

The cover art features a dark, textured background with a large, jagged, metallic object resembling a sword or a key. In the upper left, a tall, gothic-style tower is visible. A large, stylized eye with a blue and white design is positioned above the title. The title 'TOME OF PSIONICS' is written in a bold, orange and blue font. Below the title, the subtitle 'THE ALTERNATIVE PSIONIC SYSTEM' is written in a smaller, white font. The central illustration shows a character with long, flowing white hair and a large, ornate, scale-like cape. The character is holding a glowing orange orb in their right hand and a small, glowing orange object in their left hand. The character is surrounded by a bright, fiery aura. The overall style is a mix of fantasy and science fiction.

TOME OF PSIONICS

THE ALTERNATIVE PSIONIC SYSTEM

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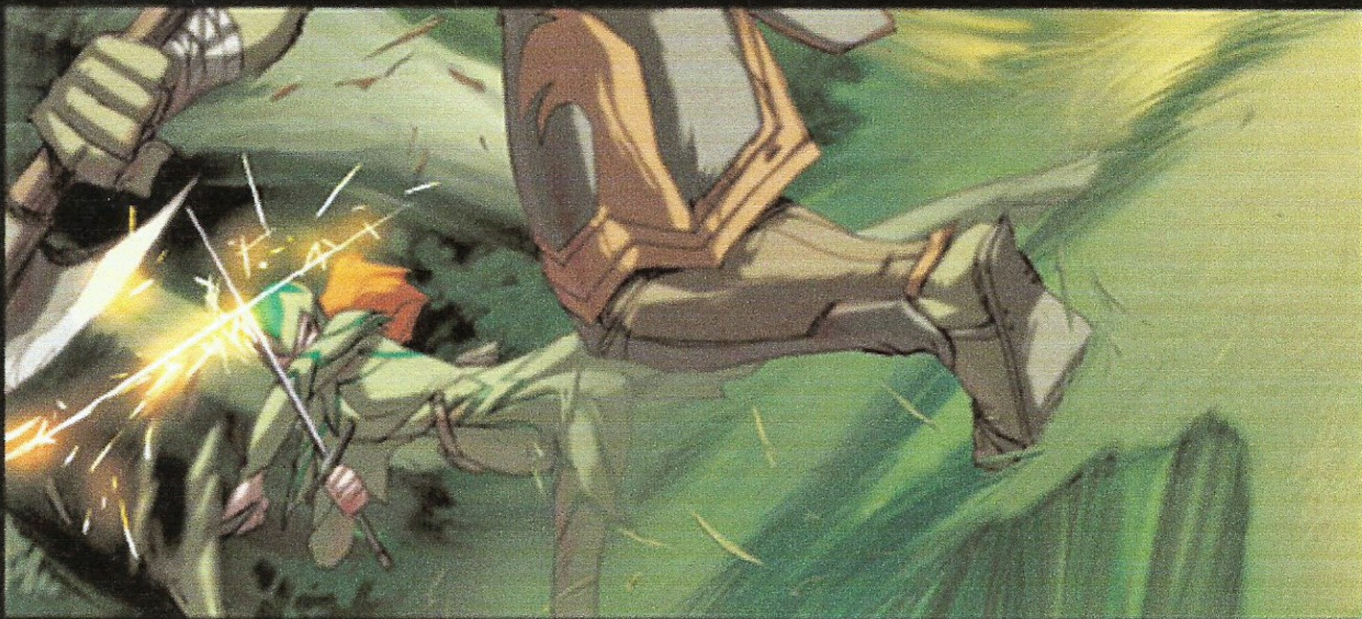
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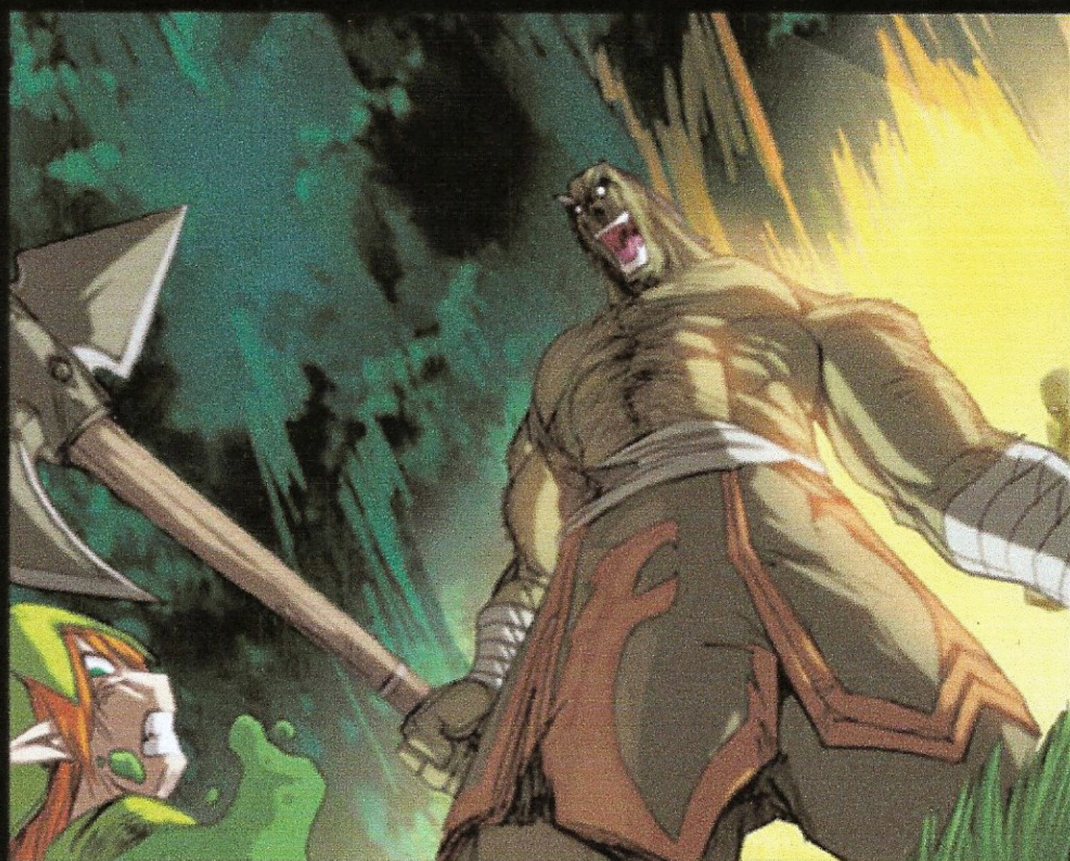
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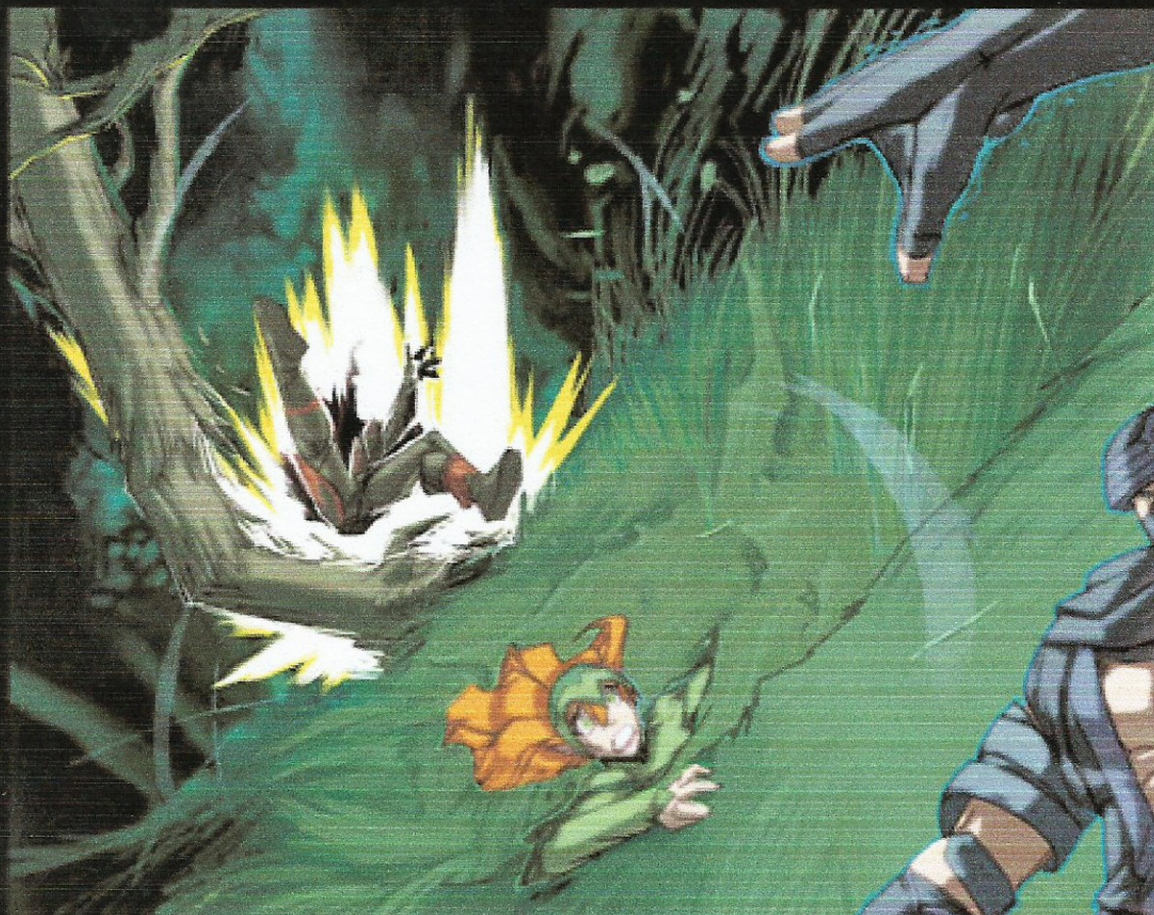












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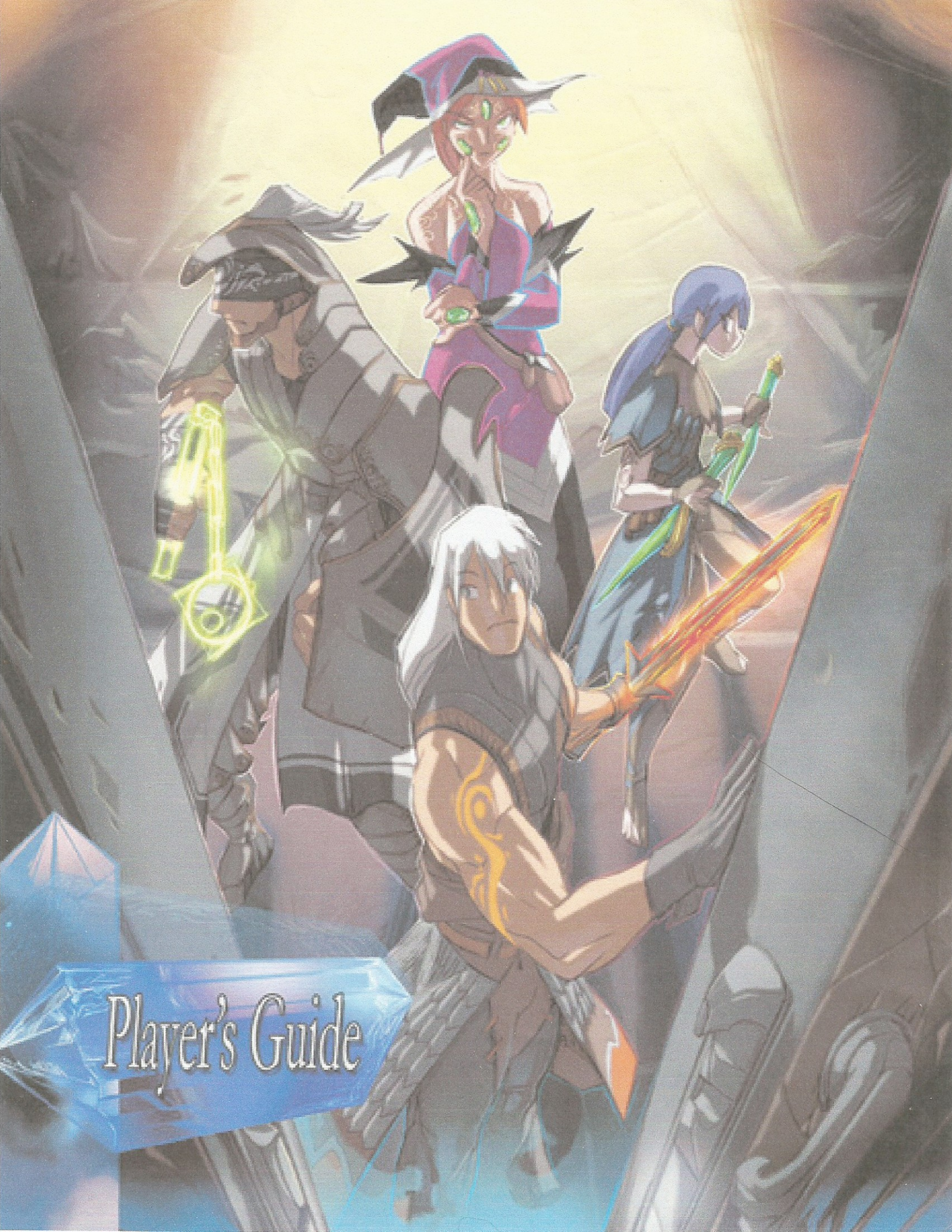


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Player's Guide



Psionics

Is psionics fantasy?

Yes. Fantasy adventure role playing games are based on a rich blend of historical realities and mythical fantasy. As creators of fiction, the concepts we find in history, myth, and legend can be borrowed from for our purpose. The ancients explored lucid dreaming, meditation, trance and altered states. Discoveries in these areas could have led to something more.

For examples of psionic characters from history we can look at mysterious figures such as Nostradamus, Mesmer, Rasputin, and Svengali.

What psionics is not...

Psionics is not arcane magic. There are four traditions of magic; Arcane, Divine, Occult, and Primal. There is a singular force under lying all of reality, this is the stuff of magic. Some believe this stuff is the resonance from the song that created the universe.

The traditions of magic all use the same stuff, the practitioners just gather and use it in very different ways. Psionic powers can be confused with the magical workings of the other traditions, and magic can be used to accomplish similar feats, but the actual workings are completely different. For example:

- The archetypal wizard seeks the secret laws of a symbolic language. Wizards apply their knowledge to gain a reciprocal effect from reality itself. Arcane magic is worked externally from the mage with a symbolic language that may be a collection of fragments from the song of creation. This might be why arcane magic specializes in manipulating the elements. Arcane magic can seemingly take on a life of its own. Consider that many spells appear to behave intelligently, deciding complex courses of action and the outcome is not known or directed by the caster.
- Divine spell casters pledge themselves to a "higher power" which may be a god or some other supernaturally powerful entity. Divine casters are granted their spells in exchange for faithful service. The spells themselves are cast through supplicating prayer and each one can be regarded as miracles. This may be the reason why divine casters are the best at healing. Divine magic has many spells which are unique to its practitioners, meaning the tradition of divine magic is different from the other traditions.
- Primal magic takes heed of the resonance left over from the creation of the universe. The laws of primal magic are uniquely amoral and are best reflected by the unwritten laws of nature. With the origins being rooted in the creation, the fey of the first world have a special affinity for primal magic. Primal magic is an amplification and assertion of the forces of nature itself. As the cycle of life and death is a part of nature, this may explain why primal magic can heal as well as call upon the elements.
- The occult tradition is the most personal art. Occult practitioners harness magical energy that infuses *their* beings. Bards work their magic from stories and song, drawing on the stuff of magic through their soul and perhaps their songs resonate with the resonance of creation. This may explain why bards can cast spells that heal, as well as inspire emotions and passion. Yet bards are not practitioners of psionics...

Psions are also occult practitioners. Psionics is not a codified science, it is an art empowered and shaped by the mind. Psions begin by sensing internal energy, which they nurture and gather into their chakra. This focused energy can be moved throughout the body and beyond by the will of the psion. The mind can affect the body, this is why psionics can heal. It is the psion's psyche, will and discipline that are key to the working of psionic power. This is why psionic powers are deeply personal and require direct involvement, always.



The origin of psionics

The ancient symbol for Psychic phenomena called psi is defined as "pertaining to the mind" and psionic ability is "of the mind". Thus the first psionics arose alongside of sapient consciousness. Psionic power is older than any other tradition. Psionics existed before any magic was ever wielded by mortals. Psionics began when the first mind began exploring inward.

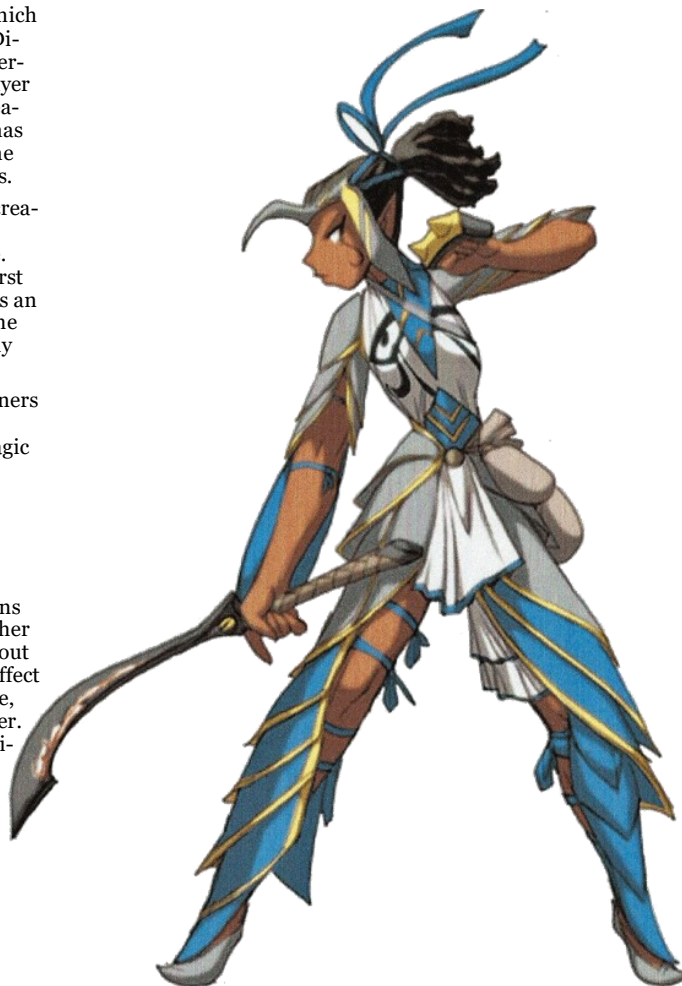
The price of power

Psionic energy is internal and comes from a harnessing of the union of the **aspects**: mind, body and spirit.

- **The body** needs to be fit, regarded as the house of the mind and the temple of the spirit.
- **The spirit** is the animating life force of the body and the source of all will in the mind.
- **The mind** must be strong to govern the needs of the body and compel the spirit to action.

Above all these **aspects** need to be balanced to work in harmony. Inflicting harm or poisoning any of the **aspects** (body, mind, or spirit) is anathema to all psionic characters.

There are no short cuts! No potions, herbs, or inflicted harm, will ever lead to the disciplined mastery of psionic power. Psionic power requires years of meditation and practice to maintain this balance. It is not a whim, flight of fancy, or peculiar hobby. One must have the self-discipline to commit to this effort.





Psionic characters

The psion has a gifted mind and the ability to use psionic powers. Psions adventure to perfect their access and use of psionic power. The psion is on a journey of self-discovery.

Psion

You are a being of body, mind, and spirit. You seek to understand these aspects and their interactions. You contemplate inner secrets and discover powers that rival magic spells. These powers are ephemeral, numinous, and strange. You seek to readily access these powers and strive to wield them with an artist's mastery.

In combat...

You stand between the warriors and the spellcasters. You are not as dedicated to rage, battle tactics, or zeal as other warriors. Psionic powers are your advantage. As your reserve of Focus is limited, you need to be tactical with the use of your powers. Your psionic powers are personal, focused, and require your direct attention.

During social encounters...

You are an outsider looking in. Wisdom encourages you to listen, reason, and be tactful. Introspection can inspire curiosity in others, if not sincerity.

In exploration...

You are alert and watching for danger. You prefer to overcome obstacles with skill when possible, reserving the use of your powers for when they are truly needed.

In downtime...

- You meditate reflecting on your adventures and the events that you experienced.
- You consider the merit of any lessons you have learned and embrace any psionic lore you have discovered.
- At high level you might found a contemplative order, and others may seek to learn from you.

Roleplaying a Psion

As a Psion, you have a gift; this means you have a chance to make a difference.

If you're a Psion, you likely...

- Enjoy delving into art, history, logic, mathematics, philosophy, and the practice of occult techniques.
- Lucid dreaming, meditation, and trance states are tools you use.
- You want to master psionics to discover your full potential.

Others probably...

- Do not understand your power, and assume it to be magic.
- As a consequence they may be in awe of you, or suspicious of you. The uninformed commoner doesn't understand the differences in the traditions: Arcane, divine, occult, and primal.
- Your discipline and introspection both inspire and challenge others.

Psion alignment

Psionics requires discipline and devoted practice and the psion's alignment reflects this. Psions can be any non-chaotic alignment.

KEY ABILITY

CHOOSE ONE:
CHARISMA, OR
INTELLIGENCE

SECONDARY ABILITY

CHOOSE ONE:
CONSTITUTION, OR
WISDOM

HIT POINTS

8+ YOUR CONSTITUTION ABILITY MODIFIER

Initial Proficiencies

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank another way.

Perception

Expert in Perception

Saving throws

Trained in fortitude
Trained in reflex
Expert in will

Skills

Trained in occult, and trained in a number of skills equal to 4 plus intelligence modifier.

Attacks

Trained in simple and martial weapons
Trained in unarmed attacks

Armor

Trained with all light armor
Trained with unarmored defense

Psionics

You gain focus points to spend on activation rolls to use psionic powers.

Psion advancement table

Level	Class feature
1	Ancestry, background, initial proficiencies, primary art, powers, focus, resonance and harmonic, psion feat
2	Psion feat, skill feat
3	General feat, skill increase, Aspect insight, Development and threshold (expert)
4	Psion feat, skill feat, art access
5	Ability boost, ancestry feat, skill increase, trance
6	Psion feat, skill feat,
7	General feat, skill increase, closed mind, threshold (master)
8	Psion feat, skill feat, art access
9	ancestry feat, general feat, skill increase, intuitive, awareness,
10	ability boost, psion feat, skill feat,
11	General feat, skill increase, crude tools
12	Psion feat, skill feat, art access
13	Ancestry feat, general feat, skill increase, psionic armor
14	Psion feat, skill feat,
15	Ability boost, general feat, skill increase, Armored mind, threshold (legendary)
16	Psion feat, skill feat, art access
17	Ancestry feat, general feat, skill increase
18	Psion feat, skill feat
19	General feat, skill increase
20	Ability boost, Psion feat, skill feat, art access



Class Features

These are Psion class abilities. Higher level abilities are listed with the prerequisite class level.

Ancestry and Background

In addition to the abilities provided by your class at 1st level, you have selected an ancestry and background.

Initial Proficiencies

At 1st level you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

Philosophical method

It is rare to find Psions who agree on technique as psionics is an art, not a science. The choice of **philosophy** (Key ability) and **Method** (Secondary ability) are part of what makes each psion unique. There are four combinations that determines your philosophical method and what impact that can have on your character's understanding and growth.

Intelligence/Constitution: Esoteric

The esoteric believes that reality is an illusion, no more than a dream. They perceive the use of psionics as cerebral puzzles to master. The esoteric tries to approach everything in life from a "Mind only" perspective.

Intelligence/wisdom: Transcendent

The transcendent believes that spirituality is the source of psionic power. For them psionics is attaining a state of total focus, all parts of the mind uniting in harmony. The transcendent are also the loneliest of psions; their advanced minds alienate them from others who cannot hope to understand.

Charisma/Constitution: Elemental

The elemental believes that vitality and psionic power are one. Psionics is a martial art with forms to master, they often project their focus with shouts. The elemental is worldly, grounded, and reserved. An elemental seeks simple solutions, reserving psionic power for when it is truly necessary.

Charisma/Wisdom: Avatar

The avatar psions believe that psionic power is locked away within the recesses of the unconscious mind. They seek to "awaken the sleeper within". The avatar believes they use "True will" to pry psionic power from within. Avatar psions can be rather gregarious and boisterous.

Philosophy (charisma or intelligence)

Your chosen key ability modifier is applied to your activation rolls, and increases the saving throw DC of your psionic powers.

Method (constitution or wisdom)

Your chosen secondary ability modifier adds focus points, the reserve of inner strength that fuels your psionic powers.

Art access

Sometimes referred to as chakra arts, each art represents a body of occult knowledge and a set of related psionic powers. Select one art during character creation, this is referred to as your primary art. Once the choice is made it cannot be changed. The Psion will embrace a primary art at first level, and gain access to an additional art at fourth and every four Psion levels thereafter.

The psion can only learn powers from the arts they can access. Half of all powers learned must come from your primary art. The list of the arts:

Anima, the manipulation life force and flesh.

Apport, abstractions of space and time.

Ecto, Spiritism and ectoplasmic creations.

Geist, mastery of force and movement.

Mentu, control of emotion, memory, and thought.

Seer, extraordinary sensory perception.

Powers known

At first level the Psion begins with one major power and you gain an additional major power every even numbered level thereafter. At first level the Psion begins with three minor powers, and gains two minor powers every odd numbered level thereafter.

Activation rolls

You roll to activate a psionic power the same way you roll for a skill check. Psionic activation rolls suffer from encumbrance and armor skill check penalty.

Focus

A reserve that is spent to use psionic powers. Your choice of method determines the secondary ability modifier that provides your focus points. Generally, the cost to activate a psionic power is always one focus point unless otherwise stated. The psion can start the game with more than three focus points, but for every point above the maximum of three the psion loses one point to invest in magical items. This does not count focus points provided by items.

Focused items

The psion must be invested in the focused item to use it. To draw more than one focus point the item must have more than one point of focus in reserve. The item must be specially prepared to store more than one point and is charged during the daily replenishment.

The current rule states that only one point of focus can be gained from a focused item per day. The psion can use the *drain bonded item* action, but does not gain spell slots as the wizard does; The psion can draw one point of focus from the item if it has the point in reserve.

The psion can draw out a point of focus from a bonded item when refocusing, only if the item has remaining focus points in reserve.

Meditation

Psions need to refresh their minds often, and meditation is the tool psions use to clear a cluttered mind, let go of stress, and become emotionally grounded. After an eight hour rest, the Psion may meditate to recover all spent Focus points.

Psions meditate to **refocus**.

Resonance and harmonic: While meditating to recover spent focus points, select one **self only** major or minor psionic power to be a resonant power and a **self only** minor psionic power as your harmonic power. You must successfully activate both the Resonant major power and the harmonic minor power. These last until the next daily replenishment.

Psionic knowledge				
Level	Arts	Major	Minor	Development
1	1	1	3	- Trained
2	1	2	3	-
3	1	2	5	2 Expert
4	2	3	5	4
5	2	3	7	6
6	2	4	7	8
7	2	4	9	10 Mastery
8	3	5	9	12
9	3	5	11	14
10	3	6	11	16
11	3	6	13	18
12	4	7	13	20
13	4	7	15	22
14	4	8	15	24
15	4	8	17	26 Legendary
16	5	9	17	30
17	5	9	19	32
18	5	10	19	34
19	5	10	21	36
20	5	11	21	40

Primary art [1st] At 1st level, select a primary art. All activation rolls for psionic powers from this art has a +1 status bonus.

Psion Feats [1st] At 1st level, you gain a psion class feat. You gain another at 2nd and every even level thereafter.

Skill Feats [2nd] At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

General Feats [3rd] At 3rd level and every 4 levels thereafter, you gain a general feat.

Aspect Insight [3rd] your efforts to balance the aspects has improved your fortitude. Your fortitude save advances to expert.

Skill Increases [3rd] At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or to become an expert in one skill in which you're already trained.

If you are at least 7th level, you can use this increase to become a master in a skill in which you're already an expert. If you are at least 15th level, you can use this increase to become legendary in a skill in which you're already a master.

Development and Threshold [3rd] at 3rd level and every level thereafter the Psion gains two development points to spend on developing powers. Half of all development points must be spent to develop powers from the primary art. The development stage of any power cannot exceed expert at 3rd, this limit increases to master at 7th. At 15th level and higher, only powers from the primary art can be raised to legendary.

Trance [5th] Starting at 5th level, after activating a psionic power you may enter a trance state to maintain the use of that power for free. While using trance you may not activate any other power. After each duration you make a new activation check. Trance is dismissed either by choice or by failing the activation check.

Ability Boosts [5th] At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it is below 18.

