn what a single creature that you can see's alignment is, as well as what its lowest and highest ability scores are and what classes it has levels in, if any. You may expend psionic focus as you do this to also learn the three skills it has the most ranks in and how many hit dice it has. If more than three skills are tied for having the most ranks, the GM selects which ones to list.

## Terror

**Replacement Ability:** The following discipline abilities replace the recovered information and seeing the connections abilities of the clairsentience discipline.

**Fright Factor (Su):** Starting at 2nd level, so long as you maintain psionic focus, any creature that fails a Will save against a Clairsentience power you manifest also becomes shaken for 2 rounds. You may expend psionic focus as a swift action when you would activate this ability to instead cause that creature to be frightened for an equal number of rounds. At 6th level and every four levels thereafter, this ability lasts for an additional round (3 at 6th level, 4 at 10th level, and so on).

**Terrifying Presence (Su):** Starting at 14th level, so long as you maintain psionic focus, any hostile creature that comes within 10 feet of you must make a Will save against a DC of 10 + half your psion level + your Intelligence modifier. On a successful save, they are shaken for 1d4 rounds and become immune to this ability for 24 hours. On a failed save, they are panicked for 1d4 rounds.



## METACREATIVITY

### Crystal

**Replacement Ability:** The following discipline abilities replace the summoner's call and ectoplasmic projection abilities of the metacreativity discipline.

**Crystal Shot (Su):** Starting at 2nd level, you may expend psionic focus as a swift action to make a ranged attack with a range of 30 feet and two range increments. This attack deals 1d8 piercing damage, threatens a critical hit on a natural 20, and deals triple damage on a critical hit. The damage increases by 1d8 at 5th level and every 3 levels thereafter (2d8 at 5th level, 3d8 at 8th level, and so on). You may use your Intelligence modifier instead of your Dexterity modifier to determine your bonus to the attack roll.

**Crystal Edge (Su):** Starting at 8th level, so long as you maintain psionic focus, you add the number of damage dice for your crystal shot ability to all attack and damage rolls with manufactured weapons.

### Guiding

**Replacement Ability:** The following discipline abilities replace the summoner's call and maestro of ectoplasm abilities of the metacreativity discipline.

**Guide the Blade (Su):** Starting at 2nd level, so long as you maintain psionic focus, all attack rolls made



against hostile creatures within 25 feet of you gain a +1 insight bonus. This does not apply while you are flat-footed. At 6th level and every 4 levels thereafter, this bonus increases by +1.

**Direct the Flow (Su):** Starting at 14th level, you may expend psionic focus as an immediate action to give a single attack roll made within 30 feet of you a bonus equal to twice the bonus provided by your guide the blade ability.

## Plasmic

**Replacement Ability:** The following discipline abilities replace the ectoplasmic projection and maestro of ectoplasm abilities of the metacreativity discipline.

**Right Tool for the Job (Su):** Starting at 8th level, so long as you maintain psionic focus, you may use a move action to manipulate ectoplasm in such a way to create a tool to assist with a skill you have ranks in. This tool provides a circumstance bonus to skill checks with that skill equal to one-fourth your psion level. You may expend psionic focus when you use this tool to increase the bonus to one-half your psion level, but the tool breaks after being used in such a way.

**Persistent Plasma (Su):** Starting at 14th level, so long as you maintain psionic focus, you gain a +2 bonus to all skill checks in which you have ranks, even when not using a tool. Using an actual tool causes you to lose this bonus. This bonus increases to +3 at 17th level and to +4 at 20th level.

## Steel

**Replacement Ability:** The following discipline abilities replace the summoner's call and maestro of ectoplasm abilities of the metacreativity discipline.

**Iron Ego (Su):** Starting at 2nd level, once per day when you would be hit with an attack that doesn't target your touch or flat-footed AC, you may expend your psionic focus as an immediate action. This gives you a +2 untyped bonus to AC against that attack. If this would cause you to have a high enough AC to have not been hit, you are not hit. This bonus increases by +1 at 7th level, and again at 12th level and 17th level. You may use this ability twice per day at 9th level, and three times per day at 16th level.