Ancestry Feats [5th] In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

Closed mind [7th] At 7th level, hours spent in meditative introspection reveals the slightest mental intrusion. Your will save is increased to mastery.

Intuitive [9th] At 9th level, your intuitive senses help you to avoid danger. Your reflex save is increased to expert.

Awareness [9th] At 9th level, your psychic sensitivity enables you to notice significant cues. Your perception is increased to mastery.

Crude tools [11th] At 11th level, your reliance on weapons has gradually improved your training. Your weapon skills increase to expert.

Psionic Armor [13th] At 13th level, you have trained alongside your companions and use psionic power to improve your defenses. Your armor and unarmored defense skills increase to expert.

Armored mind [15th] At 15th level, your will save advances to legendary.

Psion Feats

When you gain a psion feat, you can select one of the following feats if you meet the requirements.

1st level psion feats.

Armored Psion

Feat 1

Psion, proficient with armor.

Reduce armor skill check penalty to activation rolls by 1. You may purchase this feat more than once further reducing the armor skill check penalty to your activation rolls.

Cryptic mind

Feat 1

Psion,

Your thoughts are not a spoken language, but a storm of symbols, images, mathematics, and logic diagrams. When you are the target of a spell with the mental trait the caster must roll an intelligence check with your intelligence score as the difficulty class (DC) of the check. If this check is successful the spell is cast normally. If the caster fails, the spell does not affect you.

Disciplined art

Feat 1

Psion, primary art.

You have a +1 on activation rolls for your primary art.

Focus Technique

Feat 1

Psion.

You use a focus for activating your psionic powers. You gain a +1 circumstance bonus on all psionic activation rolls when you can use your focus, but suffer a -4 penalty to activation rolls when you cannot. Your focus can be one of the following:

Dream walking- you meditate to enter a lucid dream state.

You must be able to meditate at peace for one minute to enter the altered state. This is an occult skill check opposed by the current conditions of your environment. Once this state is attained it will last one hour per level and nothing other than a critical failure on an activation roll can end it.

Implement- This implement must be any one item decorated with a gemstone. The focus must be visible on your person or presented to provide the benefit. If lost, stolen, or destroyed, you can spend a week attuning to a new item.

Somatic- you use occult gestures to focus your mind. In conditions were you are unable to benefit from unarmored defense, you cannot use this focus.

Song and dance- you focus by disguising your psionics as spell casting with vocal and somatic components. You must be trained with the skill key to another magic tradition: Arcana, Nature, or Religion. Should inquisitive persons of that magic tradition seek to detect your charade, the DC is an opposed check; your activation roll, versus their skill check with that skill.

Ghost hunter

Feat 1

Psion.

You can use psychic powers on undead without detriment. You automatically disrupt any triggering event caused by the use of your psionic powers on an undead target. You can affect mindless undead with powers that have the mental trait as you have learned to affect the animating magic.

Heavy lifter

Feat 1

Psion, Geist primary art

Add +2 strength to your telekinesis powers.

Irresistible

Feat 1

Psion, Mentu primary art, charisma of 15 or higher.

With this feat your charisma also represents your physical attractiveness. You've learned to use your ample charms to get attention and manipulate those you tempt. In the first encounter with a specific group of humanoids you use a *performance* to affect one target. The *performance* requires one action and affects the target as a use of the diplomacy skill to *make an impression*. The next mental trait psionic power used on an affected target can use the result of your performance skill check as the save DC if you desire.

This feat can only be taken at first level.



Knowledge is power

Feat 1

Psion.

Your pool of focus points increases by one. If this exceeds the limit of three focus points you reduce the number of points you can invest in magic items by one.

Lasting focus

Feat 1

Psion, meta-psi, sustain

Through concentration you can sustain the duration of a power by +1 interval (+1 action, +1 round, +1 minute, so forth).

Make it so

Feat 1

Psion, Ecto primary art

When using psionic powers to create objects, your proficiency with crafting provides a proficiency bonus on the activation roll and the result to determine the quality.

Medical prodigy

Feat 1

Psion, Anima primary art

Your proficiency with medicine provides the proficiency bonus as additional hit points healed when you use a healing power. i.e. trained +2, expert +4, mastery +6, legendary +8.

Mind reach

Feat 1

Psion, Meta-psi

Spend one action to increase the range of a power by 30ft.

Precise tk

Feat 1

Psion, Geist primary art.

Add +2 dexterity to your telekinesis powers.

Prodigious psion

Feat 1

Psion.

You learn one minor power of your choice.

Psychic versatility

Feat 1

Psion,

When using psionic power to enhance your melee strikes you can declare your weapon as dealing a different damage type: a slashing weapon can shatter bone like a bludgeon, a bludgeoning weapon can tear flesh, a piercing weapon can deal slashing damage.

Psionic adept

Feat 1

Psion, Prodigious psion feat.

This feat is only available at first level.

You gain one major power. This makes you have 2 major and 4 minor powers. You gain access to a second Art of choice, and this is also a primary art. You will divide your powers between these two arts at first level; 1 major 2 minor, for both arts.

Resonance

Feat 1

Psion.

Activate a second self only minor power as second harmonic.

Understatement

Feat 1

Psion,

You have a knack for understatement. You are rarely impressed. It is very difficult to demoralize, intimidate, or frighten you. You use perception to oppose these effects with a +2 circumstance bonus.

Wider power

Feat 1

Psion, meta-psi.

This feat requires you to spend one focus point and spend an additional action to activate the enhanced psionic power. The altered power must have an area: burst, cone or line. You increase the area (burst radius, cone length, or line length) by 5ft per 3 levels.

2nd level psion feats

Its handy!

Feat 2

Psion, Geist primary art

Your telekinesis is no longer a formless force, and technically has two hands to manipulate an object. Taking this feat more than once adds one additional "hand" to your telekinesis.

Intuitive dodge

Feat 2

Psion, Seer primary art

In the first turn of a *hostile* encounter you have a +1 circumstance bonus to your Armor Class (AC).

Intuitive sort

Feat 2

Psion, Mentu primary art

After observing the humanoid target for a round you may roll a perception skill check to determine if the target within 30ft of you is being affected by magic with the mental trait.

Journeyman

Feat 2

Psion, Apport primary art, lore: geography, survival

You gain a +2 status bonus with lore: geography to determine where you are and the survival skill to sense direction.

Martial forms

Feat 2

Psion.

You refocus through physical exercises involving postures, this allows you to remain alert, with your weapons near by you are ready to react, unlike seated meditation. You can spend ten minutes to refocus via posture exercise.

Shielded mind

Feat 2

Psion.

Apply your key ability modifier as mental damage reduction.

4th level psion feats

Auric suppression

Feat 4

Psion, meta-psi

This feat requires you to spend one focus point and spend an additional action to activate the enhanced psionic power. You carefully direct your psychic efforts to reduce the aura flare radius by 5ft per five levels.

Crowd pleaser

Feat 4

Psion, Mentu primary art, irresistible psion feat

Irresistible changes from affecting a single target to affecting every humanoid who can be distracted by your charms in a 15ft cone. This does not alter how many targets you can affect with your psionic powers.

Dangerous mind

Feat 4

Psion, Mentu primary art

If you fail a will saving throw against a mental trait magic spell, you cause the caster to suffer 1 point of persistent mental damage each round; until the spell ends, or is dismissed.

Echo sensor

Feat 4

Psion, Seer primary art

You have an innate sense for psychic impressions in a 10ft radius. You can detect the presence of impressions as a *vague sense*. Such impressions can be discovered and read with psionic powers of the seer art.

Observation

Feat 4

Psion, Mentu primary art, intuitive sort psion feat

You gain a +2 status bonus on perception checks to detect lying.

Receptacle

Feat 4

Psion, drain bonded item

You create a psionic bond with a crystal gemstone that you use in your daily meditation. The crystal costs 5 gold and can be replaced. The crystal can hold one focus point. At level 7 the crystal can hold two points, at 12th three. You may use the *drain bonded item* action to restore spent focus points. The receptacle is fully recharged when you replenish. You must invest an investment point to create the bond.

6th level psion feats

Free thinker

Feat 6

Psion, Anima primary art.

Using a psionic power to heal yourself, reduces movement hindering penalties for one round by 10ft.

Headbanger

Feat 6

Psion,

You have a +2 initiative when using psychic attacks.

Peace of mind

Feat 6

Psion,

Against emotion altering effects you roll the save twice and use the higher die roll.

8th level psion feats

A piece of my mind **Feat 8**

Psion, meta-psi

This feat requires you to spend one focus point and spend an additional action to activate the enhanced psionic power. The save DC is increased by +2.

Not so mindless **Feat 8**

Psion.

You can target the aspects through the aura of the target: you can affect creatures that are *Alive*, through their life force, instinctual needs, and community. You can affect beings who are animated by *magic*, through the magic which provides their "programming".

Pretty sigh **Feat 8**

Psion, Mentu primary art, irresistible feat, charisma 19+

The performance is now a free action. All targets you distracted by your performance are flat-footed and must roll a will save versus the rolled result of your performance to be hostile towards you.

Professionally detached **Feat 8**

Psion,

Against any emotion altering effect you always have a will save to resist opposed by the initiator's class DC.

Reactive power **Feat 8**

Psion, reaction

When you purchase this feat, select one damage inflicting psychic attack. This choice is permanent. This reaction is triggered by an attack of opportunity, you use the selected psychic attack in lieu of a weapon.

The Madness! **Feat 8**

Psion, Meta-psi

You can cause a persistent mental damage effect to double, by spending one focus point. The target must be within 90ft.

10th level psion feats

Adamantine mind strike **Feat 10**

Psion, Meta-psi

This feat requires you to spend an additional action to activate the enhanced psionic power. The power has the adamantine material properties for one use. A power projectile gains the trait.

Brain storm **Feat 10**

Psion, meta-psi

This feat requires you to spend one focus point and spend an additional action to activate the enhanced psionic power. You can change the mental damage trait of your psionic powers to inflict electrical damage instead.

Furious gestures **Feat 10**

Psion, focus technique: somatic or song and dance.

Your quick skillful gestures (spell casting, Kuju-kiri, Mundra, etc.), reduce the action penalty for metapsi feats by one.

Sensitive **Feat 10**

Psion, Seer primary art.

You have a 30ft radius *vague sense* for hostility directed at you. In an otherwise empty area this serves to reveal the presence of hidden and unobserved foes.

Smack down **Feat 10**

Psion, meta-psi

This feat requires you to spend one focus point and spend an additional action to activate the enhanced psionic power. You can change the mental damage trait of a psionic power to inflict force damage.

Telekinetic might **Feat 10**

Psion, Geist primary art, heavy lifter feat

The bulk limit for your telekinesis powers is now equal to the current strength score. The maximum is the strength score +5. Example: If telekinesis has a strength of 18; 18 is your bulk limit and 23 bulk is the maximum.

12th level psion feats

Magnified touch **Feat 12**

Psion, meta-psi.

This feat requires you to spend one focus point and spend an additional action to activate the enhanced psionic power. A psionic power with a single target leaps from your hand as a 15ft cone.

Soul ward **Feat 12**

Psion, Ecto primary art. Ghost hunter feat

Your experience with spirits and undead has taught you a few things. You have 5 negative energy damage resistance, and a +2 status bonus on saves against necromantic magic.

Two heads are better than one **Feat 12**

Psion, Meta-psi

This feat requires you to spend one focus point and spend an additional action to activate the enhanced psionic power. Your psychic attack deals splash damage to all creatures adjacent to your initial target. This damage is equal to your primary ability modifier.

14th level psion feats

Inevitable **Feat 14**

Psion, Mentu primary art.

When a psychic attack fails to affect a target, each successive psychic attack against that target accumulates a +1 circumstance bonus. Example: your first action, a psychic attack fails to affect the target. Keeping up the intensity your second action is a psychic attack with a +1 bonus which also fails, and your third action is a psychic attack at the same target, with a +2 bonus. On your next turn, if you continue to use psychic attacks against the target the bonus continues to accumulate +3, +4, +5...

Keen mind **Feat 14**

Psion,

When an activation roll result is a failure, the focus point is not spent.

Undying **Feat 14**

Psion, Anima primary art.

When you purchase this feat you select a power from your primary art. Whether you are conscious or not the power is triggered when you are close to death; less than 10 Hit points, knocked unconscious or gain the dying condition.

16th Level psion feats

Greater mind's reach **Feat 16**

Psion, meta-psi

You spend one action to add 60ft to the range of any psionic power.

Mind impersonation **Feat 16**

Psion, Mentu primary art, exploration or downtime.

With this feat Mentu art powers that do not inflict damage might go unnoticed by the affected target. Declare the use of this feat and the GM will roll a hidden deception skill check for you. You roll the activation check for the Mentu power you intend to use. If the target has failed to detect your deception, the effect of the telepathic power is not resisted by a will save as it "sounds" like their own inner dialog.

Sanctum **Feat 16**

Psion, owner of a sanctum

You have charged the grounds of your sanctum providing you with a +2 level advantage to determine the effects of your psionic powers when you are at your sanctum.

Out of sight **Feat 16**

Psion,

You may change the range of a beneficial psionic power to "Scrying" and target an allied creature that you have regular contact with. The target receives the power's effects regardless of distance.

Not out of mind **Feat 16**

Psion, out of sight,

You may change the range of a psychic attack to *scrying* and target one enemy creature whom you have personally had contact with.

18th level psion feats

Total focus

Feat 18

Psion.

You ignore increases to the activation DC caused by environmental conditions, including those created by magic. Such penalties do not apply to you.

Unbearable

Feat 18

Psion.

When you have a critical success on your activation roll result of a psychic attack, add your key ability modifier as persistent mental damage for the power duration.

Immunity? Ha!

Feat 18

Psion.

When one of your psionic powers automatically fails due to an immunity, in the next round you can change the damage trait for your powers to one of the following; bludgeoning, electrical, force, mental, piercing, positive, slashing.

20th level psion feats

Legendary might

Feat 20

Psion, two or more powers developed to legendary

You gain two development points to spend to raise two mastery powers to legendary, and these powers do not need to come from the primary art.

Titan kinesis

Feat 20

Psion.

Multiply the bulk limits of your telekinesis powers by 10.



Psionic Power Rules

Psionic powers are...

- Psionic powers are a part of the occult tradition. Psionic powers are focus powers, the psion knows everything they need to use their powers—but **Psions are not “Spellcasters”**.
- The ultimate in spontaneity, a psion has no restriction on using powers that they know, to the development stage they have earned, aside from focus points and “strain”. **Strain**: a psionic power that causes strain can be used once per given interval.
- Psions do not prepare their powers, nor do they have variable spell repertoires. They know the powers they’ve learned.

The activation roll is...

Psions must roll to activate their powers. Psions must beat an activation DC of 10+ the proficiency bonus of the power+ armor skill check penalty + environmental conditions to activate any psionic power. Psions can only activate one power at a time.

- Activation roll = 1d20+level +key ability modifier + development stage of the specific power (proficiency bonus) + other modifiers.
- On a critical success, the effect is a temporary one step increase in the development stage.

The Save DC of a psionic power is...

- The save dc a psionic power is determined by the psion’s level+ the development stage of the power (proficiency bonus) +the psion’s key ability modifier +any modifiers.

Psionic powers are focus powers...

They differ from focus powers in that;

- Psionic powers must be activated by a successful activation roll against a difficulty class (DC) of 10+ the proficiency bonus of the power+ armor skill check penalty + environmental conditions to activate any psionic power. Psions can only activate one power at a time.
- Psionic powers are developed like any other skill; through use and experience. Psions gain development points starting at 3rd level which they spend to improve their proficiency—the development stage— with specific powers. The development stage as well as the psion’s level, improve the effectiveness of a power.
- Psions can have more than 3 focus points, at the cost of investment points. For each focus point above 3 they lose one point they could *invest* in a magic item.

Psionic powers are like focus powers in that;

- Psionic powers always cost one point of focus, and there is no such thing as “going nova”.
- As focus powers, psionic powers automatically heighten based on the character’s level. Yet the effectiveness of psionic powers is **developed** and this development controls the effectiveness of the power (a legendary psionic power will rival the power of high level spells, where as a power that is only trained will have less effectiveness). Development is per each power, not class DC.
- **Replenish** once each day after 8 hours of rest to recover **all** spent focus points.
- **Refocus** restores one focus point unless otherwise stated. Psions meditate for ten minutes to refocus.

Activation times: the activation times for psionic powers are the same as any basic action, or triggered reaction.

Activities: psionic powers with casting times greater than one round are *activities*.

Aura flare

Each and every use of a psionic power causes a brief emanation of personal auric energy. This emanation is called aura flare and it is purely a psionic side effect. While utterly silent, and invisible it is far from unobservable. All creatures within a 30ft range of the psion have a chance to detect aura flare. Sensing aura flare is an

imprecise sense like hearing. A whisper can go unnoticed, while a tremendous shout is absolutely obvious!

Aura flare is detected with a perception skill check with a DC of 30 minus the psion’s level. In role playing terms, a novice psion who has just completed the training will be very difficult to detect while a legendary master using a power may seem to radiate with an invisible power.

There are ways for psions to suppress their aura flare.

Are psionic powers automatically *concealed*?

Are there *displays* for the use of psionic powers?

The answer to both of these questions is no.

While psionic powers do not have spell components per se, they are far from stealthy. Let’s look at spell components first;

Somatic: do psionic powers require gestures? No. However, it is common place in fiction that the use of psionic powers can benefit from focusing on what you intend to do through small thematic gestures; such as expressions of meditative serenity, intense concentration or staring intensely at the target. Resting the finger tips on your temples, touching one hand to the brow, or pointing a hand with fingers splayed at the target. Such things can be noticed.

Verbal: do psionic powers require vocalization? No. however, it is also common in fiction that the use of psionic powers can benefit from kiai yells (shouts), a muttered meditative chant or resonant intonation, or even repeating the target’s name.

Focus: do psionic powers require some form of implement? No. However, there are claims that specific types of gems and gemstone quality crystals aid in the use of psionic powers. Further, there are other forms of psychic implements that help to weed out the cryptic meanings of psychic impressions, such as fortune telling cards.

Materials: do psionic powers require reagents to catalyze? No. Though some powers manipulate raw materials to craft objects.

Psionic phenomena can be detected by “sensitive” persons. What kinds of phenomena?

Aura flare: this is the brief emanation of invisible energy from a psion who is activating a psionic power.

Auras: In fictional terms, every living or magical being has images representing the being in the ethereal and astral dimensions. These forms of *implicate* information are lasting echoes of spiritual (ethereal) and psychic (astral) energy that can remain long after the being is no more. These images contribute to the *explicate* physical body in a reciprocal fashion. While representing potential, the inverse proportion mortals perceive is the physical body.

Psychic Signature: Signature is a unique quality that identifies a specific individual, like a fingerprint. Auras and psychic residue contain the *implicate* information of the individual who left these traces.

Psychic impressions: this psychic residue (left on a person’s possessions or at locations where something significant happened) is the encoded spiritual and astral remnants, the *implicate* information of a significant event

Psychic residue: traces of a being’s aura, that have accumulated or were left behind during significant events. Significant events cause powerful emotions and thoughts, which can linger at a place or in an object. Psychic residue is an *implicate* recording of information; psychic impressions, and psychic signatures.

Ectoplasm: ethereal matter temporarily drawn into the physical world. This material is normally invisible and intangible, but on changing states from ether -> vapor -> liquid -> crystal -> solid the material is remarkably endothermic, absorbing ambient thermal energy with each phase transition.

Ectoplasm has many varieties, the material can be corrosive, highly flammable, and more. This is likely due to the ethereal connection to the elemental planes.

Stacking

Psionic powers do not stack similar bonus types. Only the most powerful bonus is used. When a psionic power is used to enhance an item the power suppresses all runes on the item.



Reading the powers.

Name: the name of the psionic power.

Actions: how many 1,2, or 3 actions? Reaction (rea) if the power has a trigger, and Activity (act) if the power requires longer than one round to utilize.

Description: the text describing the power effect, damage types, and conditions caused.

Traits: tradition (occult), class (psion), damage types

Rat: Range, area, and targets. Self only, Touch, range, area, line, cone, burst, or emanation.

Dur: Duration, how long a power lasts and if you can use the sustain, dismiss actions. Rounds, minutes, hours, and days.

Activity: the time required to perform the activity.

Hostility: only mentioned if the power is affected by being hostile or the decision to commit hostile act.

Save: saving throw, which save is used to resist or avoid the effect. The breakdown of the saving throw results is given with the titles;

Critical success: the result was 10 or higher than the DC.

Success: result matches or beats the DC, but is not by 10 or more.

Failure: result is less than the DC, but not 10 or more below.

Critical failure: the result is 10 or lower than the DC.

T: Trained. the base level of the power.

E: Expert. Minimum 3rd level. The power works as described by trained, only with the listed increases.

M: Mastery. Minimum 7th level. The power works as the above stages, with the following increases.

L: Legendary. Primary art, minimum 15th level. The power has all the functions listed above, with the following increase.

If you roll a critical success with the activation roll, the power is regarded as functioning at the next development stage.

Psionics Vs. Magic

The current edition of rules radically simplifies the interaction of the various traditions of magic. As psionics is part of the occult tradition the rules for magic do apply.

Identifying powers as they are activated...

A monk is about to use the ki strike focus power. The monk is just standing there, perhaps flexing his or her fists making the veins bulge and the knuckles pop. How can you identify that the monk (is a member of the monk class?) is using a Ki spell?

You can't. Sure there are clues, but not enough.

The same is true of the psion. Psions don't speak the arcane language, utter prayers, speak the secret druidic language, or negotiate with powerful beings; dragons, elementals, fey, etc.

The only clue that a psionic power is about to be used is the aura flare, and if you aren't a practitioner of the occult tradition chances are that the aura flare won't mean anything to you.

If you must identify a psionic power while it is in use, the effects need to be detected by your senses. So...

Good luck.

Counteracting and disrupting

The good news is that if it is clear that "something" magical is happening you can attempt to counteract without identifying the psionic power first. You attempt a counteract check using a cantrip, and attempt a spell roll against the Save DC of the psionic power.







ANJIMA

Major Anima Powers

Abominable alchemy- reagents are refined and explode.

Accelerate - change the attack penalty for consecutive strikes, and additional actions.

Ageless form- you are immune to aging, morph and metamorphosis effects while the power is active.

Bone Snap- you try to break a bone in the target.

Consuming Gaze- Sacrifice your hit points, and soak up life energy from others.

Environment bond- adapt to an environment.

Fast healer- you gain fast healing.

Healing trance- a trance to heal.

Indelia- sustenance, no need to eat.

Immovability- physically anchor to the ground.

Iron grasp- hands to your shoulders gain the strength of iron.

Life spark- when life draining affects you a burst is released.

Nerve manipulation- various effects based on targeted brain anatomy function.

Metamorphosis- shape changing, like polymorph.

One with the land- unite with the flow of life.

Quicken recovery- heal as if you rested one full day.

Regenerative Trance- regrowth of missing/irrevocably damaged organs and limbs.

Resilient form- elemental damage resistance.

Resurgence- trigger a burst heal when dying.

Strength of stone- strength of the land + stone skin?

Surge of might- A temporary boost to a physical ability score.

Totem affinity- animal totem: select traits from your totem and adopt them by gaining a hybrid form.

Wings- you grow a pair of wings.

Minor Anima Powers

Acidic expectoration- acid spit.

Agony- amplify the pain, amplify the damage

Altered guise- disguise power

Auric burn- the target aura is on fire.

Auric shield- shield against corruption.

Auric strike- your strike is sheathed in force.

Beast sight- you gain a sense of a totem animal.

Blood alchemy- wounds spout gouts of flame.

Blood control- control your blood flow.

Bodily mending- you restore a person from other forms of lasting damage.

Cat leap- A phenomenal leap, land on your feet.

Claws of the beast- gain natural weapons.

Defiling touch- cause decay and rot.

Exhale flame- fire breathe.

Feast on the sun- exposure to the sun is eating.

Fighting trance- removes pain, hesitation, and fear.

Flesh mend- minor healing, wound sealing.

Fleet stride- your stride is faster.

Flesh melt- charisma damage

Glowing flesh- create a pattern of bio luminescence.

Gobble- Eat anything and swallow whole.

Graceful step- body equilibrium, move with eerie floating grace.

Harden heart- gain fortification from critical strikes.

Heightened senses- perceptual modification

Hide of the beast- your skin becomes a tough hide.

Inspired immunity- target is rid of disease.

Infectious strike- wound the aura to cause an illness.

Lazy death- resting causes hp damage, and fatigue!

Life sense- sort by type, number, location.

Marathon- bonus on resisting fatigue from exertion.

Nerve strike- weakening a limb until paralyzed.

Ogre form- increase your size, strength and carry limit.

Pliant body- you become much more flexible.

Purge the unclean- touched person is rid of toxins.

Reach strike- a long stretchy strike.

Reserve tissue- you absorb and sustain reserves.

Second wind- fatigue recovery and resistance.

Siphon life- touch drains victim,

Sleep shifting- you reduce the need for sleep.

Spider touch- your aura anchors you to a surface.

Sprite form- you shrink one step of size category.

Suspend life- enter an unconscious trance state

Thunder throw-your arm is a catapult.

Thousand shields- you defend against attackers.

Thousand strikes- you launch a volley of strikes.

Venomous infusion- you become poisonous.

Voracious hunger- target must eat or starve.

War cry- Kiai yell does force and sonic damage.

Wayward warping- create a shelter

Major Anima Powers

Abominable alchemy Actions: 1

Incendiary reagents are extracted from the target's tissues and concentrated. These elements ignite when exposed to (oxygen) air or water inside the target and explode.

Traits: occult, psion, major, Fire

Rat: range: 30ft, target: one creature, area: 10ft burst

Save: fort

Critical success: belches, and nothing...

Success: half damage

Failure: full damage

Critical failure: double damage

T: 1d4 fire and bludgeoning per 4 levels.

E: 1d6 fire and bludgeoning per 4 levels.

M: 1d8 fire and bludgeoning per 4 levels.

L: 1d10 fire and bludgeoning per 4 levels.

Accelerate

Actions: 1

Muscle striation changes to improve attack speed. This does not make your attacks *agile*.

Traits: occult, psion,

Rat: self only

Dur: 1 round per 3 levels

T: reduce multiple attack penalty by 1 for every strike action:

-4 not -5, -8 not -10.

E: reduce multiple attack penalty by 2 for every strike action:

-3 not -5, -6 not -10.

M: as above, and you gain a fourth strike action at -9.

L: add a quickened fifth strike action at your highest attack bonus.

Ageless form

Actions: act

You resist physical appearance change (alterations), caused by Morph, Polymorph, and time effects including natural aging.

Traits: occult, psion,

Rat: self only.

Dur: 1 day.

activity: ten minutes, after daily replenishment.

T: +4 status bonus vs alterations as described above.

E: the bonus increases to +6

M: the bonus increases to +8

L: the bonus increases to +10

Bone snap

Actions: 1

With an intense stare you attempt to break a bone in the target. The break is painful but only hinders the target.

Bone broken: roll a 1d4.

1. Arm: the radial bone, causes *Enfeebled 1*.

2. Leg: the fibula bone, causes *-10 speed*.

3. Rib: one rib bone, causes *sluggish 1*.

4. Skull: part of the skull fractures, *sickened 2*.

Traits: occult, psion, bludgeoning

Rat: Range: 30ft, Target: one creature,

Save: fortitude

Critical success: nothing happens.

Success: the bone does not break, but the bludgeoning damage is taken in full.

Failure: The damage is taken and the bone is broken.

Critical failure: the damage is doubled and a second bone is broken.

T: 1d4 bludgeoning damage per 3 levels.

E: 1d6 bludgeoning damage per 3 levels.

M: 1d8 bludgeoning damage per 3 levels.

L: 1d10 bludgeoning damage per 3 levels.

Consuming gaze

Actions: 3

Nature abhors a vacuum. You destroy a portion of your own life force, and fill the void by draining others with your gaze.

Traits: occult, psion, negative, evil

Rat: all creatures in a 15ft cone.

Damage: deal 1d4 negative damage per hit point sacrificed and you heal half the damage inflicted to others.

Save: reflex

Critical success: nothing happens

Success: half damage

Failure: full damage

Critical failure: double damage

T: maximum sacrifice 1 hit point per 3 levels.

E: maximum sacrifice 2 hit points per 3 levels.

M: maximum sacrifice 3 hit points per 3 levels.

L: maximum sacrifice 4 hit points per 3 levels.

Environment bond

Actions: 1

Gain traits via contact with native creatures to survive in an environment that you are foreign to. The traits you can gain are: home environment, resistances, special senses, and sustenance.

Traits: occult, psion, morph

Rat: target: one creature touched.

Dur: 1 day (except legendary)

Save: reflex

Critical success: you gain nothing

Success: you gain nothing

Failure: power performs as the development stage

Critical failure: an additional trait is gained.

T: gain home environment. You adapt as if you live here.