**Shielded Spirit (Su):** Starting at 14th level, so long as you maintain psionic focus, you gain a +5 shield bonus to AC. When you use your iron ego ability, this shield bonus stays in effect until the attack is resolved, instead of immediately after you expend your psionic focus. This shield bonus increases to +6 at 19th level.

## PSYCHOKINESIS

### Blaze

**Replacement Abilities:** The following discipline abilities replace the telekinetic hurl and energetic recharge abilities of the psychokinesis discipline.

**Stop Drop and Roll (Su):** Starting at 2nd level, you gain fire resistance equal to your manifester level. Additionally, when fire damage is dealt to you, you may choose to give up your resistance to fire damage for one round to spread it to your foes. All enemies within 10 feet of you take one-fourth as much fire damage as you do, in addition to any they would've already taken.

**Pyromniac (Su):** Starting at 14th level, you may expend psionic focus when you use a power that deals fire damage to reduce all fire resistance possessed by the target against this one power by an amount equal to your manifester level. If this would reduce the target's fire resistance to less than zero, all creatures within 10 feet of the target take fire damage equal to your manifester level. Creatures without fire resistance gain vulnerability to fire against this one power.

### Boom

**Replacement Abilities:** The following discipline abilities replace the telekinetic hurl and kinetic aura abilities of the psychokinesis discipline.

**Sonic Burst (Su):** Starting at 2nd level, when you manifest a power that deals sonic damage to a single creature, you may expend your psionic focus to instead cause it to deal +1 damage per die to that creature, and deal damage equal to half your manifester level to all creatures in a 5 foot radius of the targeted creature. This increases to a 10 foot radius at 6th level, a 15 foot radius at 12th level, and a 20 foot radius at 18th level.

**Crash and Clang (Su):** Starting at 8th level, whenever you manifest a power that deals sonic damage to a single creature, that creature must make a Fortitude save against the normal DC of that power or be deafened for one hour. A successful Fortitude save reduces this time to one minute. You may expend your psionic focus to affect all creatures within 5 feet of the creature instead. This increases to all creatures within 10 feet at 16th level.

### Chill

**Replacement Abilities:** The following discipline abilities replace the kinetic aura and psychokinetic recharge abilities of the psychokinesis discipline.

**Sluggish Cold (Su):** Starting at 8th level, so long as



you maintain psionic focus, whenever you manifest a power that deals cold damage, all targets of that power have all of their movement speeds reduced by 5 feet, to a minimum of 5 feet. This penalty increases to 10 feet at 12th level, 15 feet at 16th level, and 20 feet at 20th level.

**Frostbitten Waste (Su):** Starting at 14th level, you can expend your psionic focus as a free action when you manifest a power that deals cold damage. In doing so, all targets of that power must make a Fortitude save against the normal DC of that power or be staggered for 1d6+2 rounds. If they succeed at their save, they are instead staggered for 1 round.

## Spark

**Replacement Abilities:** The following discipline abilities replace the telekinetic hurl and kinetic aura abilities of the psychokinesis discipline.

**Invigorating Volt (Su):** Starting at 2nd level, you may expend your psionic focus as a free action when you manifest a power that deals electricity damage. For every 5 points of damage you deal, before factoring in resistance or immunity, you gain a cumulative +1 insight bonus to one of the following: attack rolls, damage rolls, AC, Fortitude saves, Reflex saves, Will saves, or skill checks.

The maximum bonus this ability can provide is equal to your Intelligence modifier. This bonus lasts for one round, and you can only benefit from one instance of this ability at a time. This bonus lasts for one more round at 5th level and every 3 levels thereafter, to a maximum of seven rounds at 20th level (two rounds at 5th level, three rounds at 8th level, and so on). If you benefit from this ability while it's already active, the duration increases by one round.

**Spark of Inspiration (Su):** Starting at 8th level, once per day when you use your invigorating volt ability, you may reduce its duration by two rounds to provide its benefits to all allies within 20 feet of you, including yourself. You may use this ability twice per day at 13th level and three times per day at 18th level.

## PSYCHOMETABOLISM

### Adrenal

**Replacement Abilities:** The following discipline abilities replace the metabolic healing and shared effect abilities of the psychometabolism discipline.

**Activated Glands (Su):** Starting at 2nd level, when you manifest a psychometabolism power while maintaining psionic focus, you gain a +1 dodge bonus to AC and Reflex saves for a number of rounds equal

to the level of the power. This bonus increases by +1 every four psion levels thereafter.

**Got My Own Back (Su):** Starting at 8th level, any time you manifest a psychometabolism power with a range of personal, you can expend psionic focus to gain a +4 insight bonus to attack and damage rolls made as part of attacks of opportunity for a number of rounds equal to twice the level of the power.

### Animalia

**Replacement Abilities:** The following discipline abilities replace the shared effect and resilient body abilities of the psychometabolism discipline.

**Bestial Enhancement (Su):** Starting at 8th level, when you manifest a psychometabolism power, you can expend 3 additional power points to gain a +2 insight bonus to one physical ability score of your choice for one minute. This counts as an augment for the power and follows the manifestation still follows the rules for the manifester level cap. This bonus increases to +4 if you are manifesting a power that's 4th level or above, and to +6 if you are manifesting a power that's 8th level or above.

**Animalistic Retaliation (Su):** Starting at 14th level, once per day when a critical hit would be confirmed against you, you may make an attack of opportunity with a +4 morale bonus to attack and damage against the creature which confirmed the critical hit. You can do this once more per day for every level beyond 14th.

### Second Gear

**Replacement Abilities:** The following discipline abilities replace the metabolic healing and resilient body abilities of the psychometabolism discipline.

**Astounding Swiftess (Su):** Starting at 2nd level, you gain a +10 foot competence bonus to all of your movement speeds when psionically focused. This improves by +10 feet at 6th level and every 4 levels thereafter.

**Faster Than Thought (Su):** Starting at 14th level, once per day, you may expend your psionic focus to manifest two powers, with a manifesting time of one standard action or less, as a full-round action. The total power point cost of these two powers may not exceed your manifester level. You may do this once more per day at 16th level, 18th level, and 20th level.

### Storage

**Replacement Abilities:** The following discipline abilities replace the metabolic healing and resilient body abilities of the psychometabolism discipline.

**Secret Pocket (Ex):** Starting at 2nd level, you begin to access a secret pocket within your very



skin. You can store up to one cubic foot of material in your secret pocket, and it does not count against your encumbrance. Magical items within this secret pocket have no effect. At 4th level and every two levels thereafter, the volume of your secret pocket increases by one cubic foot. You add your class level to Sleight of Hand checks to hide items within this pocket.

**Expulsion (Su):** Starting at 14th level, you can launch items from your secret pocket with ease. As a standard action, you may expend your psionic focus to completely empty your secret pocket. This deals 2d6 bludgeoning, piercing, and slashing damage per cubic foot that was filled to all creatures in a 15 foot cone, and all items stored in your secret pocket are flung to the end of this cone.

## PSYCHOPORTATION

### *Bypass*

**Replacement Abilities:** The following discipline abilities replace the inconstant position and accelerated activity abilities of the psychoporation discipline.

**Pass Through (Su):** Starting at 8th level, at-will, you can expend your psionic focus as a move action to teleport 20 feet in any direction. This teleportation must occur in a straight line, and you need to know how far you'll be teleporting, but don't need line of sight or line of effect. If this would cause you to occupy an occupied space, the use fails. At 10th level and every even level thereafter, you may do this once more per day and you can choose to teleport an additional 10 feet at a time.

**Disappearing (Su):** Starting at 14th level, once per day while psionically focused, you may gain an insight on a single Stealth check to hide equal to your class level. This is done as part of the action required for the Stealth check. You may do this once more per day at 15th level and every level thereafter.

### *Drive*

**Replacement Abilities:** The following discipline abilities replace the nomad's step and inconstant position abilities of the psychoporation discipline.

**Push Through (Su):** At 2nd level, you may expend your psionic focus as a full-round action to cause a willing ally within 15 feet to teleport to a location within 15 feet of them to which you have line of sight. At every psion level thereafter, both of these distances increase by 5 feet.

**Chauffeur's Voyage (Su):** At 8th level, once per day as a full-round action while psionically focused, you

can teleport yourself and all willing allies within 10 feet to anywhere within 50 feet to which you have line of sight. Your allies remain in the exact same position with relation to you, and vice-versa. At 10th level and every even psion level thereafter, you can use this ability once more per day.