E: as above and add a second trait.

M: as above, add a third trait.

L: you match all the adaptations of the target, until you leave.

Fast healer

Actions: act

You focus intently on healing a wound for one round.

Traits: occult, psion, positive, strain.

Rat: Self only, can not be made resonant or harmonic.

Activity: one round.

Duration: one minute

Strain: this power can only be used once per day.

T: Fast healing 1.

E: Fast healing 2.

M: Fast healing 3.

L: Fast healing 4.

Healing trance

Actions: act

You take a seat and meditate, you can share the effects of this power with others who willingly sit with you and hold your hands for the entire activity.

Traits: occult, psion, positive, strain.

Rat: Self and activity participating creatures

Activity: one hour.

Strain: this power can only be used on a target once per day.

T: all participants recover maximum hit points.

E: add that you counter one condition

M: you counter a second condition

L: you counter a third condition, even if magical.

Indelia

Actions: act

While this power is active you use psionic energy to sustain your self. You gain a fortitude saving throw (DC equal to the total number of days without sustenance) to resist the effects of hunger and thirst and on a success or critical success you ate and drank enough to sate your needs, resetting the clock before you need to save again.

Traits: occult, psion, positive.

Rat: Self only

Dur: 1 day,

Activity: ten minutes

T: +4 vs starvation and thirst

E: +6 vs starvation and thirst

M: +8 vs starvation and thirst

L: +10 vs starvation and thirst

Immovability

Actions: 1

You become anchored to a surface you are standing on.

Traits: occult, psion, dismiss

Rat: Self only

Dur: one round per level,

T: +4 status bonus vs forced movement of any kind.

E: the bonus increases to +6.

M: the bonus increases to +8.

L: the bonus increases to +10.

Iron grasp

Actions: 1

The strength of your hands is magnified. Your hands can inflict bludgeoning damage in unarmed combat and athletics skill uses. The joints and connective tissues from your chest and back down to your finger tips are also enhanced. While this power is active and assuming you can manage the bulk; you can grasp and wield a weapon one size category larger than you without risk of injury.

Traits: occult, psion,

Rat: Self only

Dur: one round per three levels.

T: your hands inflict 1d4 +strength modifier bludgeoning damage

E: increase to 1d6, gain +1 status bonus on athletic skill checks.

M: increase to 1d8, and +2 status bonus on athletics.

L: increase to 1d10, and +3 status bonus on athletics.

Life spark

Actions: Rea

With this power you create a concentrated reserve of positive energy that is released at the source of any negative energy effect that targets you.

Trigger: you become the target of a negative energy attack.

Traits: occult, psion, reaction, positive

Rat: Scrying, target: the source of a negative energy effect that targets you, 10ft burst.

Dur: one day

Activity: one minute after the daily replenishment.

T: 1d6+secondary ability modifier positive damage per 5 levels.

E: increase to 2d6+ per 4 levels.

M: increase to 2d6+ per 3 levels.

L: as above, increase burst to 20ft radius.



Nerve manipulation

Actions: 1

This psychic attack impairs functions that are often taken for granted. The effect lasts for the entire duration unless the target can recover by beating the listed skill check DC. Your mastery of striking focal points of psychic energy on the target causes a harmful condition of your choice from the list below. You may affect the target with a given effect once per hour:

- **Freedom of movement-** the target is paralyzed save for speech. The target must apologize, recovery: diplomacy.
- **Power of sight-** the senses are so confused that the target cannot aim at any target (not even to retrieve an object) or move in a desired direction. The target must tell a joke, Recovery: perform.
- **Power of speech-** The target cannot use any language, read any writing, nor cast spells. The target must devise a way to treat their injury, Recovery: lore (herbalism, or medicine).
- **Sense of balance-** the target cannot move more than a step or perform any skill based movement without risking falling prone. The target must create art depicting people moving, even a stick figure drawing may suffice. Recovery: lore (artwork)
- **Will to fight-** the target is unable to feel hostile or take a hostile action, not even to use the intimidation skill. The target must speak of a time they were shown mercy. Recovery: perform

Traits: occult, psion, sustain, dismiss

Rat: Touch, Target: one creature struck.

Dur: one round per level.

Save: reflex

T: recovery DC is the save DC. The target can sense what they need to do to recover.

E: prof bonus +4

M: prof bonus +6

L: prof bonus +8

Metamorphosis

Actions: act

You transform to take on the appearance and physical traits of any creature you have encountered. This power can change your size by a maximum of one step larger or smaller. This power does not confer upon you any mental traits or magical abilities such creature may have.

Traits: occult, psion, metaphoric.

Rat: self only

Activity: one minute

T: duration is 1 round per level.

E: 1 minute per level.

M: 1 hour per level.

L: one day.

One with the land

Actions: act

You sit and meditate to connect with the flows of life in an area to communicate with and heal living targets in the area. Questions are answered as if talking to a person (yourself) who was standing in the area at the time. The entire activity must be completed to gain any benefit.

Traits: occult, psion, positive, strain

Rat: all life in a 30ft emanation

activity: ten minutes

Strain: this power can only be used once per day.

T: ask the surrounding life one question and all in the area are healed 1 hit point.

E: two questions and 2 hit points

M: three questions and 3 hit points

L: four questions and 4 hit points.

Quicken recovery

Actions: act

You sit and enter a meditative trance. Once complete all participants are regarded as if they had spent an entire day resting and recovering under medical care.

Traits: occult, psion, Strain

Requires: medicine, at proficiency equal or higher proficiency.

Rat: Self and willing creatures participating in the activity.

Activity: ten minutes

Strain: treat your level as hours and subtract from 24. This is how long you must wait before this power can be used again.

T: the medical care is trained and rolls to treat any injury or malady you possess.

E: as above, the medical care is now expert.

M: the medical care is now mastery.

L: the medical care is now legendary.

Regenerative trance

Actions: act

You (and the target) must sit, rest, eat and drink to excess, and then enter a meditative trance state undisturbed for the remainder of the hour. Regenerating tissue at an astonishing rate is agonizing for both the healer and the healed. The saving throw determines if the trance can be completed or not.

Traits: occult, psion, positive

Rat: self, or one willing creature in contact for the entire activity.

Activity: one hour

Save: fortitude DC equal to the damage that caused the injury.

Critical success: the healing is complete.

Success: the healing is complete.

Failure: the effort is wasted, you may try again in four hours.

Critical failure: you may not try again for a day.

T: +1 on the fortitude save and the target regenerates a minor lost organ or reattaches a limb.

E: as trained, +2 on the fortitude save.

M: +3 on the fortitude save, and the target fully regenerates a limb.

L: +4 on the fortitude save, and the targets limbs and organs are all made whole.

Resilient form

Actions: 1

You gain resistance to one type of environmental damage and the corresponding energy damage with these traits: acid, cold, electricity, fire, and sonic. Alternately you can gain resistance to all of these forms of energy damage. The resistance is equal to the proficiency bonus.

Traits: occult, psion,

Rat: self only

Dur: one round per level.

T: one energy +5 resistance, or all energy +2 resistance.

E: one energy +10 resistance, or all energy +4 resistance.

M: one energy +15 resistance, or all energy +6 resistance.

L: one energy +20 resistance, or all energy +8 resistance.

Resurgence

Actions: rea

A reserve of life energy that heals you when you are dying.

Traits: occult, psion, positive

Trigger: you have less than 10 hit points or the dying condition.

Rat: self only

Dur: one day, or until used once—whichever is first.

T: heals 1d6 +key ability modifier hit points per five levels

E: heals 1d6 +key ability modifier hit points per four levels

M: heals 1d6 +key ability modifier hit points per three levels

L: heals 1d6 +key ability modifier hit points per two levels

Strength of stone

Actions: 1

Your body becomes more like stone, tougher and heavier.

Traits: occult, psion,

Rat: self only

Dur: one round per three levels.

T: you gain 2 physical damage resistance (bludgeoning, piercing, and slashing).

E: gain 4 physical damage resistance

M: gain 6 physical damage resistance

L: gain 8 physical damage resistance

Surge of might

Actions: 1

You use psionic energy to fuel a brief burst of supernatural physical performance.

Traits: occult, psion,

Rat: self only

Dur: one round per three levels

T: raise strength to 18 or increase it by +2 whichever is higher.

E: raise strength to 18 or increase it by +4 whichever is higher.

M: raise strength to 18 or increase it by +6 whichever is higher.

L: raise strength to 18 or increase it by +8 whichever is higher.

Totem affinity

Actions: 1

Select one totem the choice is permanent, through the use of this power you transform gaining a hybrid appearance and the traits of your totem: natural weapons, senses, and movement. With one exception: this power does not grant flight.

Traits: occult, psion, morph

Rat: self only

T: duration: one round per level.

E: duration: one minute per level.

M: duration: one hour per level.

L: duration: one day.

Wings

Actions: act

You sprout a pair of wings and gain a flight speed equal to your normal movement speed.

Traits: occult, psion, metamorphic

Activity: ten minutes

Rat: self only

T: one round per level.

E: one minute per level.

M: one hour per level.

L: one day.

Minor Anima Powers

Acidic expectoration

Actions: 1

Using this psionic alchemical process you temporarily gain the ability to spit acid.

Traits: occult, psion, acid

Rat: range 15ft.

Dur: one round per three levels.

Save: reflex

Critical success: no damage.

Success: half damage.

Failure: full damage.

Critical failure: double damage.

T: 1d4 acid damage per three levels

E: 1d6 acid damage per three levels

M: 1d8 acid damage per three levels

L: 1d10 acid damage per three levels

Agony

Actions: 1

With a look you amplify the pain intensity of a wound.

Requires: the target must have been struck and wounded.

Traits: occult, psion, mental

Rat: adjacent creature

Dur: one round per three levels

Save: fortitude

Critical success: no damage

Success: half damage

Failure: full damage

Critical failure: double damage

T: the damage of the previous strike is doubled in the targets mind.

E: The damage of the last round is doubled.

M: the current injuries are doubled.

L: target must roll a fortitude save against massive damage or die.

Alter guise

Actions: 1

You can use this psionic power to disguise yourself without equipment. If you have the ability to copy the original you gain double the status bonuses listed below.

Traits: occult, psion, morph

Rat: self only

Dur: one minute per three levels.

T: +2 deception to disguise and impersonation efforts.

E: +4 deception to disguise and impersonation efforts.

M: +6 deception to disguise and impersonation efforts.

L: +8 deception to disguise and impersonation efforts.

Auric burn

Actions: 1

This psychic attack causes the target's aura to "burn" in the astral. This fire is extinguished only by an act of will.

Traits: occult, psion, mental

Rat: any target with an aura (living or magical)

Save: Will

Critical success: no damage, the fire is out.

Success: half damage, the fire burns.

Failure: full damage, the fire burns.

Critical failure: double damage, and the fire burns.

T: 1d4 +key ability modifier, 1d4 persistent damage.

E: 2d4 +key ability modifier, 1d4 persistent damage.

M: 3d4 +key ability modifier, 1d4 persistent damage.

L: 4d4 +key ability modifier, 2d4 persistent damage.

Auric shield

Actions: 1

Your body gains a positive energy shield against corruptive forces.

Traits: occult, psion, positive, good

Rat: Self only.

Dur: one day.

T: gain a +2 circumstance bonus on any save and damage reduction against negative energy, and evil damage.

E: The bonus increases to +4.

M: The bonus increases to +6.

L: The bonus increases to +8.

Auric strike

Actions: 1

Sending energy into the aura about your weapon, you sheath your strikes in psychic force. This force suppresses any runes on the weapon used, as only the force makes contact. Though the damage is as the weapon used.

Traits: occult, psion, force.

Rat: self only.

Dur: one round per three levels.

T: the weapon is a +1 magical weapon.

E: The weapon is a +2 magical weapon.

M: The weapon is a +3 magical weapon.

L: The weapon is a +3 magical weapon with a property rune.

Beast senses

Actions: 1

You gain the superior senses of an animal.

Traits: occult, psion, morph

Rat: self only.

Dur: one minute per level.

T: you gain low light vision.

E: you gain darkvision.

M: hearing becomes a *precise sense*.

L: Scent becomes an *imprecise sense*.

Blood alchemy

Actions: 1

While this psionic alchemy is active, any hit that causes you to bleed causes the attacker to be sprayed with your acidic blood that bursts into flame.

Traits: occult, psion, fire, acid, dismiss

Rat: self only, damages adjacent attacker.

Dur: one round per level.

Save: reflex

Critical success: no damage

Success: half damage

Failure: full damage

Critical failure: double damage

T: attackers are splashed with 1d4 fire and 1d4 acid damage.

E: the damage dice increases to 2d4 fire and 2d4 acid damage.

M: Damage dice increases to 3d4 fire and 3d4 acid.

L: The gout of blood becomes a 10ft cone.

Blood control

Actions: 1

You control your blood flow to reduce the damage you suffer and to mitigate harmful emanation damage, persistent damage and some conditions.

Traits: occult, psion,

Rat: Self only

Dur: one round per three levels.

T: you reduce melee, fire, cold, bleed and poison damage by 1, reduce persistent damage by 1, and reduce the drained condition by one step.

E: increase the damage reduction to 2.

M: increase the damage reduction to 3.

L: increase the damage reduction to 4.

Body mending

Actions: 1

You restore the target from other forms of lasting injury such as those caused by disease, poisons, drain, fire and acid. This heals ability score damage.

Traits: occult, psion,

Rat: one willing creature touched.

T: 1 ability point restored, remove a persistent effect.

E: 2 ability points restored, counteract one condition.

M: 3 ability points restored, counteract a second condition.

L: 4 ability points restored, counteract a third condition.



Cat leap

Actions: 1

While this power is active you always land on your feet, and automatically ignore falling damage to the limit of how far you can high jump. This power also enables you to attempt phenomenal leaps. You automatically gain the benefit of running for your jumps.

Traits: occult, psion,

Rat: self only

Dur: one round per three levels.

T: +4 circumstance bonus on athletics to high jump or long jump

E: the bonus increases to +6

M: the bonus increases to +8

L: the bonus increases to +10

Claws of the beast

Actions: 1

You gain natural weapons, such as claws and a bite attack. If you have a totem these are the weapons of your totem.

Traits: occult, psion, morph

Rat: self only

Dur: one round per level.

T: you are trained with natural weapons, and deal 1d6 slashing.

E: you are expert with natural weapons and deal 1d8 slashing.

M: you're a master with natural weapons, and deal 1d10 slashing.

L: you are legendary with your natural weapons.

Defiling touch

Actions: 1

Your touch causes decay and rot. Objects reduced to zero hit points are utterly destroyed; metal becomes rust, wood becomes dust.

Traits: occult, psion, acid, poison.

Rat: creature or object touched.

Save: fortitude

Critical success: no damage

Success: half damage

Failure: full damage

Critical failure: double damage

T: deal 1d4 acid or poison damage ignoring hardness.

E: deal 2d4 acid or poison damage ignoring hardness.

M: deal 3d4 acid or poison damage ignoring hardness.

L: Deal 4d4 acid or poison damage ignoring hardness.

Exhale flame

Actions: 1

You can exhale a line of flame.

Traits: occult, psion, fire

Rat: line +5ft per three levels.

Dur: one round per three levels.

Save: reflex

Critical success: no damage

Success: half damage

Failure: full damage

Critical failure: double damage

T: 1d4 fire damage per three levels.

E: 1d6 fire damage per three levels

M: 1d8 fire damage per three levels.

L: 1d10 fire damage per three levels.

Feast on the sun

Actions: act

Using this power you lay on your back exposed to the sun for an hour to gain sustenance from the environment and sunlight.

Traits: occult, psion,

Rat: self only

Activity: one hour meditative rest exposed to natural sunlight.

T: one meal and drink.

E: two meals and drinks.

M: three meals and drinks.

L: you are sustained for three days.

Fighting trance

Actions: 1

As you enter this trance you mark your targets by perceiving their auras. This yields no information, but allows you to ignore concealment. While in this melee combat trance you don't hesitate, become distracted by pain, and ignore fear. While active your actions are reduced to three options; stride to the target, striking a target, and dismiss. While this power is active you gain the deafened condition. The bonus is a status bonus.

Traits: occult, psion, dismiss.

Rat: self only

Dur: one round per three rounds.

T: +1 to strike a target, and +4 vs fear and movement impairment.

E: +2 to strike, +6 vs fear and movement impairment.

M: +3 to strike, +8 vs fear and movement impairment.

L: +4 to strike, +10 vs fear and movement impairment.

Flesh mend

Actions: 1

Your touch heals the target over time.

Traits: occult, psion, positive.

Rat: one willing target touched.

T: heal the target 1 hit point per round.

E: heal the target 2 hit points per round.

M: heal the target 3 hit points per round.

L: heal the target 4 hit points per round.

Fleet stride

Actions: 1

You use psionic energy to increase and sustain your speed.

Traits: occult, psion,

Rat: self only

Dur: one round per three levels.

T: increase your speed by 5ft for the duration.

E: increase to +10ft speed.

M: increase to +20ft speed.

L: increase to +30ft speed.

Flesh melt

Actions: 1

This cruel power causes the touched flesh of the target to become horribly scarred; boiling, melting, and stretching. This power only works once on any given target.

Traits: occult, psion, evil.

Rat: one creature touched

Dur: until restored by healing magic.

Save: reflex

Critical success: no effect

Success: half effect

Failure: full effect

Critical failure: double effect

T: 2 points of charisma damage.

E: 4 points of charisma damage.

M: 6 points of charisma damage.

L: 8 points of charisma damage.

Glowing flesh

Actions: act

Your touch causes flesh to become bioluminescent, each trace of a finger tip creates a glow of any color with the brightness of a candle. An entire fist can shed light like a torch.

Traits: occult, psion,

Rat: one willing creature touched.

Activity: one minute.

T: duration, one minute per level.

E: duration, ten minutes per level.

M: duration, hour per level.

L: permanent, if the target agrees.

Gobble

Actions: 3

Your jaw, mouth, throat, and torso becomes elastic enabling you to swallow creatures whole. Once swallowed the creature must hold it's breath, and takes 1d4 acid damage each round. The swallowed creature can use athletics, acrobatics, or inflict damage to escape.

Requires: power Ogre form must be in use. You must in your first action grapple the target creature, your second action is to stuff the target into your mouth, and on the third action you swallow the target whole.

Traits: occult, psion, metamorphic.

Rat: self only.

Dur: one round per level.

T: you can swallow a creature 3 size categories smaller than you.

E: you can swallow a creature 2 size categories smaller than you.

M: you can swallow a creature a size smaller than you.

L: you inflict 3d6 acid damage each action on a swallowed target.

Graceful stride

Actions: 1

The use of this power enables you to move seemingly weightless. This is only a redistribution across a 10ft radius, not a true reduction of weight. While this power is active;

> You can stand on surfaces that would not support your weight.

> You do not trigger weight sensing traps.

> You increase the difficulty to track you by 4.

> You can leap twice as far, by gliding for the entire round.

Traits: occult, psion,

Rat: self only

T: duration: one round per three levels.

E: duration: one round per two levels.

M: duration: one round per level.

L: duration: one minute per level.

Harden heart

Actions: 1

You grow structures that protect and fortify your internal organs. Your attacker rolls against a flat check to inflict a serious wound such as precision damage or a critical strike.

Traits: occult, psion, morph

Rat: self only.

Dur: one round per level.

T: the fortification flat check dc is 4.

E: the fortification flat check dc is 8.

M: the fortification flat check dc is 12.

L: the fortification flat check dc is 16.

Heighten senses

Actions: 1

This talent grants enhanced perceptual abilities. This enhancement doesn't improve your reaction speed, and thus is not included in initiative rolls. Perception is used in countless ways, this enhances all of those uses. When given a description you can ask for more information; You can read body language and expressions, You can estimate the passage of time since an object was crafted, last used, or cleaned. You can detect unnatural currents, changes in temperature, weather patterns, you can detect patterns in dust, you can identify substances and ingredients, you can see fingerprints.

Traits: occult, psion, morph

Rat: self only.

Dur: one round per level.

T: +4 to notice, you seek the next 10ft square as a free action.

E: +6 to notice, you seek automatically, and do not slow down.

M: +8 to notice, gain an imprecise sense for psychic impressions.

L: +10 to notice, you have a vague sense for the presence of magic.

Hide of the beast

Actions: 1

Using this power your skin thickens and toughens, becoming more like leather and ultimately hide.

Traits: occult, psion, morph

Rat: self only

Dur: one round per level

T: +1 ac status bonus

E: increase to +2

M: increase to +3

L: increase to +4

Inspired immunity

Actions: 1

This power psionically fights off infection and disease.

Traits: occult, psion, positive

Rat: one willing creature touched

T: the target makes an immediate save against the disease or affliction with a +1 status bonus.

E: the bonus increases +2.

L: the bonus increases +3.

M: the bonus increase +4.

Infectious strike

Actions: 1

You wound the aura to create an illness.

Traits: occult, psion, negative

Rat: one creature struck

Dur: until the illness is resisted with successful saving throws.

Save: fortitude. DC: level +proficiency +key ability modifier.

Critical success: the strike and illness is resisted.

Success: the strike is the only injury.

Failure: the strike infects the target.

Critical failure: increase the stage of the effects by one.

T: the illness causes enfeebled 1.

E: the illness causes enfeebled 2, and sickened 1.

M: the illness causes enfeebled 3, sickened 2, and slowed 1.

L: the illness causes enfeebled 4, sickened 3, slowed 1 and to gain a persistent 1d4 bleeding damage.

Lazy death

Actions: 1

You flood the target's aura with programed negative energy. Anytime the target attempts to rest or replenish, they are deprived the benefits and suffer nonlethal negative energy damage.

Traits: occult, psion, negative

Rat: range 30ft, one creature,

Dur: one week, or until ended.

Save: will (every time the target tries to rest or replenish)

Save DC: level +proficiency +key ability modifier.

Critical success: the effect of this power is ended.

Success: the target does not gain any benefit from rest and replenishment (*the time is wasted), but does not suffer any nonlethal negative energy damage.

Failure: the target's attempt to rest or replenish is wasted and the target does not gain any benefit. The target suffers the damage.

Critical failure: as failure, except now the target is deprived of sleep, the damage is doubled and becomes lethal damage.

T: 1d6 nonlethal negative energy damage.

E: 2d6 nonlethal negative energy damage.

M: 3d6 nonlethal negative energy damage.

L: 4d6 nonlethal negative energy damage.

Life sense

Actions: 1

The power grants you a sense for life forms in the area, giving priority to creatures base on size an number.

Traits: occult, psion,

Dur: one round per three levels.

T: gain a *vague sense* of your space and adjacent spaces only.

E: the sense improves to *imprecise* and a 20ft emanation.

M: the sense is a *precise* 30ft emanation blocked by obstacles.

L: the *precise* sense now reports the presence of obstacles, and penetrates obstacles. Radius extends to a 60ft emanation.

Marathon

Actions: 1

The use of this power gives the target fantastic endurance.

Traits: occult, psion,

Rat: one willing creature touched

T: for three hours you automatically resist fatigue from any non-magical source.

E: the duration increases to six hours.

M: the duration increases to nine hours.

L: the duration is a 24 hour day.

Nerve strike

Actions: 1

Your strike creates a burst of false signals. This causes brief disorientation, a loss of coordination, and numbness in the limbs.

Traits: occult, psion,

Rat: target creature struck with unarmed attack.

Dur: one round per three levels.

Save: fortitude negates. Save DC is activation roll result.

T: target gains the condition clumsy 1.

E: increase to clumsy 2.

M: increase to clumsy 3 and one limb is paralyzed.

L: increase to clumsy 4 and the target is paralyzed.

Ogre form

Actions: 1

This power causes your size to increase. The increase in size with this power increases your natural strength by the proficiency modifier and your bulk limit is equal to your adjusted strength score. This strength does not stack with any other source of modification.

Traits: occult, psion, metamorphic, strain.

Rat: self only

Strain: your level as hours, subtract from 24. This is how much time must pass before this power can be used again.

T: one round per four levels, +1 strength you become 40% larger.

E: one round per three levels, +2 strength, you become 60% larger.

M: one round per two levels, +3 strength, you become 80% larger.

L: one round per level, +4 strength, and you are one size category larger.

Pliant body

Actions: 1

Using this power, your body becomes limber, almost fluid.

Traits: occult, psion, metamorphic

Rat: self only

Dur: one round per level.

T: acrobatics to escape or squeeze has a +4 status bonus.

E: the bonus increases to +6.

M: the bonus increases to +8.

L: the bonus increases to +10.



Purge the unclean

Actions: act

With focused concentration the target touched gains a bonus on saving throws against poison and immediately rolls a save against any poison affecting the target.

Requires: medicine at a proficiency level equal to

Traits: occult, psion,

Rat: one willing creature touched.

Activity: one minute

T: +1 status bonus vs poison.

E: +2 vs poison.

M: +3 vs poison.

L: +4 vs poison.

Reach strike

Actions: 1

Your limbs elongate to strike and suddenly retract.

Requires: pliant body

Traits: occult, psion,

Rat: self only

T: increase your reach by 5ft for an instant.

E: reach increases to 10ft for an instant.

M: reach increases to 20ft for an instant.

L: reach increases to 30ft for an instant.

Reserve tissue

Actions: 1

Using this power you create a reserve in your tissues of food, drink, air and blood. This reserve can stay dormant for one month and any use of it depletes one day's worth of reserve.

Traits: occult, psion,

Rat: self only

T: one days worth of sustenance, one minute of air, and reduce the bleeding condition by 1.

E: two days worth of sustenance, ten minutes of air, reduce the bleeding condition by 2.

M: a week of sustenance, a half hour of air, reduce the bleeding condition by 3.

L: a week of sustenance, an hour of air, and remove the bleeding condition instantly.

Second wind

Actions: 1

This power uses psionic energy to remove fatigue and exhaustion. This power does counteract magical sources of fatigue, exhaustion, and unconsciousness.

Traits: occult, psion, strain.

Rat: one willing creature touched

Strain: this power can only be used once per target, per day.

T: heal one hit point, counteract one stage of fatigue or exhaustion.

E: heal two hit points, and counteract two stages of fatigue or exhaustion.

M: heal three hit points counteract three stages of fatigue or exhaustion.

L: heal four hit points and reduce unconscious to exhausted, exhausted to fatigued, or instantly remove the fatigued condition.

Siphon life

Actions: 1

This power steals vitality and sustenance from the target, inflicting harm in the process. 3 actions spent draining a grappled target gives you one day of sustenance.

Traits: occult, psion, negative

Rat: one creature grappled.

Save: basic fortitude, or Athletics to escape.

T: 1d4 bleed damage, and drained 1.

E: 2d4 bleed damage, and drained 2.

M: 3d4 bleed damage, and drained 3.

L: 4d4 bleed damage, and drained 4.

Sleep shifting

Actions: 1

Using this power you reduce your need for "sleep", and replenish once each day without needing 8 hours of rest.

Traits: occult, psion,

Rat: self only

Dur: one day

T: need for sleep reduced to 6 hours.

E: need for sleep reduced to 4 hours.

M: need for sleep reduced to 2 hours.

L: sleep ceases to be an all or nothing need; you've learned to cycle portions of your physiology through sleep. Thus you are always fully rested.

Spider touch

Actions: 1

Your aura invisibly emanates 5ft distributing your weight across the entire surface you touch and into it, enabling your to climb sheer surfaces with alacrity.

Traits: occult, psion,

Rat: self only

T: +4 on climbing checks, **duration:** one round per level.

E: +6 on climbing checks, **duration:** one round per level.

M: +8 on climbing checks, **duration:** one minute per level.

L: +10 on climbing checks, **duration:** one minute per level.

Sprite form

Actions: 1

Using this power your form is made smaller without reducing your strength.

Traits: occult, psion, metamorphic, strain

Rat: self only

Dur: one round per level

Strain: your level as hours subtract from 24. this is how long you must wait before using this power again.

T: reduce your size by 25%.

E: reduce your size to one size category smaller.

M: reduce your size by 75%.

L: reduce your size by two size category.

Suspend life

Actions: act

You enter a deep trance state that is difficult to distinguish from death. All physical needs are placed on hold until the trance ends.

Traits: occult, psion,

Rat: one willing activity participant touched

Activity: 10 minutes

T: 1 day per 3 levels

E: 1 day per 2 levels

M: 1 day per level

L: you must declare a trigger that will end the trance.

Thunder throw

Actions: 1

Become a living catapult, able to hurl objects up to your bulk limit.

Traits: occult, psion,

Rat: self only

Dur: one round per three levels

T: deal 1d4 per bulk of your ammunition.

E: deal 1d6 per bulk of your ammunition.

M: deal 1d8 per bulk of your ammunition.

L: deal 1d10 per bulk of your ammunition.

Thousand shields

Actions: 1

Each action you spend on defense you gain a circumstance bonus to your armor class against all melee attackers.

Traits: occult, psion,

Rat: self only

Dur: one round

T: +1 ac per action spent on defense, all actions spent on defense for your turn you become immune to the flat-footed condition.

E: +2 ac per action spent on defense, 2 actions spent on defense for your turn to become immune to the flat-footed condition.

M: +3 ac per action spent on defense, an action spent on defense for your turn to become immune to the flat-footed condition.

L: +4 ac per action spent on defense, you are immune to the flat-footed condition.

Thousand strikes

Actions: 1

You become a blur directing all of your strikes at one target. The damage you inflict is tallied up and at the end of your turn the sum is applied to the target's resistances. Only the most effective damage trait is used. If an immunity is encountered the damage type switches to the other by default.

Traits: occult, psion, bludgeoning/force.

Rat: self only

Dur: one round

T: for each action, you deal 1d6 damage.

E: for each action, you deal 2d6 damage.

M: for each action, you deal 3d6 damage.

L: for each action, you deal 4d6 damage.

Venomous infusion

Actions: 1

Your aura is imprinted with a poison that you have a sample of. You become poisonous to the touch. Any strike against you or that you make against your target has a flat chance to poison the target. This power creates a poisoning flat check that is rolled when you successfully strike or are struck. Only one poison can be utilized per activation of this power.

Traits: occult, psion, poison

Requires: a sample of the poison.

Rat: self only

Dur: one minute per three levels.

T: flat check to poison is 4.

E: flat check to poison is 6.

M: flat check to poison is 8.

L: flat check to poison is 10.

Voracious hunger

Actions: 1

The target's body is consumed from within withering away with unnatural hunger. The target loses a days worth of sustenance per given interval. If the target does not resist this power and does not feast on food and drink; the target can die of starvation and thirst.

Traits: occult, psion, mental (starvation and thirst).

Rat: range 30ft, one creature

Dur: until the save is successful, the target feasts, or dies.

Save: fortitude negates, as does feasting.

T: the target is struck with gnawing hunger pains, losing one day of sustenance per hour.

E: the target loses one day of sustenance every ten minutes.

M: the target loses one day of sustenance every minute.

L: the target loses one day of sustenance every round.

War cry

Actions: 1

You yell releasing a burst of force and sonic energy in all directions.

Traits: occult, psion, sonic, force

Rat: +5ft burst per three levels.

Save: reflex negates sonic damage only.

Critical success: no damage

Success: half damage

Failure: full damage

Critical failure: double damage

T: 1d4 sonic and 1d4 force damage per five levels.

E: the damage dice increases to 1d6 per four levels.

M: increase to 1d8 per three levels.

L: increase to 1d10 per three levels.

Wayward warping

Actions: act

Your touch turns a tree or boulder into a bare shelter. Characters are encouraged to bring their own comforts.

Traits: occult, psion,

Rat: one tree or boulder touched.

Dur: 1 day

Activity: 1 minute

T: the shelter is a 5ft diameter cylinder.

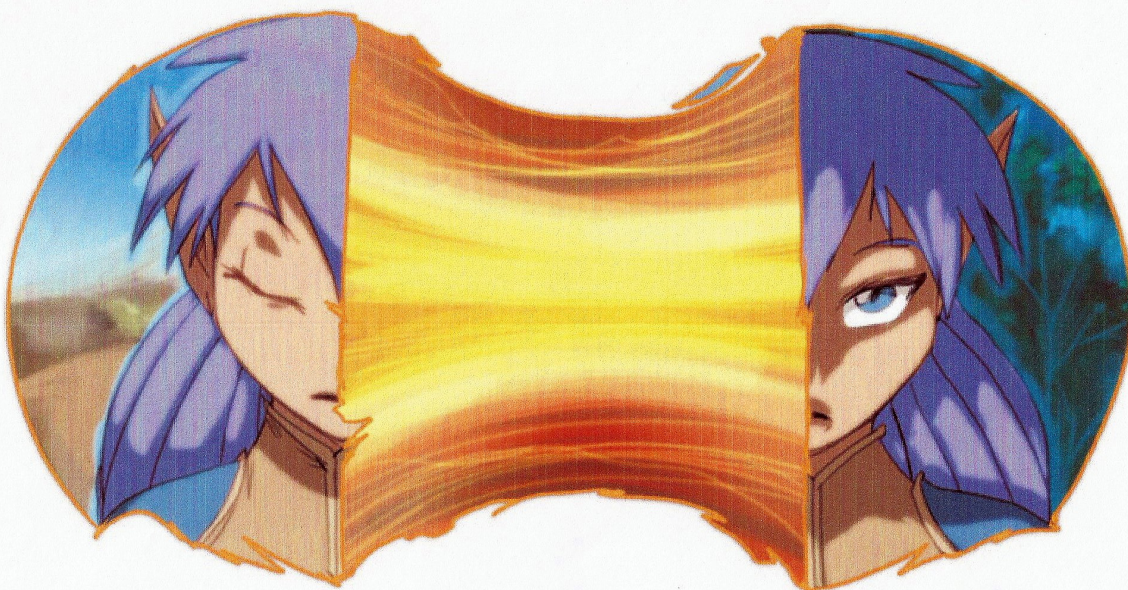
E: the shelter is a 10ft diameter cylinder.

M: the shelter is a 20ft diameter cylinder.

L: the shelter is a 30ft diameter cylinder.







Apport

Major Apport Powers

- Abolish**- an intentionally failed teleport.
- Anchor**- you are resistant to teleportation effects
- Break earthly bonds**- gravity is reduced or reversed for a time
- Crushing bonds of earth**- gravity is magnified
- Ethereal jump**- travel to the ethereal plane
- Forced recall**- attempt to undo a recent teleport.
- Gateway**- a sustained portal between locations.
- Geometric stride**- rapid travel
- Hidden body**- your clothing is extra-dimensional.
- Inertial shift**- bump the target into the world at a high speed.
- Rift weapon** - create a 2 dimensional, infinitely sharp blade.
- Sealing**- locale ward against efforts to summon.
- Shadow form** - you become one with your own shadow.
- Shadow walk** - you teleport from one shadow to the next.
- Teleport** - increasing range and carry with.
- Time dilation**- you can alter a flow of time; slowing and hastening.

Minor Apport Powers

- Banish** - you force the target into the pocket dimension for a time.
- Ballistic teleport** - the fabric of space is elastic and propels an object you teleport.
- Blazing charge**- you are propelled by elastic space increasing the damage of your charging towards the target.
- Blitz blinking** - you blink about as you attack the target gaining flanking with yourself.
- Call down** - you do not compensate changes to inertia and the kinetic energy is changed into heat. Heat damage.
- Call forth**- you do not compensate for changes in inertia and heat is absorbed to account for the lost inertia. Cold damage.
- Dimensional window**- you view a distant location
- Distortion wave**- a distortion of space shoves the target back some distance.
- Explosive arrival**- you teleport intentionally displacing a large volume of air at your arrival.
- Filter**- you teleport leaving behind foreign matter.
- Geometric barrier**- you create a wall by dimensional abstraction.
- Geometric plane**- you create a surface or stairs you can stand. The surface borrowed via dimensional abstraction, aka nothing.
- Geometric strike**- your attack travels in a line away from you striking others at range.
- Geometric wave**- your swing your weapon in an arc that travels out and away from you, like a wave.
- Hidden mind**- your consciousness is remote.

Implosive vanishing- you teleport but do not compensate the vacuum you leave behind.

Infinity comprehension - the target of this psychic attack experiences distance at increasing magnitudes of order.

Limbo- you create an access point to a pocket dimension

Limbo theft - use the pocket dimension to steal small objects.

Limbo shelter- you can hide in your pocket dimension briefly.

Planar imbue- Select 1 plane and enhance your strike with matter and energy from that plane.

Planar bolt- Select 1 plane and You fire a bolt of matter and energy from that plane.

Rifting- a dimensional door that lasts for an instant.

Shadow animate- a harmless manipulation of shadow, and frightening negative energy.

Shadow cloak- area concealment and stealth.

Shadow sink- create a pit of shadow and sink the target into the cold, black, suffocating depths.

Solace - briefly step outside of time. This allows you to evade an area of effect attack.

Spatial bash- batter the target with spatial distortions.

Spatial binding- bind the target to the fabric underlying reality.

Teleport object- you can summon an item

Teleport other- you can teleport others to you or to a specified destination.

Tempus- you alter the initiative order.

Track teleport- see the destination and sense distance and direction.

Trigger teleport- contingent teleport

True displace- a contingent 5ft teleport for self or an ally.

Veil of shadows- mask your appearance, protection from attacks on senses.

Vertigo- you distort the target's spatial awareness in opposition to their sense of balance.

Void shield- ranged attacks directed at you pass into a void.

Warp sense- you can sense any changes or distortions to the local reality. You can locate violations of time and space.

Xeno's stroll- distances appear to extend and lengthen, causing movement to require more time.



Abolish

Actions: 3

You intentionally fail to teleport the target in place. This is disintegration damage.

Traits: occult, psion, teleportation, disintegration

Range: 30ft.

Save: Will

T: 2d6 damage per 5 levels.

E: 2d8 damage per 4 levels.

M: 2d10 damage per 3 levels.

L: 2d12 damage per 3 levels. A critical success on the activation check and reduce the target to dying; the target is disintegrated.

Anchor

Actions: 1

Gain resistance to teleportation, planar, and temporal effects.

Traits: occult, psion, teleportation

Rat: self only

Dur: 1 hour per level.

T: You gain a will save against any form of the effects listed in the description, even if the effect normally does not allow a save.

E: As trained, you have a +1 status bonus on the saving throw.

M: The bonus increases to +2.

L: The bonus increases to +3.

Break earthly bonds

Actions: 3

Gravity falters and may reverse in the area.

Traits: occult, psion,

Range: 10ft +5ft per level.

Area: burst 0+5ft per 3 levels.

Athletics skill check to cling to the ground.

T:Duration: 1 round per 5 levels. Gravity flickers, forcing athletics checks to climb along the ground.

E: Duration: 1 round per 4 levels. Gravity fails, everything not secured or clinging to the ground in the area drifts upward 10ft.

M: Duration: 1 round per 3 levels. Gravity slightly reverses, everything not secured or clinging to the ground in the area falls upward 10ft per round.

L: Duration: 1 round per level. Gravity is reversed, everything not secured to the ground in the area falls upward for the duration.

Crushing bonds of earth

Actions: 3

Gravity in the area is inexplicably increased. The target's bulk is multiplied. This can encumber and immobilize targets with low strength scores. Add the creature's body bulk to the bulk of equipment carried.

Traits: occult, psion.

Range: 10ft +5ft per level.

Area: burst 0+5ft per 3 levels.

Dur: one round per level.

Athletics skill check to stand, step, and stride.

T: All targets double (x2) the total bulk.

E: All targets triple (x3) the total bulk.

M: All targets quadruple (x4) their total bulk. Targets whose maximum bulk limit is exceeded are immobilized for the duration.

L: All targets quintuple (x5) their total bulk.

Ethereal jump

Actions: act

You and willing targets touching you shift into the ethereal for a time. When the duration ends all travelers return to site they had left; regardless of any circumstance. If an additional jump is attempted while in the ethereal, all of the travelers arrive together in another plane chosen by the psion and the duration is reset.

Traits: occult, psion

Activity: Requires ten minutes

Target: you and all creatures participating

Note: All targets must be willing or the attempt fails

Strain: subtract your level (as hours) from 24 hours.

T: Duration: 1 round per 3 levels.

E: Duration: 1 minute per 3 levels.

M: Duration: 1 hour per 3 levels.

L: Duration: 1 hour per level.

Forced recall

Actions: act

You reach the site where a teleportation effect has been used, and through this psionic power you attempt to reverse it.

Traits: occult, psion

Requires: teleport, teleport other, and warp sense

Activity: one minute

Range: scrying

Target: creature(s) who have travelled by a teleportation effect.

Note: targets must be within the given range of their arrival site.

Save: Will

T: 100ft radius per level.

E: 500ft radius per level.

M: 1 mile radius per level.

L: Scrying, same plane.

Gateway

Actions: act

You create a dimensional gate to a distant locale on the same plane. Travelers must pass through before the gate collapses.

Traits: occult, psion, teleportation

Requires: teleport, teleport other.

Target: Structure consisting of 2 pillars no farther than 40ft apart, as the departure gate and another similar construction as the arrival gate. The gate portal is a vertical square 10ft per side, plus another 5ft per three levels.

Activity: one hour

Rule: You cannot create a gate to any destination you have not previously visited.

Duration: 1 round per 3 levels.

T: Reset: 1 month

E: Reset: 1 week

M: Reset: 3 days

L: Reset: 1 day

Geometric stride

Actions: 1

As you travel the surrounding terrain blurs in your memory and landmarks appear to be separated by approximately 100ft.

Traits: occult, psion, teleportation

Target: you and willing creatures touched

Duration: 1 hour per 3 levels

Note: all targets must be willing

T: 10 mile per hour overland travel speed.

E: 20 miles per hour overland travel speed.

M: 30 miles per hour overland travel speed.

L: 40 miles per hour overland travel speed.

Hidden body

Actions: 1

You weave extra-dimensional space into your clothing; you gain damage reduction against all attacks including area affect damage.

Traits: occult, psion, extra-dimensional.

Requires: teleport, limbo pocket

Duration: 1 minute

Self only

T: You gain Damage reduction: 5

E: You gain Damage reduction: 10

M: You gain Damage reduction: 15

L: You gain Damage reduction: 20

Inertial shift

Actions: 1

The target is teleported without inertial fail safes, and a change to orientation. Result? Target bumps into the world at a very high rate of speed.

Traits: occult, psion, teleportation, bludgeoning

Target: one creature or object

Range: 30ft +10ft per 3 levels

Save: will

T: Treat the activation roll result as a trip attempt dealing 1d6 damage per 5 levels and the target is prone.

E: Treat the activation roll result as a trip attempt dealing 1d6 damage per 4 levels and the target is prone.

M: Treat the activation roll result as a trip attempt dealing 1d6 damage per 3 levels and the target is prone.

L: Treat the activation roll result as a trip attempt dealing 1d6 damage per 2 levels and the target is prone.

Rift blade

Actions: 1

You create dimensional rift and wield it like a long sword with one or two hands. Other than a critical hit, the sword does not benefit from any source of additional damage; not two handed wielding, not strength, no feat, class ability, or magic. Any strike with this weapon that is a critical success means that the weapon has passed completely through one of the target's limbs, severing it.

Traits: occult, psion, teleportation, disintegration

Requires: abolish, teleport

Rat: self only

Dur: 1 round per level

Note: this power cannot be made resonant nor used with trance.

Strain: level as hours, subtract from 24 hours

Sever: roll a 10 sided die to determine the limb severed.

1-4 a leg. 5-8 a arm. 9 transverse the torso. 10 decapitation.

The loss of a leg reduces the target to crawling. The loss of an arm means that the target can no longer use that limb. Torso severances force the target to roll a fortitude save versus *massive damage* or die. Decapitation result instantly kills the target no matter what.

T: The blade deals 1d6 damage per 5 levels, ignore half the hardness, and all damage reduction.

E: The blade deals 1d8 damage per 5 levels.

M: The blade deals 1d10 damage per 5 levels.

L: The blade deals 1d12 damage per 5 levels.

Sealing

Actions: act

You strengthen dimensional barriers, or perform a psionic ritual to seal shut rifts, gates, and portals. This power creates a lasting ward against any form of teleportation and summoning.

Traits: occult, psion, teleportation, summoning

Requires: teleport, teleport other,

Area: 10+5ft radius per 3 levels.

Effect: the target area is warded. While active no form of teleportation, conjuration, or summoning will work. The only way to teleport in this area is to first counter-act the Save DC.

Activity: 1 minute for minor wards. 1 day to seal a site.

T: Duration: 1 day x level

E: Duration: 1 week x level

M: Duration: 1 month x level

L: Duration: 1 year x level. critical success: 1 decade x level

Shadow form

Actions: 1

You become one with your own shadow, a flat 2 dimensional form. You are able to move in any direction on any surface as a shadow. You can also pass through cracks. You take damage from positive energy, magic and can be harmed by magic weapons.

Traits: occult, psion, teleportation, negative, shadow.

Rat: Self only

T: Duration: 1 round per 4 levels

E: Duration: 1 round per 3 levels

M: Duration: 1 round per 2 levels

L: Duration: 1 round per level

Shadow walk

Actions: 1

You fade into one shadow, traveling via the shadow realm, and step out of another shadow.

Traits: occult, psion, teleportation

Requires: shadow form, the shadow you enter and the shadow you leave must be large enough for you to pass through without squeezing.

Rat: self only

T: Range: 40ft +10ft every 3 levels.

E: Range: 100ft +20ft every 3 levels.

M: Range: 300ft +50ft every 3 levels.

L: Range: 1 mile.

Teleport

Actions: 1

You briefly envision your intended destination, vanish from the space you occupy, and appear instantly at the desired location.

Traits: occult, psion, teleportation

Requires: you must visit the location before you can teleport to it. Teleportation must be within the listed range.

Rat: self only

T: Range: 40ft, +10ft per 3 levels

E: Range: 100ft +20ft per 3 levels

M: Range: 500ft +100ft per 3 levels

L: Range: any location you can perceive with scrying.

Time dilation

Actions: 1

You create ripples and distortions in the flow of time that can hasten your allies and slow your enemies.

Traits: occult, psion, teleportation

Requires: anchor, teleportation,

Range: 30ft +5ft per 3 levels.

Target: 1 per 3 levels.

Duration: 1 round per 3 levels.

Save: will

T: -10 speed or accelerated 10

E: slowed 1 or reduce multiple attack penalty to: -4,-8 (not -5,-10)

M: slowed 2 or reduce multiple attack penalty to: -3,-6 and gain a strike action at -9.

L: slowed 3 or reduce multiple attack penalty to: -3,-6 and gain a strike action at -9, and quick 1.

Minor Apport Powers

Actions: 1

Banish

You briefly trap the target in a pocket dimension.

Traits: occult, psion, teleportation

Target: one creature within range.

Range: 30ft

Save: reflex

T: Max size: tiny or small **Duration:** 1 round per 4 levels

E: Max size: medium **Duration:** 1 round per 3 levels

M: Max size: large **Duration:** 1 round per 2 levels

L: Max size: huge **Duration:** 1 round per level

Ballistic teleport

Actions: 1

The fabric of space is elastic, propelling an object you teleport.

Traits: occult, psion, teleportation, bludgeoning

Requires: teleport, teleport object

Range: 30ft +10ft per 3 levels.

Ammunition: any unattended object within eyesight.

T: 1d4 bludgeoning damage per 5 levels

E: 1d6 bludgeoning damage per 4 levels

M: 1d8 bludgeoning damage per 3 levels

L: 1d10 bludgeoning damage per 2 levels

Blazing charge

Actions: 1

Propel yourself very quickly for a short distance via elastic space and strike! This movement does not trigger reactions.

Traits: occult, psion, teleportation

Rat: Self only

T: step 10ft, +2 damage on strike

E: step 20ft, +4 damage on strike

M: step 30ft, +6 damage on strike

L: step 40ft, +8 damage on strike

Blitz blink

Actions: 1

Rapidly randomly teleport to an open adjacent space of your enemy. You gain flanking with yourself, against the target. For each strike action, you then blink as a free action. You can do this as long as you have actions to spend on striking an adjacent enemy. This movement does not provoke reactions.

Traits: occult, psion

Rat: Self only,

Dur: 1 round.

T: Blitz about a medium size target

E: Blitz about a large size target

M: Blitz about a huge size target

L: Blitz about a gargantuan size target

Call down

Actions: 1

You teleport an object from a much higher altitude. You do not compensate for inertia and the kinetic energy changes into heat.

Traits: occult, psion, teleportation, fire, bludgeoning

Requires: teleport, teleport object, and ballistic teleport.

Target: any 5ft space, occupied or not.

Burst: +5ft per 3 levels

Save: reflex

T: 1d6 bludgeoning and 1d6 fire, per 7 levels

E: 1d6 bludgeoning and 1d6 fire, per 6 levels

M: 1d6 bludgeoning and 1d6 fire, per 5 levels

L: 1d8 bludgeoning and 1d8 fire, per 4 levels

Call forth

Actions: 1

You teleport an object from a much lower altitude. You do not compensate changes to inertia. The object absorbs heat in the radius to attain the local inertial energy.

Traits: occult, psion, teleportation, cold, bludgeoning

Requires: teleport, teleport object, and ballistic teleport.

Target: any 5ft space, occupied or not.

Area: 5ft +5ft per 4 levels

Save: reflex

T: 1d6 blunt and 1d6 cold, per 7 levels

E: 1d6 blunt and 1d6 cold, per 6 levels

M: 1d6 blunt and 1d6 cold, per 5 levels

L: 1d8 blunt and 1d8 cold, per 4 levels



Dimensional window

Actions: act

At the location a size fine hole opens in space, and before you an image the size of a window opens revealing what is transpiring.

Traits: occult, psion, teleportation

Range: scrying.

Activity: one minute

T: Duration: 1 action.

E: Duration: 2 actions.

M: Duration: 1 round.

L: Duration: 1 minute.

Distortion wave

Actions: 1

Shove foes away with a wave of distorted space.

Traits: occult, psion, teleportation

Requires: geometric stride

Activation result is your shove attempt against all targets in the affected area. Affected targets are pushed backwards to the outer edge of the cone; whichever is farther.

T: Cone: 5ft

E: Cone: 15ft

M: Cone: 30ft

L: Cone: 60ft

Explosive arrival

Actions: 1

You teleport a short distance away without fail safes for the volume you are going to displace; indeed you took *everything* (unattended) in a 10ft tall, 5ft diameter cylinder with you.

Traits: occult, psion, teleportation

Requires: teleport

Distance: 30ft

Burst: 15ft radius

Save: reflex, on a critically failed save the target is deafened.

T: 1d6 sonic damage per 5 levels.

E: 1d6 sonic damage per 4 levels

M: 1d6 sonic damage per 3 levels

L: 1d6 sonic damage per 2 levels

Filter

Actions: 1

You teleport all matter from your space that has your aura, leaving behind all material that does not: such as toxins, disease, parasites, and swarms. You need to act quickly as the longer a foreign material remains in contact with you the more it is infused with your aura.

Traits: occult, psion, teleport

Rat: Self only

Distance moved: 30ft

T: Time limit: 1 round per 3 levels

E: Time limit: 1 minute per 3 levels

M: Time limit: 1 hour per 3 levels

L: Time limit: 1 hour per level

Geometric barrier

Actions: 1

Geometric planes can extend into infinity, while 2 dimensional you draw on the material of a distant vertical surface to create a wall. This wall is vertical and cannot be toppled.

Traits: occult, psion, teleportation, force

Duration: 1 round per level.

Range: touch, 0ft.

Wall area: +5ft square, +5ft length and width, every 3 levels.

T: hardness: 2 hit points: 3 +1 per 4 levels

E: hardness: 3 hit points: 5 +1 per 3 levels

M: hardness: 4 hit points: 8 +1 per 2 levels

L: hardness: 5 hit points: 10 +1 per level

Geometric plane

Actions: 1

Geometric planes can extend into infinity, and while 2 dimensional you borrow a non-existent horizontal surface to stand on. From any other direction the 2-d surface does not exist.

Traits: occult, psion, teleportation, force

Duration: 1 round per level.

Area: individual square surfaces 5ft wide by 5ft long, or stairs 5ft wide and 5ft high. You can make 1 surface per 3 levels.

Range: 5ft +5ft per 3 levels

T: Surfaces support 10 bulk + 2 bulk per 3 levels.

E: Surfaces support 20 bulk + 3 bulk per 3 levels.

M: Surfaces support 30 bulk + 4 bulk per 3 levels.

L: Surfaces support 40 bulk + 5 bulk per 3 levels.

Geometric strike

Actions: 1

A vertical swing of your weapon creates an arc that travels in a straight line. Anything in the line is struck using the activation roll as the strike roll, and your weapon for the damage.

Traits: occult, psion, teleportation

Target: wielded weapon

T: Line: 5ft +5ft per 5 levels

E: Line: 5ft +5ft per 4 levels

M: Line: 5ft +5ft per 3 levels

L: Line: 5ft +5ft per 2 levels

Geometric wave

Actions: 1

The horizontal swing of your weapon creates an arc that travels in a cone away from you. Anything in that cone is struck using the activation roll as the strike roll, and your weapon for the damage.

Traits: occult, psion, teleportation

Target: wielded weapon

T: Cone: 5ft

E: Cone: 10ft

M: Cone: 15ft

L: Cone: 30ft

Hidden mind

Actions: 1

A psychic defense, your consciousness is remote in the astral.

Traits: occult, psion, teleportation

Rat: self only

Duration: 1 round per level

T: Mental magic must have sufficient range to reach 100ft or fail.

E: Mental magic must have sufficient range to reach 500ft or fail.

M: Mental magic with range under 1 mile, fails.

L: Mental magic must have a range of scrying or fail.

Implosive vanishing

Actions: 1

You teleport a short distance away without fail safes to fill the vacuum you leave behind; indeed you take *everything* (unattended) in a 10ft tall, 5ft diameter cylinder with you.

Traits: occult, psion, teleportation

Requires: teleport

Distance: 30ft

Burst: 15ft radius

Save: fortitude, on a critically failed save the target is deafened.

T: Targets adjacent to your space must beat a DC 15 strength check or be sucked into your space. Targets take 1d6 sonic damage and 1d6 from the forced movement.

The sonic damage increases by +1d6 per 5 levels

E: The sonic damage increases by +1d6 per 4 levels

M: The sonic damage increases by +1d6 per 3 levels

L: The sonic damage increases by +1d6 per 2 levels

Infinity comprehension

Actions: 1

The target of this psychic attack experiences physical distance in increasing magnitudes of order. Can any mind fathom infinity?

Traits: occult, psion, mental

Target: 1 creature.

Range: 30 ft +5ft per 3 levels

Save: will +intelligence modifier.

T: The target is stupefied 1

E: Increase: stupefied 2

M: Increase: stupefied 3

L: Increase: stupefied 4

Limbo pocket

Actions: 1

You create an ethereal pocket dimension anchored to you. Only you can access this pocket. The pocket moves with you. All content placed within it becomes weightless. The pocket is within the dream realm. The environment within the pocket is safe; air, light temperature, gravity, all at comfortable norms. The opening appears within 6 inches of your hand. When the duration ends all contents appear on the nearest safe surface.

Traits: occult, psion,

Rat: Self only

Note: At trained, the opening begins as 6 inches in diameter. The opening gains 6 inches for each development stage. Anything you attempt to place in the pocket must be willing or it will not enter.

T: Duration: 1 round per level. Bulk limit: 5 +1 per 5 levels.

E: Duration: 1 minute per level. Bulk limit: 10+1 per 4 levels.

M: Duration: 1 hour per level. Bulk limit: 20 +1 per 3 levels.

L: Duration: 1 day. Bulk limit: 30 +1 per 2 levels.

Limbo theft

Actions: 1

You can send the opening of your pocket dimension to be directly below any unattended object in range. The entire object vanishes through the opening and into your limbo pocket. Makes cleaning up piles of coin much easier. Anything you attempt to place in the pocket must be willing or it will not enter.

Traits: occult, psion, teleportation

Requires: you must be using the power limbo pocket.

Target: unattended object(s)

Range: 30ft.

T: The target object(s) must be 1 bulk or less.

E: No more than 5 bulk, not to exceed your pocket.

M: No more than 10 bulk, not to exceed the pocket.

L: Until the pocket is full.

Limbo shelter

Actions: 1

You can briefly hide inside your pocket dimension, while inside the pocket dimension you have no way to sense what is transpiring. When the effect ends you return to the exact space you vanished from. If that space is occupied or unsafe, you arrive at the nearest possible unoccupied space.

Traits: occult, psion, teleportation

Requires: limbo pocket, large enough to hold the total bulk.

Duration: one minute per three levels.

Note: Passenger(s) must be willing.

T: Self only.

E: You and 1 passenger per 7 levels.

M: You and 1 passenger per 6 levels.

L: You and 1 passenger per 5 levels.

Planar imbue

Actions: 1

You can draw matter from another dimension to imbue your melee strike. Select one, the choice is permanent: Celestial (holy water), Infernal (unholy flame), Order (cold iron), chaos (sliver), or Shadow (negative energy). The use of this power suppresses any runes on the weapon.

Traits: occult, psion, teleportation

Rat: Self only.

T: Weapon damage, +2d4 damage from the material.

E: Weapon damage, +2d6 damage from the material.

M: Weapon damage, +2d8 damage from the material.

L: Weapon damage, +2d10 damage from the material.

Planar bolt

Actions: 1

You draw matter from another dimension and direct the bolt to strike a distant target. Select 1, the choice is permanent: Celestial (holy water), Infernal (unholy flame), Order (cold iron), Chaos (sliver), Shadow (negative energy).

Traits: occult, psion, teleportation

Range: 90ft +10 per 3 levels

Save: reflex

T: 2d4 element, with splash, and persistent damage 1. Increase splash damage by 1 per every 5 levels.