### *Labyrinth*

**Replacement Abilities:** The following discipline abilities replace the nomad's step and accelerated activity abilities of the psychoporation discipline.

**Incomprehensible Rhythm (Su):** Starting at 2nd level, when you are psionically focused, your movements do not trigger blindsense or tremorsense, and you increase the saving throw DCs of your psion powers by 2 against foes that have attacked you and missed in the last round.

**Here Before (Su):** Starting at 14th level, you add twice your psion level to all Survival and Knowledge (geography) checks.

### *Retrieval*

**Replacement Abilities:** The following discipline abilities replace the nomad's step and inconstant position abilities of the psychoporation discipline.

**To My Hand (Su):** Starting at 2nd level, you may expend your psionic focus to cause one unattended object within 20 feet that you can hold with one hand to teleport to your hand. You must have at least one hand free and line of effect to the object. The range at which you can do this extends by 5 feet every level thereafter.

**Boomerang Warp (Su):** Starting at 8th level, you've gained the ability to throw a weapon and bring it back to your hand the instant it hits. Your thrown weapons are always treated as if they had the *returning* property, except that the weapon you throw returns to your hand immediately after any thrown attack resolves.

## TELEPATHY

### *Channel*

**Replacement Abilities:** The following discipline abilities replace the mental intrusion and last respite abilities of the telepathy discipline.

**Direct Link (Su):** Starting at 2nd level, you're able to link your mind with a single target as a move action. You and that creature can share thoughts with each other so long as you remain within 150 feet of each other. This range increased by 10 feet at every level after 2nd. This is a mind-affecting effect.

**Distant Message (Su):** Starting at 14th level, you



can send a message to any creature that you've used your direct link ability with over the course of the last week. This creature must be on the same plane as you, but the range is unlimited. This is a mind-affecting effect, and takes as much time as it would have to speak the message.

## Closed

**Replacement Abilities:** The following discipline abilities replace the telepathy and last respite abilities of the telepathy discipline.

**Out of the Loop (Su):** Starting at 8th level, you can keep a creature out of the loop. To do this, you must expend your psionic focus and target a creature you can see within 50 feet. They must succeed on a DC 10 + half your psion level + your Intelligence modifier Will save or become deaf and lose all telepathic abilities for a number of rounds equal to half your class level. This is a mind-affecting effect.

**Strike The Ignorant (Su):** Starting at 14th level, you're able to direct the actions of your allies to perfectly coordinate an attack against those you've kept out of the loop. Any creature affected by your out of the loop ability is dealt +2d8 damage by all weapon attacks from allies within a 30 foot radius of you.

## Informant

**Replacement Abilities:** The following discipline abilities replace the telepathy and last respite abilities of the telepathy discipline.

**In the Know (Su):** Starting at 8th level, you're always in the know. So long as you're psionically focused, you add half psion level to all Knowledge and Diplomacy checks.

**I Was Never Here (Su):** Starting at 14th level, you can erase any memory of your being there from those who would be suspicious of you. When you fail a Stealth check you may immediately expend your psionic focus as a free action to reroll the check with a bonus equal to half your Psion level, with the DC determined by a Will save instead of by a Perception check.

## Mystique

**Replacement Abilities:** The following discipline abilities replace the mental intrusion and telepathy abilities of the telepathy discipline.

**Recall Another's (Su):** Starting at 2nd level, you can grab ahold of other people's memories. As a standard action while you're psionically focused, you may make a Sense Motive check. One intelligent creature within 30 feet of your choice must then make a Will save. If they succeed, they may not be affected

by this ability for the next 24 hours. If they fail, you gain all of their memories from the past 5 hours, plus one hour for every point by which they fail the Will save. This is a mind-affecting effect.

**Implant Memory (Su):** Starting at 8th level, you can lie to your foes through their very minds. As a standard action while you're psionically focused, one intelligence creature within 30 feet of your choice must then make a Will save with a DC of 10 + half your psion level + your Intelligence modifier. If they succeed, they may not be affected by this ability for the next 24 hours. If they fail, you convince them that they experienced something that they didn't actually experience. They may use your Bluff modifier instead of their own when convincing people of this. This is a mind-affecting effect.





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