E: 3d6 element, with splash, and persistent damage 2. Increase splash damage by 1 per every 4 levels.

M: 4d8 element, with splash, and persistent damage 3. Increase splash damage by 1 per every 3 levels.

L: 5d10 element, with splash, and persistent damage 4. Increase splash damage by 1 per every 3 levels.

Rifting

Actions: 1

You psychically tear open a vertical rift directly in front of you, and a second vertical rift appears within range. You must see the destination. Passage through the rift is one use, one way, and instantaneous.

Traits: occult, psion, teleportation

Range: entrance rift is in your space.

Target: Self only

T: Range: exit rift is 10ft +5ft per 5 levels.

E: Range: exit rift is 20ft +5ft per 4 levels.

M: Range: exit rift is 30ft +5ft per 3 levels.

L: Range: exit rift is 30ft +10ft per 2 levels.

Shadow animation

Actions: 1

With this power you can animate the stuff of shadow creating 2-d images on any surface. The shadow stuff is tainted with negative energy; not enough to cause harm, but enough to cause those in the area to be uneasy. Should the image be something frightening (hangman's noose waving ominously, a skeletal claw swiping at the viewer) the target should make a save against fear.

Traits: occult, psion, negative energy

Requires: Craft or lore (art) at trained or higher

Range: 90ft

Duration: one round per level.

Note: this power does not work in the dark.

Save: will negates the fear, but the shadow images persist. Targets that fail the will save gain the frightened 1 condition, a critical failure increases this to frightened 2.

T: Fear DC: psion level+ proficiency bonus +key ability modifier+ other modifiers.

E: prof bonus +4

M: prof bonus +6

L: prof bonus +8

Shadow cloak

Actions: 1

Using this power you summon shadow stuff to blanket an area. All creatures in the area can use the shadows to hide (stealth). This is not magical darkness. The shadow stuff remains like smoke even in the presence of a light source.

Traits: occult, psion,

Range: 30ft

Area: 30ft burst

Duration: +1 round per 3 levels.

T: +1 bonus to stealth.

E: +2 bonus to stealth.

M: +3 bonus to stealth.

L: +4 bonus to stealth.

Shadow sink

Actions: 1

With this power you use shadow stuff to create a pool of cold, suffocating, inky black darkness on a surface. Targets who touch or step into the pool are gradually pulled into a pocket dimension where they must hold their breath or drown.

Trait: occult, psion, teleportation, sustain.

Duration: concentration.

Range: 30ft +5ft per 3 levels.

Area: +5ft radius per 3 levels

Escape DC: level +proficiency +key ability modifier. victims of this power can attempt to escape, or receive help from someone on safe ground. Failed attempts do not stop the progress of sinking.

*Critical failure for a rescuer, means that they have stumbled into the pool and start to sink. *Submerged victims can still try to escape. *If the power is interrupted all trapped targets are freed, return to their spaces.

T: It takes 6 rounds to submerge a target in the pool.

E: As trained, except it takes 4 rounds.

M: As trained, except it takes 2 rounds.

L: Victims are instantly submerged.

Solace

Actions: Rea

You briefly step outside the flow of time.

Traits: occult, psion, teleportation,

Trigger: you are the target of a strike, or in an area of effect.

Rat: self only

T: as a reaction you vanish for 1 action during your attackers turn, this round.

E: as a reaction you can vanish for one action, 2 times during your attackers turn, this round.

M: as a reaction you can vanish for one action, 3 times during your attackers turns, this round.

L: as a reaction you can vanish for one action, 4 times this round.

Spatial bash

Actions: 1

Bash the target with distortions in space.

Traits: occult, psion

Range: 30ft +10 per 3 levels

Target: one creature

Save: reflex

T: 1d4+key ability modifier as bludgeoning damage per 5 levels.

E: 1d4 +key ability modifier bludgeoning damage per 4 levels.

M: 1d4 +key ability modifier bludgeoning damage per 3 levels.

L: 1d4 +key ability modifier bludgeoning damage per 2 levels.



Spatial binding

Actions: 1

Attempt to bind the target to the fabric underlying reality.

Traits: occult, psion, teleportation

Range: 30ft +10 per 3 levels.

Target: one creature

Duration: 1 round per 3 levels.

Athletics skill check success negates

T: Athletics DC psion level+ proficiency bonus +key ability modifier+ other modifiers

E: prof bonus +4

M: prof bonus +6

L: prof bonus +8

Teleport object

Actions: 1

You target an unattended object in range with no aura (non-living and non-magical) and teleport it to your hands. You can teleport an item you own to your hands with a range of scrying.

Traits: occult, psion, teleportation

Target: one unattended object

T: 30ft

E: 60ft

M: 90ft

L: 120ft

Teleport other

Actions: 1

You can teleport someone else without teleporting yourself. You can send them to a location you have previously visited, or bring them to you.

Traits: occult, psion, teleportation

Requires: teleport

Target: one creature

Save: will

T: Range: +50ft per 3 levels

E: Range: +100ft per 2 levels

M: Range: 1 mile per level.

L: Range: scrying

Tempus ordo

Actions: rea

You can change the initiative order once, after initiative has been rolled, but this must be done before the round begins.

Traits: occult, psion, teleportation

Requires: Time dilation

Trigger: initiative is rolled and you choose to spend focus point.

Rat: All targets in a 30ft burst.

T: All allies gain +1 on their initiative results, possibly changing their place in the initiative order.

E: All allies gain +2 on their initiative result.

M: All allies gain +3 on their initiative result.

L: All allies gain +4 on their initiative result. On a critical success, initiative is immediately rerolled with the bonus added.

Track teleport

Actions: 1

Using this power at the site of a teleportation event you gain a glimpse of the destination and have a vague sense of how far and the direction to the teleport destination. You can only perceive the most recent teleportation event.

Traits: occult, psion, teleportation

Requires: warp sense, teleport

Rat: self only

Dur: 1 round

T: The teleportation must have occurred within 1 round per level.

E: Teleportation must have occurred within 1 minute per level.

M: The teleportation must have occurred within 1 hour per level.

L: The teleportation must have occurred within 1 day per level.

Trigger teleport

Actions: 1

When you replenish; you spend a focus point, then roll an activation roll. On a success, you declare a trigger that when fulfilled teleports you to back to the place you prepared this trigger.

Traits: occult, psion, teleportation

Requires: teleport

Rat: self only

Dur: whichever is shorter; 1 day or until triggered.

T: Range: 30ft +10ft per 3 levels

E: Range: 100ft +20ft per 2 levels

M: Range: 1 mile per level

L: Range: scrying

True displace

Actions: rea

You can move the target out of harm's way.

Traits: occult, psion, teleportation

Trigger: you see an allied creature about to be attacked.

Target: 1 creature within range

Range: 30ft +5ft per 3 levels

Save: reflex

T: You teleport the target 5ft away from harm.

E: You teleport the target 10ft away from harm.

M: You teleport the target 15ft away from harm.

L: teleport the target away from harm 3 times during the round.

Veil of shadows

Actions: 1

You veil your face with shadow stuff, this does not hinder your senses. The negative energy in the mask creates a fear effect.

Traits: occult, psion, negative

Rat: self only

dur: 1 minute per level

Save: will

T: You gain a +2 status bonus on intimidate skill checks.

E: increase to +4 on intimidate skill checks.

M: increase to +6 on intimidate skill checks.

L: increase to +8 on intimidate skill checks.

Vertigo

Actions: 1

This psychic attack creates conflicting signals in the target's sense of balance and spatial awareness. The target must roll an acrobatics skill check in order to move without falling prone. The DC is your level +proficiency +key ability modifier.

Traits: occult, psion, mental

Range: 30ft +20ft per 3 levels

Dur: 1 round +1 round per 3 levels.

Save: reflex

T: clumsy 1.

E: clumsy 2.

M: clumsy 3.

L: clumsy 4.

Void shield

Actions: 1

Create a disk shaped opening to a pocket dimension that faces away from you. You can use this as a shield. At higher stages of development this power provides cover and more.

Traits: occult, psion, teleportation

Rat: self only

Dur: 1 round per 3 levels

T: You have lesser cover. +1 shield bonus.

E: +2 shield bonus, you can use the take cover action.

M: The shield provides greater cover.

L: The shield draws in attacks providing +2 shield bonus.

Warp sense

Actions: Rea

Just by having this power you are alerted when you are within 30ft of a disturbance to space or time. With this power active you can discover exact sites of teleportation, portals, gates, rifts, warps, and other mysteries. You can attempt an occult skill check to identify the effect from 30ft away.

Traits: occult, psion

Trigger: you are within 30ft of a disturbance in space or time.

Activity: one round

Dur: 1 round per level.

Range: 30 ft

Target: Self only

T: +2 status bonus on occult to identify the effect

E: increase to +4 on occult to identify the effect

M: increase to +6 on occult to identify the effect

L: increase to +8 on occult to identify the effect

Xeno's stroll

Actions: 1

The target perceives distances as stretching before it. Movement requires much more time than normal.

Traits: occult, psion, teleportation

Target: one creature

Range: 120ft

Dur: one round per level

Save: will

T: -10 speed

E: -20 speed

M: -30 speed

L: -40 speed





Ecto

Major Ecto Powers

Ablative field- protect psionics from counteract.
Adhesive wall- wall traps the victim in place.
Conveyance- create an ectoplasmic transport.
Creation minor- you fabricate non-magical items.
Cyrokinesis - create freezing cold and ice.
Dire minion- you weave an ectoplasmic minion.
Domain creation- carve a castle from the earth.
Grounding spike- spike absorbs all spellcasting.
Geyser- shoot forth a blast of water.
Incarname- you create a psionic rune.
Imbue- you enchant an item with a +1 or higher.
Make flesh- you fashion flesh and b1 creations.
Manifest armor- Graft a living minion as armor.
Mediumship- you are a conduit for spirits.
Moebius realm- A psychic attack with no escape.
Siege bolt- a bolt that damages structures.
Silver Sever- sever a spiritual connection.
Spirit Ally- you have an ecto minion ally.
Transmutation- change 1 element into another.
Water wall- create a wall of water.

Minor Ecto Powers

Acrid cloud- create a smoky acidic cloud
Apparitions- a ghostly reenactment
Barbs and blades- create caltrops, armor spikes, and blades.
Bond matter- you "fuse" two objects together.
Blast of shards- create a landmine of ice shards.
Call water - gather water via the ether.
Create fog - area is filled with fog.
Cloud busting - destroy clouds, fogs, and vapors.
Crystallization - preserve something by turning it to crystal.
Decoy- you create a mindless duplicate of yourself.
Diamond edge- sharpen edges with this power.
Drown- summon water in your target.
Ecto base- anti-acid powder ends acid damage.
Ecto snare- create gobs of ectoplasmic adhesive.
Encase- trap target inside a statue.
Fire slime- ectoplasmic napalm.
Ghost grapple- touch undead without harm.

Ghost writing- evaporates once read, but the memory does not.

Ice shaping- create items of dense ice/ectoplasm

Ice slick- you create a thin sheen of ice in the area.

Ice wall- You create a barrier of solid ice.

Ingrain signature- make a psychic impression.

Liquefy- reduce an object's cohesion.

Magic static- increase the difficulty to use magic.

Minion messenger- a minion to deliver a message.

Phantom Lamp- orb of ectoplasm that sheds light.

Power stone- create a receptacle for focus points.

Reinforcement- you strengthen an object

Renew- an object is made new.

Repast- you create edible food.

Shield minion- a minion bearing a shield for you.

Spell breaker- you try to dispel a magical effect.

Spirit curtain - a thin shroud of smoky ectoplasm.

Spirit storm- apparitions whirl about you

Spirit skill- borrow a spirit's knowledge of a skill.

Strand- create a rope from you to the target

Swarm spray- Fire a cone of ectoplasmic monsters.

Sweeping plane- anything in the area is tripped.

Topography- you can change the target's shape.

Unravel- you cause a crafted item to come apart.

Warcraft- create weapons with traits you desire.

Wrath hammer- psychic attack like a thrown hammer

Ablative field

Actions: 1

You shield an active psionic power with a layer of psionic energy. Counteract attempts target this barrier first, wasting the effort.

Trait: occult, psion

Target: 1 psionic effect

T: Duration: 1 round per level

E: Duration: 1 minute per level

M: Duration: 1 hour per level

L: Duration: 1 day

Adhesive wall

Actions: 1

Using this power you create a disgusting wall of sticky ectoplasm. Anything that makes contact becomes stuck to the wall.

Traits: occult, psion

Area: +10ft square wall segment per 5 levels

Save: reflex

Athletics check to escape

T: Duration: 1 round +1 per 5 levels

E: Duration: 1 round +1 per 4 levels

M: Duration: 1 round +1 per 3 levels

L: Duration: 1 round +1 per 2 levels

Conveyance

Actions: 1

You sit and meditate to create an ectoplasmic transport. This sled is 2ft in diameter and it glides along approximately 3ft above the ground. This effect ends if you are not sitting on the sled.

Traits: occult, psion

Rat: self only

Dur: concentration.

T: Speed 10 ft.

E: Speed 20 ft.

M: Speed 30 ft.

L: Speed 40 ft.

Creation minor

Actions: act

You psionically craft a non-magical item selected from the equipment list. The item appearance depends on the craft skill check. The item is created from ambient materials and ectoplasm. You cannot sell items made with this power. If the item leaves your possession it immediately decays.

If you have the transmutation power; the item can be crafted with any quality, material, and appearance as an activity. Furthermore the item can be permanent.

Traits: occult, psion, mental

Requires: craft skill of trained or higher, crafting skill check must be successful.

Activity: one minute per bulk

Reset: one hour

T: Duration: 1 round per level.

E: Duration: 1 minute per level.

M: Duration: 1 hour per level.

L: Duration: 1 day per level.

Cyrokinesis

Actions: 1

Ectoplasm soaks up ambient heat as it changes states from; ether, to vapor, to liquid, crystal and solid. Rapidly coalescing ectoplasm drops temperatures to freezing.

Traits: occult, psion, cold

Range: 30ft +10ft per three levels

Target: any 5ft space.

Save: reflex

T: Shoot a bolt of freezing cold dealing 1d12+ key ability modifier cold damage per strike.

E: Increase the damage to 2d12+key modifier

M: Increase the damage to 3d12+key modifier

L: Increase the damage to 4d12+key modifier

Dire minion

Actions: 1

You create a monster from your nightmares. The minion is made of solid ectoplasm. its shape and appearance are up to you.

Notes: Minions do not have any special movement; they do not fly, burrow, wall walk, or swim. The minion cannot perform any task or skill check aside from fighting. The minion has only 2 actions. The minion will vanish if it travels out of range.

Traits: occult, psion, minion

Dur: concentration

Range: 30ft

T: Size: tiny, 1d4 damage natural weaponry, trained, Ac 12, move: 20, hit points: 8

E: Size: small, 1d6 damage natural weaponry, expert, Ac 14, move: 20, hit points: 16

M: Size: medium, 1d8 damage natural weaponry, mastery, Ac 16, move: 30, hit points: 24

L: Size: large, 1d10 damage natural weaponry, mastery, Ac 16, move: 30, hit points: 32

Domain creation

Actions: Act

You can build structures and buildings, drawing minerals from the area and growing opaque crystal in the simple shapes you visualize. The structures created are bare, amenities must be either created or provided.

Traits: occult, psion,

Requires: Creation minor, and transmutation. Must be expert in craft skill.

Activity: one hour

Note: The quality of the structure is determined by the craft skill check.

T: 10ft cube or 60ft of 10ft wall

E: 20ft cube or 120ft of 10ft wall

M: 30ft cube or 180ft of 10ft wall

L: 50ft cube or 300ft of 10ft wall

Grounding spike

Actions: 1

You create a spike to soak up all magic spells and effects being cast or activated in the area. Each spell absorbed inflicts its damage on the spike. Spells that do not cause damage deal 1d6 per spell level to the grounding spike. When the grounding spike is destroyed, magic function returns to normal.

Traits: occult, psion,

Area: 10ft per 2 levels

Dur: concentration

T: The spike has 16 hit points +1 per 3 levels.

E: The spike has 24 hit points +1 per 3 levels.

M: The spike has 32 hit points +1 per 3 levels.

L: The spike has 64 hit points +1 per 3 levels.

Geyser

Actions: 1

Shoot forth a blast of water.

Traits: occult, psion, bludgeoning

Area: 30ft line

Duration: one round

T: the blast of water deals 1d6 bludgeoning damage per action.

E: the damage increases to 2d6.

M: the damage increases to 3d6.

L: the damage increases to 4d6.

Incarinate

Actions: act

You etch the effect of a known psionic power into a property rune. The development stage of incarnate is the maximum development of any rune crafted.

Traits: occult, psion,

Requires: Magical crafting feat, expert in crafting skill, and imbue.

Activity: the requirements for crafting a magic item must be met: materials, tools, workspace, time

Target: item receiving the rune.

T: The maximum development stage is trained.

E: The maximum development stage is expert.

M: The maximum development stage is mastery.

L: The maximum development stage is legendary.



Imbue

Actions: 1

You imbue an item with a potency rune making it a psionic item.

Traits: occult, psion,

Requires: Magical crafting feat, expert in crafting skill.

Target: item receiving the psionic energy.

Dur: 1 round per level.

Activity: the requirements for crafting a magic item must be met: materials, tools, workspace, time, if the rune is to be permanent.

Note: ends the instant you no longer touch the imbued item.

T: the item becomes magical +1

E: the item becomes magical +2

M: the item becomes magical +3

L: the item becomes magical +4

Make flesh

Actions: 1

These creations are living tissue, made of flesh.

Traits: occult, psion, sustain, dismiss.

Requires: Medicine expert, to create a graft.

Medicine legendary, to craft a simulacrum.

Creature duration: concentration

Graft duration: permanent.

Range: 30ft

T: Create a tiny sized animal. Create a graft to remove scars.

E: Create a small sized animal. You graft a specific body part.

M: Create a medium sized animal. You graft a replacement limb.

L: You can craft a simulacrum, a duplicate body. Should your body be destroyed you are instantly reborn in the simulacrum.

Manifest armor

Actions: act

Graft living armor to your body becoming transmogrified.

Traits: occult, psion,

Requires: dire minion, make flesh

Target: self only, you must remove all equipment to don

Activity: 1 minute.

Duration: 1 round per level.

T: 2 armor, +1 on all physical ability scores. No ability can be raised above 18.

E: 4 armor, +2 on all physical ability scores. No ability can be raised above 18.

M: 6 armor, +3 on all physical ability scores. No ability can be raised above 19.

L: 8 armor, +4 on all physical ability scores. No ability can be raised above 20.

Mediumship

Actions: act

You can speak with spirits. The spirit has knowledge of the geography, history, notable persons, and significant events that occurred during its life time: nothing before and nothing after. The spirit answers questions to the best of its knowledge.

Traits: occult, psion,

Target: spirits within 1 mile.

Activity: one minute per three levels.

T: Contact a commoner. (2nd level) knowledge is trained.

E: Contact a prominent local (6th level) knowledge is expert.

M: Contact a noble (12th level) knowledge is mastery.

L: Contact a supernatural guardian; knowledge is legendary.

ETHEREAL: THE REALM OF SPIRIT

JUST A COUPLE OF POINTS:

1. GOOD SPIRITS TEND TO SEEK THEIR REWARD IN THE AFTERLIFE. THEY WANT TO GO.

2. EVIL SPIRITS TARRY, HOPING TO AVOID THEIR JUST PUNISHMENT. THEY DON'T WANT TO GO.

3. SPIRITS THAT CAN CLING TO THE LIVING WORLD DO NOT MAKE ANY PROGRESS ON THE JOURNEY.

THIS ANY SPIRIT YOU CONTACT IS LIKELY TO BE AN EVIL SPIRIT SEEKING TO AVOID ITS ULTIMATE DESTINY. DO NOT PLAY WITH FORCES YOU CANNOT HOPE TO UNDERSTAND!

mediumship is exceedingly dangerous

Moebius realm

Actions: 1

Trap the target in a dream where every path leads to the center.

Traits: occult, psion,

Range: 30ft +10ft per 3 levels

Target: 1 creature

Save: will

Failure: the target is unconscious and cannot be roused

T: Duration: 1 round per 5 levels

E: Duration: 1 round per 4 levels

M: Duration: 1 round per 3 levels

L: Duration: 1 round per 2 levels

Siege bolt

Actions: 3

You fabricate and hurl a massive missile. The missile is medium size, but splinters and shatters, filling the space it impacts.

Traits: occult, psion, piercing and bludgeoning

Range: +30ft per 3 levels.

Note: damage is doubled against structures.

T: Damage: 2d6 +1d6 per 5 levels

E: Damage: 2d8 +1d8 per 5 levels

M: Damage: 2d10 +1d10 per 4 levels

L: Damage: 2d12 +1d12 per 4 levels

Silver sever

Actions: 1

You attempt to sever the silver cord, forcing an astral traveler to return to their body or die.

Traits: occult, psion,

Target: blade your wield

Duration: 1 round per 3 levels.

Note: Suppresses striking runes when activated. You must declare the attempt to sever the target's silver chord. Same difficulty as hacking a rope.

T: You can attack the silver chord of an astral traveler.

E: +2 damage to the silver chord.

M: +4 damage to the silver chord.

L: +8 damage to the silver chord.

Spirit ally

Actions: act

You create a flesh minion, and call a trusted spirit to animate it. The spirit causes the minion to take on the appearance it had in life. This ally is bonded to you. Going beyond the range limit ends the use of this power. This ally is an NPC.

Traits: occult, psion,

Requires: Dire minion, make flesh, mediumship

Activity: one hour

Duration: 1 day.

Range: 30ft +10ft per 3 levels.

Notes: they ally is generated as a 1st level fighter.

After initial proficiencies, the ally does not gain any class feats. The ally has no equipment or items. You must provide those.

T: The ally gains a skill increase.

E: The ally becomes 3rd level.

M: The ally becomes 7th level.

L: The ally is level 15.

Transmute

Actions: act

You transform 1 material into another temporarily. You can transmute any inorganic item in your possession into another material, provided the value does not exceed the gold piece limit given.

Traits: occult, psion,

Activity: permanent transmutation requires 12 hours of trance with the item being transmuted. Permanent items can be sold and can leave your possession.

Duration: 1 day.

Note: the temporary version of this effect ends with a loud dramatic sizzling once the item leaves your possession. When the effect ends the item reverts to its original material and appearance.

Critical success: multiply your gold limit by x10.

T: Transmutation maximum is 250 gold

E: Transmutation maximum is 500 gold

M: Transmutation maximum is 1000 gold

L: Transmutation maximum is 2500 gold

Water wall

Actions: 1

You create a wall of circulating water. The wall can be turned into a bubble surrounding you.

Traits: occult, psion,

range: touch

Dur: one round per two levels.

T: 10ft by 10ft wall or a protective bubble over your space

E: as trained, the wall increases to 20ft by 20ft.

M: as above, the wall is 20ft tall by 30ft long. The bubble covers a 10ft by 10ft area.

L: as above, the wall is 20ft tall by 40ft long. The bubble covers a 20ft by 20ft area.

Minor Ecto Powers

Acrid cloud

Actions: 1

You draw acidic smoky ectoplasm from the ether in a space you can see. The acidic ectoplasm cloud spreads out from there.

Traits: occult, psion, acid

Duration: 1 round + 1 round per 3 levels

Range: 30ft +10ft per 3 levels

Area: 1 space +1 space per 3 levels

T: Damage: 1d4 acid each round.

E: Damage: 2d4 acid each round.

M: Damage: 3d4 acid each round.

L: Damage: 4d4 acid each round.

Apparitions

Actions: 1

With a light dusting of ectoplasm, ethereal beings and spirits in the area become visible. The spirits will re-enact the last significant event to happen.

Traits: occult, psion

Duration: 1 round per level.

T: Area: 5ft radius +5ft per 4 levels.

E: Area: 5ft radius +5ft per 3 levels.

M: Area: 5ft radius +5ft per 2 levels.

L: Area: 10ft radius +10ft per 2 levels.

Barbs and blades

Actions: act

You create small blades or spikes from crystalized ectoplasm. With this power you can make caltrops, armor spikes, even shield spikes. You can add spikes to your minions.

Traits: occult, psion,

Requires: crafting skill of trained

Activity: one round

Duration: 1 minute per 3 levels.

Damage: as the item.

Note: The crystalized ectoplasm has a hardness of 2 and 8 hit points, and remain dangerous until the duration ends.

T: Targets: 2 items, or minions, or Area: one 5ft space.

E: Targets: 4 items, or minions, or Area: 15ft cone.

M: Targets: 8 items, or minions, or Area: 30ft cone.

L: Targets: 16 items, or minions or Area: 60ft burst, centered 30ft away.

Bond matter

Actions: 1

You can fuse any 2 inanimate unattended objects together. You can make a sword stuck in the scabbard, seal a door, and more.

Traits: occult, psion,

Duration: 1 round per 3 levels.

Range: the objects touched.

Note: breaking the seal causes 1d4 damage to both objects.

T: break DC: psion level+ proficiency bonus +key ability modifier

E: prof bonus +4

M: prof bonus +6

L: prof bonus +8

Blast of shards

Actions: 1

You create a cluster of sharp icicles that will explode if disturbed.

Traits: occult, psion, cold,

Duration: 1 minute per 3 levels

Area: each explosion fills 1 5ft space

Trigger: tremor sense in the space

Disarm: shoot to detonate at range, or melt with fire (12 hp)

Save: reflex

T: Damage: 1d4 Number of mines: 1 per 4 levels

E: Damage: 1d6 Number of mines: 1 per 3 levels

M: Damage: 1d6 Number of mines: 1 per 2 levels

L: Damage: 1d8 Number of mines: 1 per level

Call water

Actions: 1

Reach across the ether and draw elemental water to your hands.

Traits: occult, psion, dismiss

Duration: instant

T: Amount: 1 gallon per 4 levels

E: Amount: 1 gallon per 3 levels

M: Amount: 1 gallon per 2 levels

L: Amount: 1 gallon per level.



Create fog

Actions: 1

You create a thick roiling fog in the area. The fog does create concealment, enables stealth, and penalizes perception.

Traits: occult, psion, weather

Range: 120ft

T: Duration: 1 round per 4 levels Area: 10ft burst

E: Duration: 1 round per 3 levels Area: 15ft burst

M: Duration: 1 round per 2 levels Area: 20ft burst

L: Duration: 1 round per level Area: 30ft burst

Cloud busting

Actions: 1

You can disperse mists, fogs, and clouds to nothingness.

Traits: occult, psion,

Range: 30ft +30ft per three levels.

Note: This power can dispel magical mists, fogs, and clouds. The activation roll result opposing the caster's spell roll.

T: Starting in the space you designate (within the range), You clear a radius of 5ft +5ft per 4 levels

E: As trained, except the radius is 10ft +10ft per 3 levels.

M: As expert, except the radius is: 30ft +20ft per 3 levels.

L: The range and radius no longer matter; you can dissolve an entire fog, mist, or cloud. You can even make dispel attempts against magical weather manipulation.

Crystallization

Actions: 1

You can transform organic matter into a crystal preserving the item until the effect is reversed. Does not work on living targets.

Traits: occult, psion,

target: organic matter of the listed bulk

Range: touch

T: 1 bulk or less

E: 2 bulk or less

M: 3 bulk or less

L: 4 bulk or less

Decoy

Actions: 1

You create a mindless minion from smoky ectoplasm, this minion can be made to look like you or a companion. You can cause the minion to appear at any location within range and from there to follow a simple set of instructions.

The minion can perform any kind of movement, but does not have any substance. It cannot attack or interact with objects. An enemy striking a smoke minion dispels only that minion.

Traits: occult, psion

Duration: 1 round per level.

Range: 1 mile.

T: You can create 2 smoke minions.

E: You can create 4 smoke minions.

M: You can create 8 smoke minions.

L: You can create 16 smoke minions.

Diamond edge

Actions: 1

You coat a blade edge with razor sharp diamond.

Trait: occult, psion,

Target: Bladed melee weapon you wield.

Note: The effect ends instantly if you stop touching the item.

Duration: 1 round per 3 levels

T: The diamond edge adds a +1 damage to the weapon that does stack with magical effects, this is a *specific exception* to the rule.

E: The bonus damage is +2

M: The bonus damage is +3

L: The bonus damage is +4

Drown

Actions: 1

You call water in the airway of your target. Your target must spend the duration vomiting out the water or start drowning.

Requires: Call water,

Range: 30ft

Target: one creature

Save: fortitude

T: Duration: 1 round per 5 levels.

E: Duration: 1 round per 4 levels.

M: Duration: 1 round per 3 levels.

L: Duration: 1 round per 2 levels.

Ecto base

Actions: 1

You release a burst of a base powder which counters acid, ends persistent acid damage, and dispels acid damage effects.

Traits: occult, psion, counteract—acid.

Burst: cone +5ft long per 3 levels.

T: Neutralize 10 points of acid damage in the area.

E: Neutralize 20 points of acid damage in the area.

M: Neutralize 30 points of acid damage in the area.

L: Neutralize 40 points of acid damage in the area.

Ecto snare

Actions: 1

You create a glob of sticky ectoplasm, and propel it at your target. If it hits the glob splatters, wrapping about and immobilizing the target. At higher development stages, you gain additional globs. You can hurl these at other targets in range, or increase the escape DC by +2 per additional glob hitting the target.

Traits: occult, psion,

Target: one creature, or one creature per glob.

Duration: 1 round per 3 levels

Range: 30ft +10ft per 3 levels

Save: reflex

Athletics check to escape

T: Athletics DC: level+ proficiency bonus +key ability modifier

E: 2 globs

M: 3 globs

L: 4 globs

Encase

Actions: 1

This power causes the dust, pebbles, rocks and sticky ectoplasm, to cement to the skin of the target, entombing the victim inside a statue with their likeness.

Traits: occult, psion,

Requires: Ecto snare, the target must be immobilized for this power to work.

Target: one immobilized creature.

Range: 5ft per 3 levels

Save: reflex

Athletics check to escape

T: level+ proficiency bonus +key ability modifier

E: prof bonus +4

M: prof bonus +6

L: prof bonus +8

Fire slime

Actions: 1

This power creates a thick ectoplasmic slime altered by elements that react violently when exposed to air or water. The slime burns until the duration expires.

Traits: occult, psion, fire

Duration: 1 round +1 round per 3 levels.

Range: 90ft

Area: 5ft burst per 2 levels

T: Fire damage is 1d4 per 5 levels

E: Fire damage is 1d6 per 4 levels

M: Fire damage is 1d6 per 3 levels

L: Fire damage is 1d6 per 2 levels

Ghost grapple

Actions: 1

The use of this power allows you to touch any physically intangible being as if fully solid. You can strike targets that are gaseous, mist like, phased, ethereal, immaterial, amorphous, and so on.

Self only

Resistances: these resistances only apply to contact with undead. You gain +5 resistance to negative energy and cold, per 3 levels.

T: Duration: 1 round per 4 levels

E: Duration: 1 round per 3 levels

M: Duration: 1 round per 2 levels

L: Duration: 1 round per 1 level

Ghost writing

Actions: act

You will a message to be written in ectoplasmic ink on any surface. The message evaporates once it is read, but the psychic impression allows for permanent recall.

Traits: occult, psion, mental

Activity: one minute

Duration: 1 day per level.

T: 5 words

E: 10 words

M: 20 words

L: length is only limited by the size of the surface and the reader must finish reading the entire text.

Ice shaping

Actions: 1

You can use highly dense ice to craft any item, armor, or weapon that is composed of solid shapes without moving parts.

Traits: occult, psion,

Requires: cyrokinesis, must have crafting skill at expert or higher.

Duration: 1 round per level.

Armor: the armor class of armor crafted from ice.

T: Hardness: 1 hit points: 8 armor: +2

E: Hardness: 2 hit points: 12 armor: +3

M: Hardness: 3 hit points: 16 armor: +4

L: Hardness: 4 hit points: 20 armor: +5

Ice slick

Actions: 1

You cover an area with a sheen of slick ice. Targets entering the area must succeed at an acrobatics check to move normally or fall prone, unless the character has an exception to movement penalties on ice.

Traits: occult, psion,

Duration: 1 round per level

Range: 90ft

Acrobatics success prevents falls

T: Area: 5ft radius +5ft per 5 levels Acrobatics DC: 12

E: Area: 5ft radius +5ft per 4 levels Acrobatics DC: 16

M: Area: 10ft radius +5ft per 3 levels Acrobatics DC: 20

L: Area: 10ft radius +5ft per 2 levels Acrobatics DC: 24

Ice wall

Actions: 1

You create a wall of ice with a thickness based on the development.

Traits: occult, psion,

Duration: 1 minute per level

Area: one 5ft x5ft wall segment per 2 levels

Emanation: 5ft cold, 1d4 damage per round.

T: 3 inches thick, Hardness:1 Hit points:8

E: 6 inches thick, Hardness:2 Hit points:12

M: 9 inches thick, Hardness:3 Hit points:16

L: 1ft thick, Hardness: 4 Hit points: 20

Ingrain signature

Actions: 1

You infuse an object with psionic residue. This records 1 significant memory 1 minute in length at most.

Traits: occult, psion, mental

Target: object touched

Save: will

T: Duration: 1 minute per level. The impression can be detected by psychic sensitivity and read by object reading.

E: Duration: 1 hour per level. The impression can be sensed by detect magic, and read by object reading.

M: Duration: 1 day per level. The impression can be sensed by touching the object and read by object reading.

L: Duration: permanent. The impression can be sensed by any person within 10ft, and read by touching the object.

Liquify

Actions: 1

You can reduce any non-magical solid object's cohesion until it becomes a liquid.

Traits: occult, psion,

Range: item touched.

Duration: 1 round per level.

Note: each use of the power reduces the hardness of the item effected, if the hardness is reduced to zero before the duration ends the item is destroyed.

T: Reduces hardness by 1 each use.

E: Reduces hardness by 2 each use.

M: Reduces hardness by 3 each use.

L: Reduces hardness by 4 each use.

Magic static

Actions: 1

You impress the memory of a painful headache into the latent magic in the area. Any effort to cast any spell in the area must overcome the penalty this power creates.

Traits: occult, psion, mental

Area: 30ft radius +10ft per 3 levels

Duration: 1 minute per 2 levels

Note: Attempting to cast a spell in the area requires a successful spell roll minus the penalties created by this power.

T: Spell roll penalty is -2 increase the penalty by 1 per 5 levels

E: Spell roll penalty is -4 increase the penalty by 1 per 4 levels

M: Spell roll penalty is -6 increase the penalty by 1 per 3 levels

L: Spell roll penalty is -8 increase the penalty by 1 per 2 levels

Minion messenger

Actions: 1

You create an ectoplasmic minion in the form of a dragonfly and command it to deliver a tiny scroll message to any target you know the full name of.

Traits: occult, psion, minion

Range: Scrying

Requires: 1 minute per mile travelled

T: Duration: 1 round per 2 levels.

E: Duration: 1 round per level.

M: Duration: 1 minute per level.

L: Duration: 1 hour per level.

Phantom lamp

Actions: 1

You create a gaseous ectoplasmic orb which hovers near you and sheds light.

Traits: occult, psion, light

Duration: 1 hour per level.

Area: 5ft per 3 levels.

T: The brightness is equal to a candle.

E: The brightness is equal to a torch.

M: The brightness is equal to a lantern.

L: The brightness is equal to daylight.

Power stone

Actions: act

You transform a crystal of gemstone quality, or a gemstone into a receptacle for psychic energy. This stone fills when you replenish and you can use the *Drain bonded item* to drain focus points from the stone to replace focus points you have spent that day. You must invest an investment point to bond with the receptacle.

Traits: occult, psion,

Requires: crafting skill of trained or higher and this power developed to an equal stage. All requirements for crafting an item must be met: skill, tools, work shop, materials, and time.

Activity: time to craft a talisman.

T: The vessel can store 1 focus per 7 levels.

E: The vessel can store 1 focus per 6 levels.

M: The vessel can store 1 focus per 5 levels.

L: The vessel can store 1 focus per 4 levels.

Reinforcement

Actions: 1

You can strengthen an item, increasing its hardness.

Traits: occult, psion,

Target: Non-magical object touched.

Duration: 1 round per level

T: +1 hardness per 5 levels.

E: +1 hardness per 4 levels.

M: +1 hardness per 3 levels.

L: +1 hardness per 2 levels.

Renew

Actions: act

You cause the target item to become "like new"; clean, fresh, purified, repaired.

Traits: occult, psion,

Activity: 4 rounds

Target: 1 damaged, broken, spoiled, dirty object not exceeding 10ft in any dimension.

Range: touch

T: The object loses the broken condition and is repaired 1 hit point per level.

E: 2 hit points are repaired per level.

M: 3 hit points are repaired per level.

L: 4 hit points are repaired per level.

Repast

Actions: act

You create cooked food from created material.

Traits: occult, psion, creation

Requires: make flesh, transmute, lore (cook) skill at trained or higher, preferably equal to the development of this power. This is a crafting check.

Activity: requires 4 minutes.

Note: Treat the activation roll as the cooking skill check result.

Range: touch.

T: Quality: you've likely made gruel. Quantity: enough for 1.

E: Quality: as if you have cooked for a small family; 1 course, 1 side, and drink. Quantity: enough for 4.

M: Quality: you prepare a choice of courses, 3 sides and a choice of drink. Quantity: enough for eight.

L: Quality: you've made seven different main courses with 5 sides and a variety of beverages. Quantity: you create feasts for as many as 16 people.



Shield minion

Actions: 1

You create a ghostly ecto minion of your ancestry. This minion comes with armor and a large shield. This minion moves with you anytime you move and tries to protect you at all times. The shield is always raised.

Traits: occult, psion, minion, dismiss

Duration: 1 minute per 3 levels

Range: adjacent space, if the minion is no longer adjacent it is dismissed instantly.

Note: this minion has 3 hit points per level, if reduced to 0 it is dismissed.

T: Clad in leather and wooden shield, provides lesser cover.

E: Clad in scale and wooden shield, provides cover, and you can use the take cover action.

M: Clad in chain and steel shield, provides greater cover.

L: Clad in plate and steel shield, with +2 item bonus.

Spell breaker

Actions: 1

You attempt to break an active spell effect on target. This is a targeted counteract.

Traits: occult, psion, counteract-magic

Target: adjacent creature or object.

The activation roll result is compared to the caster's spell roll result. A critical success is required to dispel one magic effect.

T: You can attempt to dispel 1st level spells.

E: You can attempt to dispel up to 3rd level spells.

M: You can attempt to dispel up to 5th level spells.

L: You can attempt to dispel up to 7th level spells.

Spirit curtain

Actions: 1

You weave a curtain of ectoplasm as a protective barrier. The barrier is flimsy, but will block any one attack.

Traits: occult, psion,

Duration: 1 minute per level.

Area: 10ft wide by ten foot high, per 3 levels.

T: Curtain hit points: 4

E: Curtain hit points: 8

M: Curtain hit points: 16

L: Curtain hit points: 32

Spirit skill

Actions: 1

You allow a risky temporary possession, asking the spirit to use a skill it knows.

Traits: occult, psion,

Rat: self only

Dur: time required for the task.

Note: Dealing with spirits is always dangerous. The degree of success affects the spirits willingness to complete the task and to release you from its control.

Critical success: The spirit performs the task as professionally as possible and relinquishes control to you once the task is complete.

Success: The spirit performs the skill, but lingers long enough to ask you for help with a task it wants resolved. Such debts are not to be taken lightly.

Failure: This spirit refuses to help you now.

Critical failure: This spirit tries to possess you.

T: The spirit performs the skill as an expert.

E: The spirit is a master.

M: the spirit is legendary.

L: A critical failure is only a failure result.

Spirit storm

Actions: 1

You are the only channel that spirits use to fulfill tasks left undone; both great and small. In exchange, these spirits can be roused to attack your enemies.

Traits: occult, psion, negative

Duration: 1 round per 3 levels.

Area: 20ft radius centered on you.

The spirits deal 1d4+2 negative damage with their claws.

Training in unarmed combat is equal to the development stage.

They can all squeeze into a 5ft space attack without any penalty. They cannot leave the area.

T: 1 spirit per 5 levels.

E: 1 spirit per 4 levels.

M: 1 spirit per 3 levels.

L: 1 spirit per 2 levels.

Strand

Actions: 1

You shoot an ectoplasmic rope from your palm. This rope has the same statistics as a hemp rope.

Traits: occult, psion

Duration: 1 minute per level.

T: length: 15ft

E: length: 30ft

M: length: 60ft

L: length: 90ft

Swarm spray

Actions: 1

You hurl a swarm of miniscule minions at your foes. The minions' claw, bite, and burrow into exposed flesh. Targets who are covered in the swarm are also flat-footed due to the distraction.

Traits: occult, psion, minion, slashing, piercing

Duration: 1 round per 3 levels

Range: 15ft cone

Save: reflex

T: 2d4

E: 3d4

M: 4d4

L: 5d4

Sweeping plane

Actions: 1

A long ectoplasmic rod sweeps through the area tripping all.

Traits: occult, psion, trip

Requires: conveyance

Duration: instant

Area: 10ft cone, +5ft per three levels

The activation result is used as the trip attempt.

T: 1d4 bludgeoning damage

E: 2d4 bludgeoning damage

M: 3d4 bludgeoning damage

L: 4d4 bludgeoning damage

Topography

Actions: 1

You can change the physical shape of matter without an aura (not living, not magical). You manipulate the material like clay.

Traits: occult, psion,

Requires: crafting skill of trained.

Target: 1 object touched

T: Affect a tiny object.

E: Affect a small object.

M: Affect a medium object.

L: Affect a large object.

Unravel

Actions: 1

You cause crafted items to fall apart.

Traits: occult, psion,

Requires: Crafting skill of trained or higher.

Target: only unattended crafted objects

Area: 30ft burst

T: You can target 1 object. The object loses 10 hit points.

E: Target 4 objects. The objects lose 20 hit points.

M: Target 10 objects. The objects lose 30 hit points.

L: All crafted objects in the burst. All objects become broken.

Warcraft

Actions: act

You can create weapons with traits you desire.

Traits: occult, psion,

Requires: crafting skill of expert or higher.

Activity: one hour

T: Create a weapon with 1 desired weapon trait.

E: 2 weapon traits.

M: 3 weapon trait. The trait deadly is now available

L: 4 weapon trait. The trait fatal is now available

Wrath hammer

Actions: 1

This psychic attack is a ghostly war hammer hurled at the target.

Traits: occult, psion, mental, bludgeoning

Target: one creature.

Duration: one round.

Range: 90ft

Save: will

T: Damage: 1d6 +key ability modifier, mental or bludgeoning

E: Damage: 1d8 +key ability modifier, mental or bludgeoning

M: Damage: 1d10 +key ability modifier, mental or bludgeoning

L: Damage: 1d12 +key ability modifier, mental or bludgeoning





Geist

Major Geist Powers

Aura Armor— sheath yourself in telekinetic force.
Choke— TK strangle
Crush— focus telekinesis crush/compacting.
Diffusion shield— create a conical shield to deflect and diffuse energy attacks.
Disintegrate— destroy a volume of matter
Dragon blast— amazing blast of energy type
Dynamic field— area has dangerous static charges.
Explosive aura— detonate your aura.
Fire storm— incinerating area
Force wall— wall of invisible force.
Hail of needles— fire telekinetic volleys.
Heart clutch— seize your targets heart.
Lightning channel— electricity passes through you.
Manifest avatar— etheric aura, astral form, expressed in real.
Mass manipulation— render things weight of cardboard.
Mighty kinesis— telekinesis on the scale of lifting a boat or horses.
Poltergeist— fling all lose objects about you.
Pyrokinesis— your stare commands flame
Reflection shield— ranged attacks are sent back.
Repulsion field— pushes everything away.
Soak strikes— you absorb kinetic energy.
Shock shell— your aura is electrified.
Shockwave— release a cone shaped kinetic ripple.
Telekinesis— manipulate and move with your mind.
Vortex— draw all loose items to 1 spot.

Minor Geist Powers

Aura of flame— you don't burn.
Ballistic bolt— object thrown like a cannon ball.
Ball lightning— throw a sphere of electrical energy.
Blot out— all light sources are snuffed out.
Bolstered strength— TK strength
Concussion— knock dizzy
Defensive shell— swat away attacks.
Deflection— a defensive shield.
Detonation— unattended objects explodes
Energy sheath— your aura deals one energy damage type.
Extinguish— you can siphon energy from flame.

Fetter— sap an attack
Fine Telekinesis— precise tk, w tactile sense.
Fling cinders— throw fire bolts.
Ignition— ambient energy in target changes into heat.
Inertia shield— momentum is turned against itself.
Impaling bolt— piercing damage.
Irradiate— area causes sickness
Lance of Light— burn targets with light.
Levitation— lift yourself telekinetically
Light burst— aoe light blast
Magnetize— generate a magnetic field.
Massive weapon— amped mass attack
Midair leap— a surface at the end of your leap.
Mental mirror— you reflect certain attacks.
Momentum theft— you steal and use kinetic force.
Orbit— you cause an object to orbit your person.
PK Pummel— a bolt of kinetic force
Puppetry— animate objects.
Propulsion— you enhance your movement with TK.
Psi fry— psionic attack that burns the foe's nerves.
Return flight— ammunition returns to your person.
Scream slash— sonic/slashing damage.
Searing weapon— weapon is red hot.
Sonic boom— radial thunderous explosion
Sonic manipulation— create and control sound.
Sparking weapon— weapon is electrified
Spite— Tk strike with a range of scrying.
Thundering bolt— sonic and force damage in a line
Vibration blade— blade cuts with additional sawing
Violent force— pour TK into your attacks
Wind control— you can create wind and guide it.

Aura armor

Actions: 1

This power circulates telekinetic force in the psion's aura providing the psion a measure of protection. This power stacks with armor worn, but suppresses any runes.

Traits: occult, psion, force.

Target: self only

Duration: one minute per level

T: +1 status bonus to armor

E: increase to +2 armor

M: increase to +3 armor

L: increase to +5 force armor

Choke

Actions: 1

Using telekinesis you grab your target about the throat squeezing as you lift the target a few inches off the ground.

Traits: occult, psion, force

Requires: telekinesis must be developed to an equal or higher stage. This no longer applies when telekinesis is legendary.

Target: any one creature.

Duration: concentration

Range: 30ft

Save: reflex, acrobatics or athletics to escape the grapple

T: 2d6 force damage, must hold breath

E: 3d6 force damage, must hold breath

M: 4d6 force damage, must hold breath

L: 5d6 force damage, must hold breath

Crush

Actions: 1

You attempt to crush the target telekinetically.

Requires: telekinesis must be developed to an equal or higher stage. This no longer applies when telekinesis is legendary.

Traits: occult, psion, force

Target: any one creature or object.

Duration: concentration

Range: 30ft

T: Grab and crush target: 2d4 damage +key ability modifier.

E: 3d6+key modifier

M: 4d8+key modifier

L: 5d10+key modifier

Diffusion shield

Actions: 1

You create a cone shaped force that repels energy attacks out and away from you. the cone must fit between you and the target.

Traits: occult, psion, force

Requires: Telekinesis

Reaction trigger: you are the target of an area affecting attack.

Duration: instant, one enemy action.

T: The shield is a 5ft cone of force with the tip pointing at the attacker. This shield provides cover.

E: The shield is a 10ft cone of force with the tip pointing at the attacker. This shield provides greater cover for you and one adjacent ally.

M: The shield is a 15ft cone of force with the tip pointing at the attacker. This shield provides greater cover for you and two adjacent allies.

L: The shield is a 15ft cone of force with the tip pointing at the attacker. This shield provides greater cover for you and two adjacent allies.

Disintegrate

Actions: 3

You reverse the bonds within the target with psionic energy. The very forces which gave the target cohesion now explode apart.

Traits: occult, psion, force, strain

Requires: 12th level psion, mighty kinesis and telekinesis must be developed to an equal or higher stage than this power. This no longer applies when mighty kinesis is legendary.

Target: one creature, or one object

Activity: one round of concentration

Range: 30ft, with line of effect.

Note: the psion must spend one focus point per action in one round to use this power.

Save: will

Critical success: the target suffers 3d12 force damage.

Success: the target suffers 6d12 force damage.

Failure: the target suffers 12d12 force damage.

Critical failure: the target volume ceases to exist. A creature with a portion disintegrated must roll a fortitude save against *massive damage* or die.

T: a tiny sized volume.

E: a small sized volume.

M: a medium sized volume.

L: a large sized volume.

Dragon blast

Actions: 1

From your brow a beam of intense energy lances out. The energy type is the same as the four prerequisite powers.

Traits: occult, psion,

Requires: four telekinesis powers with the same energy type.

Target: any one creature or object.

Range: 20ft line +10ft per two levels

Save: reflex

T: 1d6 energy damage per five levels.

E: 1d8 energy damage per four levels.

M: 1d10 energy damage per three levels.

L: 1d12 energy damage per two levels

Dynamic field

Actions: 1

You fill the area with dangerous concentrations of static energy.

Targets in the area might trigger a cascade of bursts to strike them.

Traits: occult, psion, electrical

Area: +5ft radius per 3 levels

Duration: 1 minute per level.

Save: reflex

Failure: the target is shocked by a mote of static energy.

Critical failure: cascade, all motes in the 5ft space streak over and strike the target.

T: 1d4 electrical damage per mote. 1 mote per 5 levels per 5ft space.

E: 1d6 electrical damage per mote. 1 mote per 4 levels per 5ft space.

M: 1d8 electrical damage per mote. 1 mote per 3 levels per 5ft space.

L: 1d10 electrical damage per mote. 1 mote per 2 levels per 5ft space.

Explosive aura

Actions: 1

You release coruscating explosive energy you gathered in your aura. Targets in the area are burned.

Traits: occult, psion, fire

Activity: one round gathering energy.

Burst: +5ft per 3 levels

Save: reflex

T: 1d6 fire damage per 5 levels

E: 1d6 fire damage per 4 levels

M: 1d6 fire damage per 3 levels

L: 1d6 fire damage per 2 levels



Fire storm

Actions: act

This power turns a fire into an impassable area of destruction. Your psionic energy fuels a flame to metal melting heat. This fire does not move, it burns like a wall of fire across the area it fills

Traits: occult, psion, fire

Requires: pyrokinesis

Activity: one round increasing the fire intensity.

Duration: one minute per three levels.

Range: +10ft per 3 levels

Area: +5ft radius per 3 levels

Save: reflex

T: 1d6 fire damage per 5 levels

E: 1d8 fire damage per 4 levels

M: 1d10 fire damage per 3 levels

L: 1d12 fire damage per 2 levels

Force wall

Actions: 1

This power changes the size of the formless force of telekinesis to create a wall of force. The strength of the wall created with this power is equal to the strength of your telekinesis.

Traits: occult, psion, force

Requires: telekinesis

Duration: concentration

Note: roll a telekinesis strength check for your wall, foes who can beat the result can force their way through the wall.

T: Area: 10ft high x10ft wide

E: Area: 20ft high x20ft wide

M: Area: 20ft high x30ft wide

L: Area: 20ft high x40ft wide

Hail of needles

Actions: 1

This power hurls a number of projectile ammunition: sling stones, quarrels, arrows, daggers, shuriken, etc. with the precise balance and force needed to inflict damage.

Traits: occult, psion,

Target: you may target 1 or many foes by dividing the number of shots among your targets.

Range: 90ft +30ft per four levels

Note: Damage is per ammunition type, requires non-magical ammunition in your possession.

T: Shot 1 per 4 levels

E: Shot 1 per 3 levels

M: Shot 1 per 2 levels

L: Shot 1 per level

Heart clutch

Actions: 1

You attempt to pull your target's heart out of its chest.

Traits: occult, psion,

Target: one creature touched

Save: fortitude, a success bolsters the target against this power.

Note: This power adds the total damage together for each strike in a round before counting any deduction. Targets reduced to dying by this power have their heart removed.

T: 1d6 damage +key ability modifier.

E: 2d6 damage +key ability modifier.

M: 3d6 damage +key ability modifier.

L: 4d6 damage +key ability modifier.

Lightning channel

Actions: 1

While this power is in use electrical damage passes through you harmlessly.

Traits: occult, psion, electrical

Duration: 1 minute per 3 levels

Target: Self only

T: Gain 5 electrical resistance

E: Gain 10 electrical resistance

M: Gain 15 electrical resistance

L: Gain 20 electrical resistance

Manifest avatar

Actions: 1

Your ethereal and astral forms flow into you causing your aura to expand and fill with telekinetic force. You can use no other powers when this power is activated. Your aura is size categories larger than you for the purposes of spaces occupied, reactions, and reach. You are suspended in the center of your expanded aura and immune to terrain conditions. The aura has the strength of mighty kinesis, provides the protection of aura armor, and deals damage as PK pummel plus the strength bonus of mighty kinesis.

Traits: occult, psion, force, bludgeoning, dismiss

Requires: mighty kinesis, telekinesis, aura armor, pk pummel.

Duration: 1 minute per 3 levels

Target: Self only

T: Your aura is one size category larger than you.

E: Your aura is two size categories larger than you.

M: Your aura is three size categories larger than you.

L: your aura is four size categories larger than you.

Mass manipulation

Actions: 1

This power reduces an object's bulk.

Traits: occult, psion, force

Range: one object touched

Duration: one round per level

T: reduce object bulk by 10, minimum 1.

E: reduce object bulk by 20, minimum 1.

M: reduce object bulk by 30, minimum 1.

L: reduce object bulk by 40, minimum 1.

Mighty kinesis

Actions: 1

Telekinesis on a scale to lift a horse or a boat.

Traits: occult, psion, force

Requires: 6th psion level. telekinesis must be developed to an equal or a higher stage than this power. This no longer applies when telekinesis is legendary.

Required Psion feat: Heavy lifter

Note: bonuses from feats are not counted, you must apply those modifiers to the numbers below.

Range: +50ft per 3 levels (18th is 300ft)

Target: one creature or object in range

Speed: 30ft per round.

Duration: concentration, one minute

Save: reflex, success means you dodged the power is not negated.

T: Size: medium, Strength: 12, Dexterity: 6

E: Size: large, Strength: 14, Dexterity: 8

M: Size: huge, Strength: 16, Dexterity: 10

L: Size: gargantuan, Strength: 18, Dexterity: 12

Poltergeist

Actions: rea

Your unconscious mind wields telekinesis without focus, affecting almost everything in the area. All affected objects whirl about the area chaotically creating a hazard that strikes all creatures in the area.

Traits: occult, psion, force

Trigger: the wielder is the target of an emotion effect, to include skill based effects such as intimidate.

Duration: consumes 1 focus point per round until the wielder succeeds at a will save against any emotion effect or all focus points are spent.

Target: objects with no aura (not living, not magical)

Area: 20ft aura

Save: basic reflex

T: 10 damage from flying debris up to 2 bulk

E: 20 damage from flying debris up to 4 bulk

M: 30 damage from flying debris up to 6 bulk

L: 40 damage from flying debris up to 8 bulk

Pyrokinesis

Actions: 1

This power feeds an existing fire and directs its movement. This ignites fires in any space affected.

Traits: occult, psion, fire

Duration: concentration

Target: flame with no aura (not living, not magical)

Area: any 5ft space within 90ft. You command the fire (2 actions) to stride up to 30ft each action.

Save: reflex

T: command flame equal to a small campfire: 1d6 fire damage per action.

E: command flame equal to a medium campfire: 2d6 fire damage per action.

M: command flame equal to a blacksmith's forge: 3d6 fire damage per action.

L: command a blast furnace: 4d6 fire damage per action.

Reflection shield

Actions: rea

Using this power you reverse the trajectory of a ranged attack. This requires 2 rolls; 1 to catch the missile, the second to counter-attack.

Traits: occult, psion, force, reaction

Trigger: target of ranged attack with a physical projectile.

Requires: telekinesis

Target: one incoming ranged attack (you are aware of) per point of key modifier. the activation result opposes the attack roll for catching the missile and to attack your attacker. This power costs one focus point to use, but the psion has the choice to use it.

T: +2 to catch the missile, +0 to send it back.

E: +4 to catch the missile, +1 to send it back.

M: +6 to catch the missile, +2 to send it back.

L: +8 to catch the missile, +3 to send it back.

Repulsion field

Actions: act

Use telekinesis to push all others out of the radius.

Traits: occult, psion, force

Requires: telekinesis

Activity: concentration, one round per three levels

Note: use the activation result for the check to shove.

T: Emission: 5ft radius

E: Emission: 10ft radius

M: Emission: 15ft radius

L: Emission: 20ft radius

Soak strikes

Actions: rea

You absorb the force of strikes and channel it into the ground.

Traits: occult, psion, force, physical damage, strain.

Trigger: you are the target of a physical damage strike.

Duration: 1 round

Self only, this power can not be made resonant or harmonic

Strain: subtract your level from 24 hours, this is how long you must wait before you can use this power again.

T: You absorb 1d8 damage

E: You absorb 2d8 damage

M: You absorb 3d8 damage

L: You absorb 4d8 damage

Shock shell

Actions: 1

Your aura is electrified, this damages swarms.

Traits: occult, psion, electrical

Duration: 1 minute.

Emanation: 5ft

T: You gather 1 point of static charge per action. Any melee attack against you discharges the sum into your attacker.

E: You gather 2 points of static charge per action. Any melee attack against you discharges the sum into your attacker.

M: You gather 3 points of static charge per action. Any melee attack against you discharges the sum into your attacker.

L: You gather 4 points of static charge per action. Any melee attack against you discharges the sum into your attacker.

Shock wave

Actions: 1

Create a cone shaped kinetic ripple that can knock your foes down.

Traits: occult, psion, force

Area: 15ft cone

Note: the activation result is opposed by the target's athletics skill check. The target is knocked prone when the athletics skill check doesn't exceed the activation roll result.

T: 1d6 +key ability modifier force damage per 5 levels

E: 1d8 +key ability modifier force damage per 4 levels

M: 1d10 +key ability modifier force damage per 3 levels

L: 1d12 +key ability modifier force damage per 2 levels

Telekinesis

Actions: 1

Moving objects or applying force with the power of your mind.

Traits: occult, psion, force

Range: 90ft

Target: one creature or object

Duration: concentration, one round per level.

Save: will

Note: until you gain the psion feat "it's handy" this power creates a formless roiling force, not a "hand". Yes it can lift objects like a hand, but the dexterity is the precision of your telekinetic effort.

T: Size: tiny, Strength: 2, Dexterity: 4

E: Size: small, Strength: 4, Dexterity: 6

M: Size: medium, Strength: 6, Dexterity: 8

L: Size: large, Strength: 8, Dexterity: 10

Vortex

Actions: 1

Like a whirlwind your poltergeist effect instead gathers all unattended items to one spot. This power defies any effort to control it; the hands cannot be commanded and will not collaborate.

Traits: occult, psion, force,

Targets: all unattended objects in the area

Duration: concentration, one round per level.

T: Area: 15ft emanation Bulk limit: 1 or less, hands: 15

E: Area: 30ft emanation, Bulk limit: 2 or less, hands: 30

M: Area: 45ft emanation, Bulk limit: 3 or less, hands: 45

L: Area: 60ft aura, Bulk limit: 4 or less, hands: 60

Minor Apport Powers

Aura of flame

Actions: 1

Heat and flames cannot pass through your aura. You ignore hazardous environmental heat.

Traits: occult, psion, fire

Target: self only

T: You gain 5 fire resistance. **Duration:** 1 round per level

E: You gain 10 fire resistance. **Duration:** 1 minute per level

M: You gain 20 fire resistance. **Duration:** 1 hour per level

L: You gain 30 fire resistance. **Duration:** 1 day

Ballistic bolt

Actions: 1

Instead of moving a large heavy object slowly, you telekinetically hurl a tiny light object with outrageous speed. The damage traits is the most effective choice between force, and piercing. The damage die is based on the ammunition used.

Traits: occult, psion, force, piercing

Target: one creature or object

Range: +10ft per level.

Note: activation roll result is the roll to hit the target. ammunition is preferable to use with this power.

T: Damage: per ammunition used, trait: force or piercing

E: as above, multiply the damage by x2.

M: multiply the damage by x3.

L: multiply the damage by x4.



Ball lightning

Actions: 1

You throw a sphere of lightning.

Traits: occult, psion, electrical

Range: 30ft +10ft per 3 levels

Targets: one creature or object

Duration: one round

Save: reflex

T: 1d6 electrical damage per 5 levels

E: 1d6 electrical damage per 4 levels

M: 1d6 electrical damage per 3 levels

L: 1d6 electrical damage per 2 levels

Blot out

Actions: 1

All Light sources are snuffed out.

Traits: occult, psion, darkness

Requires: telekinesis, light burst

Targets: all light sources within the radius.

Duration: one round per two levels.

T: the radius is 5ft.

E: the radius is 10ft.

M: the radius is 15ft.

L: the radius is 20ft.

Bolstered strength

Actions: 1

Your strength is assisted by your telekinesis. Add your telekinesis strength modifier to your strength ability modifier for the duration. This modifier is applied to every use of strength.

Traits: occult, psion, force

Requires: telekinesis

Target: self only

T: Duration: one round per four levels.

E: Duration: one round per three levels.

M: Duration: one round per two levels.

L: Duration: one round per level.

Concussing orb

Actions: 1

This power creates an orb of force that strikes the target with intense vibration, like a hammer striking a gong. Apply all of the damage traits.

Traits: occult, psion, force, sonic, bludgeoning

Target: one creature or object in range

Range: +10ft per two levels.

Save: reflex (a successful save negates the clumsy side effect)

T: 1d6 damage +key ability modifier, gain clumsy 1

E: 2d6 damage +key ability modifier, gain clumsy 2

M: 3d6 damage +key ability modifier, gain clumsy 3

L: 4d6 damage +key ability modifier, gain clumsy 4

Defensive shell

Actions: rea

Your unconscious mind wields telekinesis to protect you.

Traits: occult, psion, force, reaction

Trigger: You are attacked with a weapon.

Target: self only

Duration: until the end of combat, or you run out of focus points.

Each round this power is active, an activation roll is made. The result is used to parry a number of attacks equal to the number of "hands" your telekinesis has. This is increased by the "its handy!" psion feat.

T: 1 hand

E: 2 hands

M: 3 hands

L: 4 hands

Deflection

Actions: 1

This power creates a barrier of telekinetic force against attacks. The shield hardness is equal to your telekinesis strength ability modifier. The shield is raised for the duration. This shield does not provide cover and suppresses any shield worn. The barrier looks like the skin of a soap bubble.

Traits: occult, psion, force

Requires: telekinesis

Target: one creature in range

Range: 30ft

Duration: one round

T: +1 shield bonus

E: +2 shield bonus

M: +3 shield bonus

L: +4 shield bonus

Detonation

Actions: 1

Like sunlight through a magnifying glass, you fill a target with focused psionic energy until it explodes. The target object is destroyed, unless the owner succeeds at the reflex save.

Traits: occult, psion, force

Target: any one object with no aura (not alive or magical)

Range: 30ft +10ft per three levels.

Area: +5ft per three levels.

Save: reflex,

T: the target object explodes dealing 2d6 force damage.

E: the damage increases to 4d6 force damage.

M: increase to 6d6 force damage.

L: increase to 8d8 force damage.

Energy sheath

Actions: 1

Your aura deals one energy type from the following list: electrical, fire, force, or mental. Creatures that are trying to touch you or engage you in melee roll a flat check for every attempt to see if they are harmed by the aura. The damage is persistent.

Traits: occult, psion, (choose one: electrical, fire, force, or mental)

Target: self only

Duration: one round per level.

Save: reflex

T: damage is equal to your key ability modifier.

E: double the damage (x2)

M: triple the damage (x3)

L: quadruple the damage (x4)

Extinguish

Actions: 1

Siphon the heat from a fire into the ethereal until there is none left.

Traits: occult, psion, cold

Range: +10ft per 2 levels.

Target: all flames in the spaces designated, candle up to forest fire

T: All flames in a 5ft space.

E: Two 5ft spaces in range.

M: Four 5ft spaces in range.

L: All fires in range.

Fetter

Actions: rea

You sap the might from a weapon as it is swung.

Traits: occult, psion, force, strain.

Trigger: you see an attack in range, and you want to stop it.

Range: 30ft per five levels.

Target: the weapon used by the attacker

Strain: this power can only be used once per turn.

T: reduce the damage dice size by one step and the damage by your key ability modifier.

E: as trained, except you reduce the damage die size by two steps.

M: as trained, except reduce the die size by three steps.

L: as trained, except reduce the die size by four steps.

Fine telekinesis

Actions: 1

Focus your telekinesis to a point to manipulate tiny objects with very fine precision such as; untying a knotted chord, unbuckling a tiny strap, writing a message with an ink quill, or depressing the tumblers inside of a lock.

Traits: occult, psion, force

Duration: concentration, one minute.

Range: 30ft

T: Size: fine, strength: 1 dexterity: 10

E: Size: miniscule, strength: 2 dexterity: 10

M: Size: tiny, strength: 4 dexterity: 10

L: Size: small, strength: 8 dexterity: 10

Fling cinders

Actions: 1

This power concentrates heat and flame into explosive missiles.

Traits: occult, psion, fire

Requires: burning fires in an adjacent space to the psion.

Range: 30ft +10ft per 3 levels

Area: each missile explodes to fill one 5ft space.

Damage: 1d6 fire damage per cinder

T: 1 cinder per 5 levels

E: 1 cinder per 4 levels

M: 1 cinder per 3 levels

L: 1 cinder per 2 levels

Ignition

Actions: 1

Heat up any object you focus on, starting a fire.

Traits: occult, psion, fire

Duration: concentration, 1 minute maximum

Target: any nonliving object

Range: 30 ft

Note: this heating does not ignore hardness. When the heat in an object exceeds its hardness the object begins to burn/melt.

T: With each action the target accumulates 1 point of fire damage.

E: 2 points of fire damage.

M: 4 points of fire damage.

L: 8 points of fire damage

Impaling bolt

Actions: 1

You launch a spike of telekinetic force from your brow.

Traits: occult, psion, force, piercing

Target: one creature or object in range

Range: 10ft per level.

T: 1d4 piercing damage per three levels.

E: 1d6 piercing damage per three levels.

M: 1d8 piercing damage per three levels.

L: 1d10 piercing damage per three levels.

Inertia shield

Actions: 1

This power creates a barrier that absorbs one physical impact; melee, ranged, or falling damage.

Traits: occult, psion, force

Duration: 1 round per level, or the barrier is hit.

Area: the space you occupy.

T: The barrier absorbs 1d6 impact per 4 levels

E: 1d6 impact per 3 levels

M: 1d6 impact per 2 levels

L: 1d6 impact per level

Irradiate

Actions: act

Blasting aura flare you make an area radiate toxic psychic residue.

Traits: occult, psion, mental

Activity: one minute

Area: +5ft radius per three levels

Duration: one hour per three levels.

T: creatures entering the area become sickened and enfeebled until they leave. Retching does nothing to remove the sickened condition

E: as trained, except sickened and enfeebled 2.

M: as above, sickened and enfeebled 3.

L: as above, sickened and enfeebled 4.

Kinetic wave

Actions: 1

You telekinetically thrust outward with an unfocused force.

Traits: occult, psion, force

Range: 15ft cone

Target: creatures and objects in the area.

Save: Reflex

T: 1d4 force, athletics shove dc: 12+1 per four levels.

E: 1d6 force, athletics shove dc: 14+1 per three levels.

M: 1d8 force, athletics shove dc: 16+1 per two levels.

L: 1d10 force, athletics shove dc: 18+1 per level.

Lance of light

Actions: 1

A blazing beam of light sears the target.

Traits: occult, psion, fire, light

Range: 30ft +30ft per three levels

Target: one creature or object.

Save: reflex

T: The beam causes 1d12 fire damage

E: The beam causes 2d12 fire damage

M: The beam causes 3d12 fire damage

L: The beam causes 4d12 fire damage

Levitate other

Actions: 1

You can move a target with telekinetic force.

Traits: occult, psion, force

Requires: telekinesis, levitation

Range: 10ft +10ft per two levels

Target: one creature or object

Duration: concentration, one action per three levels.

T: 5ft in any direction per round.

E: 10ft in any direction per round.

M: 20ft in any direction per round.

L: 30ft in any direction per round.

levitation

Actions: 1

With this power you are held aloft with telekinetic force, allowing you to slowly drift through the air.

Traits: occult, psion, force

Requires: telekinesis

Target: Self only

Duration: one round per level.

T: Speed: 5ft in any direction per round

E: Speed: 10ft in any direction per round

M: Speed: 20ft in any direction per round

L: Speed: 30ft in any direction per round

Light burst

Actions: 1

You withdraw into yourself, and focus psionic energy to a needle point above your head and ignites, releasing a burst of light.

Traits: occult, psion, light, positive

Area: 30ft burst (bright) 60ft (dim)

Save: reflex (a critical success on the save negates the dazzle)

T: 1d4 positive damage and dazzle

E: 1d6 positive damage and dazzle

M: 1d8 positive damage and dazzle

L: 1d10 positive damage and dazzle

Magnetize

Actions: 1

You create an intense magnetic field in one 5ft space. Metal objects are pulled to the spot.

Traits: occult, psion, electrical

Range: 30ft

Area: one 5ft space

Duration: 1 round per 3 levels

Athletics to pull metal items away from the space.

T: The DC is 12 plus the bulk of all metal items is doubled. x2

E: The DC is 16 plus the bulk of all metal items is doubled. x2

M: The DC is 20 plus the bulk of all metal items is tripled. x3

L: The DC is 20 plus the bulk of all metal items is quadrupled. x4



Massive weapon

Actions: 1

You amplify the mass of your weapon before impact. The use of this power suppresses all weapon runes.

Traits: occult, psion,

Requires: mass manipulation, fetter

Target: your weapon

Duration: one round

T: your weapon damage die increases by one step.

E: as trained, damage die increases by two steps.

M: as trained, damage die increases by three steps.

L: as trained, damage die increases by four steps.

Midair leap

Actions: 1

Using this power, at the end of a jump your feet land on a surface created by telekinetic force. This enables you to make a leap from each platform, and to change directions with each leap. This does not change how far you can jump, only that you can leap repeatedly in any direction you choose. The surfaces last for a second. Each leap is consecutive and the distance cumulative.

Traits: occult, psion, force

Requires: acrobatics trained or higher

Duration: 1 round

Target: Self-only

T: You can jump, land on the surface and jump again. This stage creates only 1 platform.

E: This stage can create 2 platforms for a maximum of 3 jumps.

M: This allows your jumps to exceed your maximum movement.

L: This stage creates 3 platforms and bestows an extra action that can only be used to jump.

Mental mirror

Actions: rea

This psychic defense reflects attacks on the mind.

Traits: occult, psion, mental, strain

Trigger: the psion is targeted with a mind affecting spell or power.

Duration: instant

Target: Self only

Strain: this power can only be used once per turn.

T: This defense is an opposed roll, activation check opposed by the spell roll.

E: When the activation roll is a critical success the psion is bolstered against that school of magic for the next minute.

M: If the spell roll is a critical failure, the spell caster becomes the target and the psion is granted the control of the spell effect.

L: If the spell roll is a failure, the spell caster becomes the target and the psion is granted the control of the spell effect.

Momentum theft

Actions: rea

You can transfer movement from others to yourself, this brings the target to a complete stop. This does not increase your speed, it only compels your movement.

Traits: occult, psion, force

Trigger: an enemy creature strides towards you.

Duration: 1 round

Target: a moving creature

Range: 30ft

T: one moving target, as a reaction you claim the target's remaining movement as your own. Move the target's remaining movement.

E: You steal the target's total movement and you stride immediately.

M: You can claim the movement of 1 target per action, but must spend your actions striding per target affected.

L: You can steal movement from all targets in range, and do not need to move on your turn.

Orbit

Actions: 1

Your unconscious mind moves small objects along the surface of your aura in random directions around you.

Traits: occult, psion, force

Duration: 1 round per 3 levels

Target: Self only

Note: the maximum number of items is equal to your intelligence ability modifier.

T: The items orbiting you provide lesser cover.

E: The items orbiting you can damage an attacker. When attacked roll one trained strike the damage is per weapon or ammunition.

M: The orbiting items can block ranged attacks, treat the activation roll result as the parry attempt.

L: The orbiting items can be directed to attack 1 adjacent attacker en masse. The activation roll result is used as the attack roll.

Pk pummel

Actions: 1

You strike the foe with your telekinetic backhand.

Traits: occult, psion, force

Requires: telekinesis

Range: 30ft +10ft per 3 levels

Target: one creature

T: 1d4 force damage per 3 levels

E: 1d6 force damage per 3 levels

M: 1d8 force damage per 3 levels

L: 1d10 force damage per 3 levels

Puppetry

Actions: 1

You can animate objects with telekinesis.

Traits: occult, psion, force

Duration: concentration

Target: Any non-magical object

Range: 30ft

Note: objects animated by this power have only 2 actions and cannot leave the range. You can animate 1 object per point of intelligence ability modifier, but not beyond the maximum weight limit given. Regard these as an "animated objects" from the bestiary.

T: Tiny size, 4 bulk max

E: Small size, 8 bulk max

M: medium size, 12 bulk max

L: Large size, 16 bulk max

Propulsion

Actions: 1

You add telekinetic force to further propel your desired movement.

Traits: occult, psion, mental, force

Requires: telekinesis, and trained or better in the skills affected.

Trigger: you declare the use of this power before attempting a skill check involving movement; acrobatics, athletics, stealth.

Duration: 1 round per 3 levels

Target: Self only

T: +1 circumstance bonus to the listed skills.

E: +2 bonus to the listed skills.

M: +3 bonus to the listed skills.

L: +4 bonus to the listed skills.

Psi fry

Actions: 1

This psychic attack reverts your telekinetic effort into psychic energy in the target's mind. Psions with access to the Geist art are immune to this.

Traits: occult, psion,

Duration: instant

Range: +30ft per three levels

Target: one creature

Save: will

T: 1d6 mental damage per 5 levels

E: 1d6 mental damage per 4 levels

M: 1d6 mental damage per 3 levels

L: 1d6 mental damage per 2 levels

Return flight

Actions: rea

Thrown weapons fly swiftly and then return to your hand safely.

Traits: occult, psion, force

Trigger: declare the use of this power, must have thrown weapon in hand, and throw it. The power activates as a reaction.

Duration: 1 round per 3 levels

Range: 30ft +10ft per 3 levels

Target: 1 throwing weapon

T: You spend 1 action to throw, and 1 action to catch.

E: The strike and the catch are combined in to a single action.

M: As expert, and the thrown weapon strikes all targets in a line.

L: As Mastery, and the thrown weapon also strikes all targets in a line on the return flight as well.

Scream slash

Actions: 1

Your war cry slashes your target like an axe.

Traits: occult, psion

Duration: instant

Range: +10ft per 2 levels

Note: the damage trait used is slashing or sonic. Use the most effective trait against the target.

T: 1d8 slashing/sonic damage per 5 levels

E: 1d8 slashing/sonic damage per 4 levels

M: 1d8 slashing/sonic damage per 3 levels

L: 1d8 slashing/sonic damage per 2 levels

Searing weapon

Actions: 1

You heat your weapon to red hot.

Traits: occult, psion

Requires: ignition

Duration: 1 round per 3 levels

Target: Wielded weapon only

T: Weapon +1d4 fire damage

E: Weapon +1d6 fire damage

M: Weapon +1d8 fire damage

L: Weapon +1d10 fire damage

Sonic boom

Actions: 1

You form a sphere of telekinetic force at a location and detonate it.

Traits: occult, psion

Duration: instant

Range: 30ft +10ft per 3 levels

Area: Burst +5ft per 3 levels

Save: fortitude

T: 1d4 sonic damage and 1d4 force per 7 levels.

E: 1d6 sonic damage and 1d6 force damage per 6 levels.

M: 1d8 sonic damage and 1d8 force damage per 5 levels.

L: 1d10 sonic damage and 1d10 force damage per 4 levels.

Sonic manipulation

Actions: 1

This power can create or alter sound within range.

Traits: occult, psion, sonic

Duration: concentration

Range: 90ft radius

T: Create or alter 2 sound sources: a voice, instrument, or sound. The sound produced is fairly faint, like a whisper.

E: Create or alter 4 sound sources: a voice, instrument, or sound. This development stage is as loud as casual conversation.

M: Create or alter eight sound sources: a voice, instrument, or sound. This stage is as loud as shouting mob, a musical troop, or a roaring lion. This power can be used to "counter song" effects.

L: Create or alter twelve sound sources: a voice, instrument, or sound. This development stage can match a dragon's roar. This development stage can also "silence" a sound source.

Spite

Actions: 1

Send a 3 word psychic message with a light slap to a known target.

Traits: occult, psion, mental

Target: one creature

Range: scrying

Save: basic will

T: 1 point non-lethal mental

E: 2 points non-lethal mental

M: 3 points non-lethal mental

L: 4 points non-lethal mental

Sparkling weapon

Actions: 1

Your weapon is outlined by an electric blue charge and sparks.

Traits: occult, psion, electrical

Target: weapon you wield

Duration: one round

T: add your key ability modifier as electrical damage to strikes

E: as above and add 1d4 electrical damage

M: as above, increase the electrical damage to 1d6

L: as above, increase the electrical damage to 1d8

Tactile feedback

Actions: 1

You can perceive more with the "hand" of your telekinesis effect

Traits: occult, psion

Requires: telekinesis, fine telekinesis

Trigger: an active telekinesis power

Duration: linked to triggering power.

Range: scrying, linked to telekinetic "hand".

T: You can feel the details of what you are trying to manipulate.

E: Sensor improves to blind sense 1ft

M: Sensor gains clairvoyant imprecise sight out to 1ft

L: Sensor improves to clairvoyant precise sight 1ft

Thundering bolt

Actions: 1

You fire a telekinetic bolt from your brow, the force of which thunders through the air.

Traits: occult, psion

Target: one creature or object

Range: Line +10ft per 2 levels

T: 1d4 sonic and 1d4 force per 6 levels

E: 1d6 sonic and 1d6 force per 5 levels

M: 1d8 sonic and 1d8 force per 4 levels

L: 1d10 sonic and 1d10 force per 3 levels

Violent strikes

Actions: 1

Enhance your strikes with telekinetic force

Traits: occult, psion

Duration: instant

Target: 1 weapon you are wielding.

Aftermath: if the attack roll result is successful or a critical success, only after that determination do you apply the effects of this power to the enhanced weapon.

T: +2 bonus to determine critical success on strike with enhanced weapon. The weapon gains the fatal trait, increasing the dice size by 1 step and adding an additional die.

E: +4 bonus to determine critical success on strike with enhanced weapon. The weapon gains the fatal trait, increasing the dice size by 1 step and adding an additional die.

M: +6 bonus to determine critical success on strike with enhanced weapon. The weapon gains the fatal trait, increasing the dice size by 2 steps and adding an additional die.

L: +8 bonus to determine critical success on strike with enhanced weapon. The weapon gains the fatal trait, increasing the dice size by 3 steps and adding an additional die.



Wind control

Actions: 1

Using this power you can change wind speed and direction. This can counter weather affecting magic, use the activation roll result opposed to the spell roll.

Traits: occult, psion, force

Requires: telekinesis

Area: 15ft wide line. **Length:** +10ft per level

Strength: equal to your strongest telekinesis power.

T: Duration: 1 round per 2 levels

E: Duration: 1 round per level

M: Duration: 1 minute per 2 levels

L: Duration: 1 minute per level

The scouts had been ambushed by orc raiders. The battle was fierce and soon numbers on both sides fell. Until there was only one elven scout and one orc raider.

The elven scout thought to herself, "If I can hold out until the orc's rage ends. That is when I will strike."

The orc barbarian swung his great axe again smashing her shield to splinters and broke the elf's arm. The next swing sent the elf up and back through the air.

The elf landed on her feet and raised her sword to parry yet another attack, when both combatants noticed the elf was quickly descending.

The elf gasped, "Quicksand!"

The orc stopped swinging his axe watching the elf sink deeper and deeper. When something occurred to the orcs mind. The orc chuckled which quickly became laughter. He shouted, "Elves always fight for forest. Now forest give thanks, the forest eat elf!"

The orc stood blocking any effort to escape, delighting in her terrified cries and futile struggling.

The orc's laughter ended with the crunching of bone as if the orc had been crushed in an invisible giant's hand. His life ending with a gurgle of blood.

The elf grabbed hold of the ledge trying to pull herself out, as a mysterious stranger swung his arm and the orc corpse was hurled into a tree trunk with such force that the tree broke in half!

The elf looked at this stranger with questions racing through her mind. Who was he? What did he want? Why was he trespassing in the elven wood? What are his intentions for her?

The stranger raised his hand and the elf was lifted out of the quicksand by an unseen force and placed gently on solid ground. The stranger turned away and started walking.

The elf heard a voice in her mind

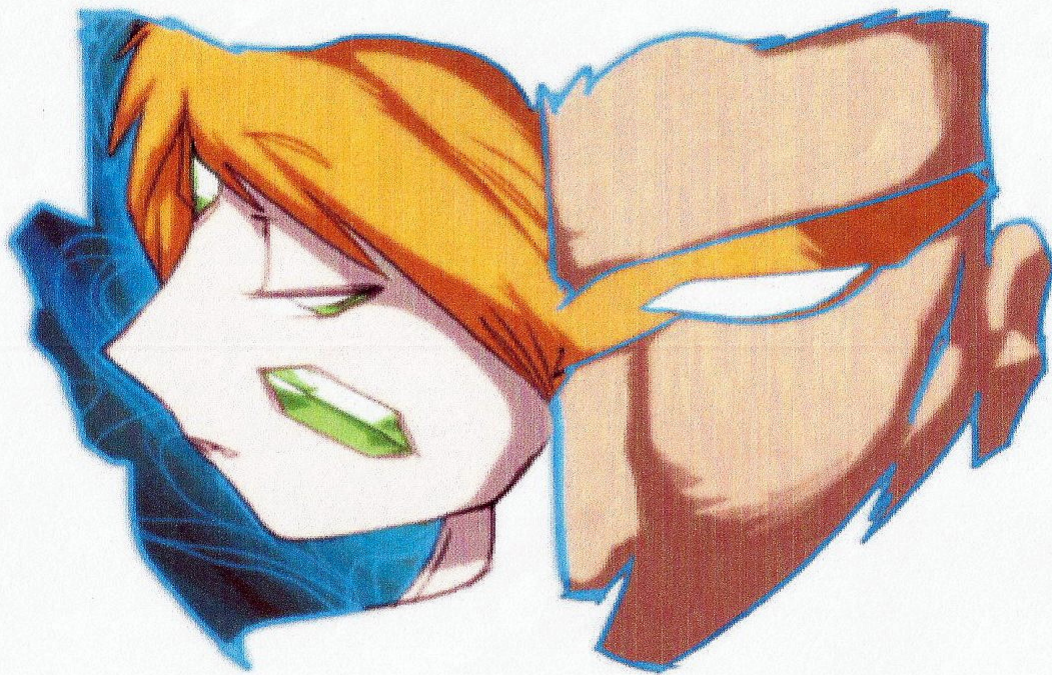
THIS IS THE POWER OF MY ART

IF YOU WISH TO LEARN

FOLLOW ME.







Mentu

Major Mentu Powers

Addictive aura— your presence is soothing.
Animal empathy—sense target needs, emotions, and instincts.
Attraction— you give the target a “fascination”.
Aura surgeon— remove harmful effects from the target’s aura.
Awe— psionic manipulation to stun on lookers.
Backlash— hostile thoughts/intent is punished.
Body thief— your astral body invades and dominates.
Call for aid— sends a telepathic plea to all people in the area.
Dark soul— fight to resist a fatalistic urge
Dominate— mind control via suppression
Friendship— psionic manipulation to persuade
Incarnation lore— probe past lives for knowledge.
Lend clarity— you can give another focus.
Link senses— See/hear/feel/through the target.
Mind crush— brutal psionic attack
Mob mind— inspire a group to action.
Para-hypnosis— telepathically hypnotize a target to give active, delayed, or triggered suggestions.
Psyche stab— your stare causes a bleeding wound.
Psychic Virus— telepathic power effects are spread by auras.
Psychic ward— psychic defense, a barrier.
Repugnance— telepathic manipulation to repel.
Telepathy— willing targets can communicate non-verbally.
True confusion— inability to recall next step and purpose.

Minor Mentu Powers

Amnesia— rob the target of a memory.
Autonomic assault— shut down unconscious function.
Babble— Target is unable to use language to communicate.
Beacon— you create monster bait, spirit ball.
Blame— cause attack to select a target you choose.
Bliss— psychic attack, overwhelm the target.
Block sense— temporarily block a sense.
Confidante— a private telepathic link.
Connection— you sense another’s well being.
Dim— you fade from other’s awareness.

Dream projection— you enable others to see your dreams.
Empathic projection— bombard the target with an emotion.
Epiphany— target only feels good when on a quest you gave them.
Fate link— bond 2 life forces together.
Fearlessness— target gains resistance to fear, reduces fear.
Figment warrior— you create an illusionary warrior ally.
Hallucinate— target sees threatening figments.
Harmful edicts— mass “lesser geas”.
Inner horror— victim’s worst fears.
Inflict pain— you force recall of an event.
Irksome ire— Cause the target to feel increasingly aggravated.
Lost in trance— psychic attack, victim enters a trance.
Lure— target follows you as a henchman.
Manifest aura— get everyone’s attention.
Mantra wall— psychic defense
Mind probe— telepathic interrogation of a creature.
Mind shadow— you place a mental tag on the target.
Mistaken identity— others mistake you for someone else
Pointlessness— you rob the target of motive.
Predispose— sneak attack diplomacy
Presence detection— you sense the target in an area.
Psychic blade— hand held psychic attack.
Radial plea— sense calls for aid.
Razor wit— psychic attack against the ego.
Recognition— others feel they recognize you
Reputation— people sense you have a specific rep.
Rumored passing— mysterious traveler
Send thoughts— you telepathically contact an unwilling target.
Sentinel— you charge an area to sustain a figment guardian.
Shutdown— target is knocked unconscious/sleep.
Sorrow— psychic attack, fill target with grief.
Terror— psychic attack, fears unleashed.
Thought lock— bring thinking to a screeching halt.
Wake the dead— Wake targets affected by specific conditions.
Weaken— target falsely believes they are weak.

Addictive aura

Actions: act

Charge your aura with the experiences of emotional peaks; happiness, contentment, belonging, and love. Your aura becomes a balm for the hurt. This is a trap for the weak willed. Affected targets become willing to do what you ask of them, just so they can bask in your presence...

All creatures in the area for the completion of the activity must roll a will saving throw. Those who critically fail the save (*and those who choose to fail) become thralls. You may have one thrall per point of key ability modifier. While each is able to act independently, thralls are flat-footed and reduced to two actions per round. Any thrall who leaves the area of your aura is free of your control.

Traits: occult, psion, mental

Activity: one hour.

Target: all creatures in the area

Duration: Concentration, one day.

Save: will

T: area: +5ft radius per 5 levels.

E: area: +5ft radius per 4 levels.

M: area: +5ft radius per 3 levels.

L: area: +5ft radius per 2 levels.

Animal empathy

Actions: 1

Using this power you can communicate empathically with an animal. You can sense the target's needs, health, emotions, instincts and intended basic actions. You communicate on the same level.

Traits: occult, psion, mental

Duration: concentration

Range: 90ft

T: Target: 2 animals, trade 2 word messages

E: Target: 4 animals, trade 4 word messages

M: Target: 8 animals, trade 8 word messages

L: Target: all animals in range, speak freely.

Attraction

Actions: 1

Using this power you give the target a "fascination" with an object or other target. The goal is to possess the fascination through any means that will not cause harm.

Traits: occult, psion, mental

Target: 1 creature

Range: 30ft +10ft per 3 levels

Save: will

Note: an obviously dangerous fascination will automatically fail. No you can't make someone want to swim in molten lava, drink a cup filled with what they know is poison, or fall on their sword.

T: Duration: 1 round per 3 level

E: Duration: 1 round per 2 level

M: Duration: 1 round per level

L: Duration: 1 minute per level

Aura surgeon

Actions: act

With this power you can work to remove harmful effects from the aura and astral forms, curing the target.

Traits: occult, psion, mental

Requires: Aura sight

Note: The target must be willing.

Note: this effect works as a counteract attempt against lasting harmful magical effects; charms, drain, enervation, geas, hexes, insanity, confusion, curses, morphs, polymorphs, etc.

The counteract check occurs only after the activity is completed.

The activation roll result opposes the spell roll.

T: Activity, 1 hour per spell level to be removed.

E: Activity, 10 minutes per spell level to be removed.

M: Activity, 1 minute per spell level to be removed.

L: Activity, 1 round per spell level to be removed.

Awe

Actions: 1

Your aura flares majestically and all targets in the area look upon you with awe, stunned by your magnificence.

Traits: occult, psion, mental

Duration: concentration

Area: +5ft burst per 3 levels

Save: will

T: Targets affected gain the fascinated condition.

E: The penalty on skill checks caused by fascination increases to -3

M: As expert, except the fascination penalty is increased to -4

L: All affected targets are Stunned

Backlash

Actions: 1

This power causes the target to experience terrible pain when engaging in actions that are hostile to the psion.

Traits: occult, psion, mental

Duration: 1 hour per level

Range: 30ft +10ft per 3 levels

Save: basic will

T: 1d12 nonlethal mental damage triggered by hostile actions.

Damage is rolled with any initiative check against the psion.

E: Increase the damage to 2d12 nonlethal

M: Increase to 3d12 nonlethal

L: Increase to 4d12 nonlethal mental.

Body thief

Actions: 1

Your body falls unconscious as you send your astral form into the target's body trying to wrest control over it for yourself. If successful the target's consciousness is suppressed until the target musters the will to force you out.

Traits: occult, psion, mental

Duration: concentration

Range: scrying

Save: will. A critical success ends and bolsters against this power.

Note: The target will gain an additional saving throw with a +4 bonus when you attempt any action which is a violation of alignment, faith, or causes harm.

While you are attempting to dominate the target in this way your own body is unconscious and cannot be roused.

T: The target is obviously controlled as it can take 1 action each round. You have only 1 action each round in the target body.

E: The target is suppressed by you, but you have only 2 actions per round. The target can try to use free actions to inform others of the manipulation.

M: The target is suppressed, you have 3 actions per round. A resisting target causes facial tics, and odd eye movement.

L: The target consciousness is seemingly forced to sleep while you have total control.

Call for aid

Actions: 1

You telepathically call for aid, providing a brief glimpse of the peril you are facing. Allies can sense the approximate distance and direction to your location in vague terms. The duration of this power is how long this guidance lasts.

Traits: occult, psion, mental

Range: scrying

Save: will

T: Duration: 1 round per 2 levels.

E: Duration: 1 round per level.

M: Duration: 1 minute per 2 levels.

L: Duration: 1 minute per level.



Dark Soul

Actions: act

This power implants a self-destructive suggestion in the target that grows deadlier and harder to resist over time.

Traits: occult, psion, mental

Activity: concentration, up to one day.

Save: will, success negates, critical success bolsters

T: The target rolls a will save once that day. On a critical failure the target is compelled to perform a self-destructive act.

E: The target rolls a will save once each hour. On a critical failure the target is compelled to perform a self-destructive act.

M: The target rolls a will save once each minute. On a critical failure the target is compelled to perform a self-destructive act.

L: The target rolls a will save once each round. On a failure the target is compelled to perform a self-destructive act.

Dominate

Actions: 1

Using this power you place the target into a trance. Each round You spend one action to give telepathic commands to the target. The target can perform only basic actions. It is obvious that the target is being controlled.

Traits: occult, psion, mental

Requires: telepathy

Range: 30ft

Save: will

T: Duration: 1 round per 5 levels

E: Duration: 1 round per 4 levels

M: Duration: 1 round per 3 levels

L: Duration: 1 round per 2 levels

Friendship

Actions: 1

This power briefly creates false impressions of friendship and trust in the target's memories.

Traits: occult, psion, mental

Target: 1 creature

Range: 30ft

Save: will, Hostile actions negates

T: +2 deception and diplomacy vs the target.

Duration: 1 round per 3 levels

E: +4 deception and diplomacy vs the target

Duration: 1 round per 2 levels

M: +6 deception and diplomacy vs the target

Duration: 1 round per level

L: +8 deception and diplomacy vs the target

Duration: 1 minute per level

Incarnation lore

Actions: act

You enter a trance to search the memories of your ancestors back through the ages. Allowing an ancient to live again through you to share with you knowledge, language, and lore.

Traits: occult, psion, mental

Activity: one minute.

Target: Self only,

Note: the knowledge persists only during the duration. You immediately forget any skill or language you became aware of while the power was active. If you were recording notes; you might not be able to make sense of what your ancestor wrote.

Occult skill check DC = to recall knowledge.

Note: Using this power more than once per day runs the risk of being possessed by an ancestor spirit. Subtract -4 from the activation check for each additional check per day, with a critical failure resulting in a ghost possession attempt.

T: Duration: 1 round per 4 levels

E: Duration: 1 round per 3 levels

M: Duration: 1 round per 2 levels

L: Duration: 1 round per level

Lend clarity

Actions: 1

This power enables you to transfer your focus points to another.

Traits: occult, psion, mental

Range: touch

Target: one willing creature.

Note: you must spend one point of focus to use this power.

T: you may transfer one point of focus to a willing creature.

E: you may transfer two points of focus to a willing creature.

M: you may transfer three points of focus to a willing creature.

L: the use of this power is effectively free, as the point of focus spent to activate this power is also the first

Link senses

Actions: Act

You create a bond between you and the target allowing you to perceive through the target's senses.

Traits: occult, psion, mental

Requires: telepathy

Activity: one round

Duration: 1 day

Range: scrying

Save: will

Note: the activation roll result is the degree of clarity for your perception. A success allows you to perceive as the target does. A critical success allows you to utilize your perception.

T: Vision duration: 1 round per 4 levels

E: Vision duration: 1 round per 3 levels

M: Vision duration: 1 round per 2 levels

L: Vision duration: 1 round per level

Mind crush

Actions: 1

This psychic attack is an attempt to transfer entire volumes of advanced knowledge to the target without enabling comprehension or memory. The unprepared mind is crushed.

Traits: occult, psion, mental

Target: one creature

Range: 30ft +10ft per 3 rounds

Note: select an intelligence skill, and the skill check is opposed by the target. If the target beats the DC you set the damage is negated.

T: 1d6 psychic damage per 5 levels

E: 1d6 psychic damage per 4 levels

M: 1d6 psychic damage per 3 levels

L: 1d6 psychic damage per 2 levels

Mob mind

Actions: act

You telepathically shut down individual reason, in favor of mindless group reaction. The group takes actions based on their degree of hostility towards a (noun) you designate.

Traits: occult, psion, mental

Requires: Telepathy, psychic virus, empathic projection. Deception and diplomacy at expert or higher. You must use deception or diplomacy to sway the group towards taking hostile action.

Affects: a number of creatures grouped together

Range: 15ft cone

Activity: one minute speaking in public.

Note: the affected creatures can be made to mindlessly justify hatred and unlawful violent actions against a;

Person (watch captain, merchant, judge),

place (the city they live in),

thing (monument of a hero),

idea (taxes, publicans) and, they will never know they were used...

Note: after the initial speech the mob acts on its own, though are unable to verbalize the reasoning for their actions.

T: Duration: 1 round per 5 levels **Sway:** +4 bonus on deception or diplomacy to change the mob opinion towards hostility.

E: Duration: 1 round per 4 levels **Sway:** +6 bonus on deception or diplomacy to change the mob opinion towards hostility.

M: Duration: 1 round per 3 levels, **Sway:** +8 on deception or diplomacy to change the mob opinion towards hostility.

L: Duration: 1 round per 2 levels **Sway:** +10 on deception and diplomacy to change the mob opinion to hostility.

Para-hypnosis

Actions: act

Use telepathy to hypnotize the target and give active, delayed, and triggered suggestions

Traits: occult, psion, mental

Activity: 1 minute

Range: scrying

Save: will

Types of suggestion

Active: you give the target an immediate command such as, "go to the cemetery".

Delayed: you give the target a command to fulfill at a later time, "at midnight, go to the cemetery".

Triggered: you give the target a condition that will activate a command, "when you see Fred at the cemetery, slap him."

T: Duration: 1 round per level

E: Duration: 1 minute per level

M: Duration: 1 hour per level

L: Duration: 1 day per level

Psychic virus

Actions: 1

You cause the effect of a telepathy power to become "Contagious" transmitted by auras.

Traits: occult, psion, mental

Requires: declare the use of this power and spend a focus point, follow with successful use of a non-damaging telepathy power.

Duration: one day

Note: you do not pick the secondary targets

Trigger: the target passes within 5ft of another creature. The telepathy power effect is also applied to the nearby creature.

T: affects a number of targets equal to your intelligence modifier.

E: The number affected is x2 your intelligence modifier.

M: The number affected is x3 your intelligence modifier.

L: The number affected is x4 your intelligence modifier.

Psyche stab

Actions: 1

A psychic attack that causes bleeding in the target. This works on creatures that do not have blood, as they "bleed" the magical essence that animates them.

Traits: occult, psion, mental,

Range: 120ft

Target: one creature

Duration: one round per level

Save: will

T: 1d6 persistent bleed

E: 1d8 persistent bleed

M: 1d10 persistent bleed

L: 1d12 persistent bleed

Psychic ward

Actions: 1

This psychic defense creates a fortress that only exists in the astral and dream. This construct overlaps the same space in the world. Any creatures inside of the "imaginary fortress" are protected, not just the psion.

Traits: occult, psion, mental

Note: the effect is purely psychic. The strength of the protection is your activation roll result is used in place of any will saves.

T: Emanation: 5ft, **Duration:** 1 round per 5 levels.

E: Emanation: 10ft, **Duration:** 1 round per 4 levels.

M: Emanation: 20ft, **Duration:** 1 round per 3 levels.

L: Emanation: 30ft, **Duration:** 1 round per 2 levels.

Repugnance

Actions: 1

You create an irrational disgust and revulsion of a specific target; creature or object.

Traits: occult, psion, mental

Target: 1 creature

Save: will

Note: the target gets a +4 circumstance bonus on the will save if the effect violates alignment, faith, or causes harm.

T: Duration: 1 round per 3 levels. **Sway:** 1 step towards hostile.

E: Duration: 1 minute per 3 levels. **Sway:** 2 steps toward hostile.

M: Duration: 1 hour per 3 levels. **Sway:** 3 steps toward hostile.

L: Duration: 1 day per 2 levels. **Sway:** shift opinion to violent.

Telepathy

Actions: 1

You connect to the target's mind, allowing you to read surface thoughts or to send thoughts to the target.

Traits: occult, psion, mental

Target: 1 creature

Range: 30ft +10ft per 3 levels

Save: will

T: Duration: 1 round per 4 levels

E: Duration: 1 round per 3 levels

M: Duration: 1 round per 2 levels

L: Duration: 1 round per level

True confusion

Actions: 1

This psychic attack causes the target difficulty in recalling the next step or purpose of the task. Time and effort spent planning are wasted.

Traits: occult, psion, mental

Duration: 1 round per 3 levels

Target: 1 creature

Range: 30ft +10ft per 3 levels

Save: will

T: This stage the target must beat an intelligence check with a -2 penalty or forget information key to the task.

E: The intelligence check has a -4 penalty. On a failed roll, the target forgets an ally for a minute.

M: The intelligence check has a -6 penalty. On a failed roll, the target forgets the purpose of the task and chooses to ignore it for an hour.

L: The target is stupefied and makes an intelligence check at -8 penalty once every 3 rounds or forget what they were doing.

Minor Mentu Powers

Amnesia

Actions: 1

You bar the target's access to their memories. The target is unable to recall the past hour while their memory is blocked.

Traits: occult, psion, mental

Target: 1 creature

Range: 5ft per 3 levels

Save: will

T: 1 round per 4 levels

E: 1 round per 3 levels

M: 1 round per 2 levels

L: 1 round per level



Autonomic assault

Actions: 1

Some of our actions require conscious decisions (voluntary), many others within our bodies are unconscious and we have almost no control over those functions (involuntary). With this psychic attack the unconscious surrenders control over involuntary functions.

Traits: occult, psion, mental

Target: 1 creature

Duration: concentration, 1 round per 5 levels.

Range: 30ft

Save: Fortitude

Note: you can cause only 1 of the following effects, and you must have the required development stage to access an affect.

T: Narcoleptic: the target must spend an action each round to stay awake or fall asleep.

E: Apnea: the target must spend an action each round to consciously breathe or begin suffocating.

M: Coward's mark: the target must spend an action each round to control the bowels or soil themselves.

L: Tachycardia: target heart rate requires conscious effort, or the target dies. The target has to spend an action inspiring the heart to keep beating

Babble

Actions: 1

The target of this psychic attack becomes temporarily aphasic; unable to understand language, writing, and unable to verbally express cogent thought.

Traits: occult, psion, mental

Target: 1 creature

Duration: 1 round per 3 levels

Range: 30ft

Save: will

T: The target cannot read nor write.

E: The target cannot speak.

M: As above and the target gains the stupefied 1 condition.

L: As above and the target gains the stupefied 2 condition.

Beacon

Actions: 1

You create a glowing sphere of psychic energy as bait that attracts monsters. You are alerted when the bait is taken, warned of any condition causing attacks the creature has, and catch a glimpse of the monster who took the bait.

Traits: occult, psion, positive

Range: 1 mile

Area: attraction radius +5ft per level

Note: this bait is particularly irresistible to magical monsters, undead, and beings from other planes.

T: Duration: 1 round per level

E: Duration: 1 minute per level

M: Duration: 1 hour per level

L: Duration: 1 day

Bliss

Actions: 1

This psychic attack uses pleasure to overwhelm the target.

Traits: occult, psion, mental

Target: 1 creature

Range: 30ft

Save: will, hostility ends the effect.

T: Duration: 1 round per 5 levels, Effect: stunned

E: Duration: 1 round per 4 levels, Effect: stunned 2 rounds

M: Duration: 1 round per 3 levels, Effect: stunned 3 rounds

L: Duration: 1 round per 2 levels, Effect: stunned 4 rounds

Block sense

Actions: 1

This psychic attack temporarily disables 1 of the target's senses.

Traits: occult, psion, mental

Target: 1 living creature

Range: 30ft +10ft per 3 levels

Save: will

Note: 1 sense is disabled per successful attack. This can disable special senses such as blind sight, echolocation, and tremor sense.

T: Duration: 1 round per 5 levels

E: Duration: 1 round per 4 levels

M: Duration: 1 round per 3 levels

L: Duration: 1 round per 2 levels

Confidante

Actions: 1

You create an exceptionally strong telepathic bond between you and the target. At higher development stages you communicate telepathically with such ease that you share skills and languages. This power does not extend to saving throws, armor and weapon proficiency, nor powers or spell casting.

Traits: occult, psion, mental

Duration: 1 day

Target: creature touched, must be willing

Range: scrying

T: You share dreams, sense each other's feelings, and complete each other's sentences. Odd, and fairly useless...

E: Both of you can advise each other regardless of distance, as if the other was present.

M: When either character rolls a skill check both roll and the higher result is used. Even if 1 is untrained in that specific skill.

L: Gestalt. Both minds are essentially one, the characters innately rely on the highest skill proficiency, share known languages, and feats (general, and skill).

Connection

Actions: 1

You create a dormant minimal telepathic link to the target. You can sense when the target encounters hostility or harm.

Traits: occult, psion, mental

Duration: 1 day

Target: 1 creature

Save: will

T: know when your ally is in danger. **Range:** 50ft per level

E: You know when your ally is in danger and receive a brief glimpse of the threat. You have a vague sense of distance and direction to your ally. **Range:** 100ft per level

M: You know when your ally is in danger, and you know what the threat is. Also, you can follow your ally steps as if successfully tracking them. **Range:** 500ft per level

L: You know when your ally is in danger, and you know what the threat is. You know the route to follow to reach your ally. You also know any wounds, conditions, and afflictions affecting your ally.

Range: 1 mile per level

Dim

Actions: 1

Withdraw into yourself, losing all intention, and become so innocuous that others literally do not see you. You have faded from the awareness of others. You gain the ability to "hide in plain sight" and a bonus to stealth. This effect ends when you take hostile action.

Traits: occult, psion, mental

Duration: 1 round per level

Target: Self only, hostile act ends this effect

T: You can hide when directly observed and gain a +4 status bonus to stealth.

E: The bonus increases to +6

M: The bonus increases to +8

L: The bonus increases to +10

Dream projection

Actions: 1

All willing targets in the area can perceive your dream scape as an animated image. This is an obvious illusion and cannot interfere with perception. *if psyscapes are in use, this can reveal the scene of the mental battleground as the battle transpires.

Traits: occult, psion, mental

Duration: 1 hour per development stage

Target must be willing

Viewing Area: 10x the radius of the development stage

T: This appears as a little diorama on a surface with a 5ft radius

E: This appears as a large diorama on a surface with a 10ft radius.

M: Image of a small theatre play on a surface with a 20ft radius.

L: Image of a gladiatorial arena, on a surface with a 30ft radius.

Empathic projection

Actions: 1

You cause the target to feel an emotion and control the intensity.

Traits: occult, psion, mental

Target: 1 creature

Duration: 1 minute

Range: 30ft

Save: Will, success negates, a critical success bolsters

This power can be used to counter other emotion based effects. The activation result opposes the spell roll.

Note: use the rules for the diplomacy skill under the heading, "make an impression". This is not a use of the diplomacy skill, this is an empathic projection of an emotion.

T: Shift emotional state 1 step in the direction you choose.

E: Shift the targets emotion 2 steps.

M: Shift the target's emotion 3 steps.

L: Shift the target's emotional state 4 steps.

Epiphany

Actions: 1

The target is rewarded with powerful positive feelings if actively pursuing a task you give them. This task must be specific, attainable by the individual, and have a definite end point limited by the development stage.

Traits: occult, psion, mental

Target: one creature touched

Save: will

T: duration: one hour per three levels

E: Duration: one hour per two levels

M: Duration: one hour per level

L: Duration: one day per level

Fate link

Actions: act

You create a telepathic bond connecting two targets through each aspect (body, mind, and spirit). Henceforth, what happens to one also happens to the other. They take the same damage regardless of source and distance apart. If one dies the other must make a fortitude save against massive injury or also die.

Traits: occult, psion, mental

Activity: ten minutes

Target: 2 creatures touched

Save: Will a successful save ruins the current attempt. The psion always knows when this power fails.

T: Range: 1 mile, Leaving the range ends the effect.

E: Range: 10 mile, Leaving the range ends the effect.

M: Range: 100 miles, Leaving the range ends the effect.

L: Range: scrying

Fearlessness

Actions: rea

You control your mind, and resist irrational reactions to fear.

Traits: occult, psion, mental

Trigger: you are targeted by any kind of fear effect.

Target: self only

Duration: one round

T: you gain a +2 status bonus on saves versus fear effects.

E: increase the bonus to +4, if successful you ignore flee effects.

M: increase the bonus to +6.

L: Increase the bonus to +8.

Figment warrior

Actions: 1

You create an image of a warrior in the astral and dream realm with a corresponding image taking form in your aura. This figment fights along side of you but technically doesn't exist.

Traits: occult, psion, mental, dismiss

Range: 5ft

Duration: one round per level

T: the figment deals 1d6 slashing damage and attacks three times.

E: the damage increases to 1d8.

M: the damage increases to 1d10.

L: the damage increases to 1d12.

Hallucinate

Actions: 1

Cause the target to see a dream scape illusion overlaid on reality.

The illusion should be as plausible as possible or be subject to disbelief. If successful the illusion takes on a life of its own in the target's mind.

Traits: occult, psion, mental

Duration: 1 round per 3 levels

Target: 1 creature

Range: 30ft +10ft per 3 levels

T: The illusion is of a tiny size and seems real even when interacting with it, but fails instantly when used for a specific purpose.

Examples; a jug will not hold water, a sword will not cut, illusionary food has no flavor and will not satisfy.

E: The illusion is the size of a small creature like a halfling or gnome. Like a chair, or camp fire.

M: The illusion is the size of a medium creature like a bookshelf or dining table.

L: The illusion can be the size of a large creature. Examples; a war-horse in barding, barrels of ale, a pile of treasure, a person sleeping on a bed, a throne, etc.

Harmful edicts

Actions: 1

You give creatures in the area an order and empower their conscience to punish the target if the order isn't followed. The commands should be simple, clear, and cannot conflict.

Traits: occult, psion, mental

Target: creatures in the range

Duration: 1 day

Range: 15ft cone +5ft length per 3 levels

Save: Will

T: single sentence command. Punishment: 1d6 mental damage

E: 2 single sentence commands. Punishment: 2d6 mental damage

M: 3 single sentence commands. Punishment: 3d6 mental damage

L: 4 single sentence commands. Punishment: 4d6 mental damage

Inner horror

Actions: 1

This psychic attack causes the target to enter a dreamscape and face a terror from their nightmares. The target gets one will save each round, with the intelligence and charisma ability modifiers also applied.

Traits: occult, psion, mental

Target: 1 creature

Range: 30ft

Save: Will,

Note: all the mental ability modifiers (intelligence, wisdom, and charisma) are applied to the will save. If the total is a negative number, increase the duration by that number and change the interval between saving throws to once per minute.

T: Duration: 1 round per 5 levels. Frightened 1

E: Duration: 1 round per 4 levels. Frightened 2

M: Duration: 1 round per 3 levels. Frightened 3

L: Duration: 1 round per 3 levels. Frightened 4



Inflict pain

Actions: 1

This psychic attack affects the target's body with false signals of pain from the psion's memory.

Traits: occult, psion, mental

Duration: 1 round per 3 levels

Target: 1 creature

Range: 30ft +10ft per 3 levels

Save: Fortitude

Note: Persistent! The damage repeats each round until the duration ends or the saving throw is successful.

T: 2d4 nonlethal mental damage as you share the experience of stubbing your toe against a bed post, hitting your own hand with a hammer, a really nasty papercut or other minor injury.

E: 2d6 nonlethal mental damage as if falling down stairs, a very nasty sunburn, having an axe bounce back into your shin, thrown from a horse, or other serious injury.

M: 2d8 nonlethal mental damage as if having a full thickness/third degree burn, having broken bones with edemas, kicked by a beast of burden, or other life threatening injury.

L: 2d10 mental damage. An injury severe enough to kill, Such as; a Giant stomp, lightning strike, or dragon breath.

Irksome ire

Actions: 1

This psychic attack causes the target irritation gradually increasing in intensity and seeking a target to blame. Rule-wise: each round the psion rolls a diplomacy check to "make an impression" via telepathy and targeting the unconscious. The effort is to drive the target to hostile actions.

Traits: occult, psion, mental, dismiss, sustain

Range: 120ft +30ft per 3 levels

Target: one creature

Duration: concentration, one minute

Save: will

T: +4 circumstance bonus to diplomacy

E: increase to +6

M: increase to +8

L: increase to +10

Lost in trance

Actions: 1

This psychic attack triggers the experience of "seeing your life flash before your eyes" and invites the target to truthfully contemplate their deeds and the purpose of their life... in a meditative trance.

Traits: occult, psion, mental

Target: 1 creature

Range: 30ft +10ft per 3 levels

Save: will, hostile action ends the effect

Fail: the target sits down to think. (treat as prone)

Critical failure: the target meditates (treat as unconscious)

T: Duration: 1 round per level

E: Duration: 1 minute per level

M: Duration: 1 hour per level

L: Duration: 1 day

Lure

Actions: 1

The target is compelled to follow you. The target behaves like a henchman with the sole responsibility of following you. The target will take the basic action to follow, and any free actions desired. The effect ends if you attempt to move in a way that the target cannot, such as flying, swimming or causes the target harm.

Traits: occult, psion, mental

Target: one creature

Range: 30ft,

Save: will, hostility ends this effect.

T: duration: one round per level.

E: duration: one minute per level.

M: duration: one hour per level.

L: duration: one day.

Mantra wall

Actions: 1

This psychic defense fills the surface thoughts with a repeating resonant chant. Emotion and mind effects can be blocked and countered for the psion using this power.

Traits: occult, psion, mental

Self only

Note: this does counteract spells and song. Use the activation roll result for the attempt.

T: Duration: 1 round per 4 levels

E: Duration: 1 round per 3 levels

M: Duration: 1 round per 2 levels

L: Duration: 1 round per level

Manifest aura

Actions: 1

You intentionally get attention with aura flare.

Traits: occult, psion, mental, force

Target: all creatures in the burst

Save: will

T: burst +5ft per three levels

E: burst +10ft per three levels

M: burst +15ft per three levels

L: burst +20ft per three levels

Mind probe

Actions: 1

Telepathic interrogation of a target creature. You telepathically ask a clear specific question and you seek out the answer before the creature can think of a lie. You may ask 1 question per round.

Traits: occult, psion, mental

Requires: intimidation at trained

Target: 1 creature touched

Duration: 1 round per 3 levels

Save: will

Note: the activation roll result is opposed by the target's deception skill check result. With a success the target gives answers to the best of their ability. A critical success you learn the exact answer to each of your questions (no deceptions or omissions allowed).

T: +4 status bonus to interrogate

E: increase to +6 to interrogate

M: increase to +8 to interrogate

L: increase to +10 to interrogate

Mind shadow

Actions: 1

Use this power to place a mental tag on the target. This allows you to follow the target's movement and estimate the target's location for the duration.

Traits: occult, psion, mental

Range: scrying

Target: 1 creature touched

Save: will

T: Duration: 1 minute per 3 levels

E: Duration: 1 minute per level

M: Duration: 1 hour per level

L: Duration: 1 day per level

Mistaken identity

Actions: rea

Others observing you presume you to be someone else that they know and belongs at the location, unless you perform an action that causes this illusion to be disbelieved. Any direct confrontation also ends this power.

Traits: occult, psion, mental

Trigger: you are observed by a creature within range during the use of this power.

Duration: 1 minute per level

Range: 120ft

Self only

Save: will

Note: this power doesn't work with other disguise efforts and does not change your size.

T: Sway: +5 disguise

E: Sway: +10 disguise

M: Sway: +15 disguise

L: Sway: +20 disguise

Pointlessness

Actions: 1

You depress the target's emotions and ability to care.

Traits: occult, psion, mental

Range: 90ft

Target: one creature

Duration: concentration

Save: will

T: target must beat a DC 14 wisdom check or cease an action.

E: the target must beat a DC 16 wisdom check to be hostile to you.

M: the target must beat a DC 18 wisdom check to be hostile.

L: target must beat a DC 20 wisdom check to commit to any action.

Predispose

Actions: 1

With this power you telepathically engage in diplomacy with the target's unconscious mind from a distance. The attempt is instant and the target doesn't know of the attempt.

Traits: occult, psion, mental

Target: one creature

Range: 30ft

Duration: instant

Save: will

T: Sway: +2 diplomacy circumstance bonus during the power use

E: Sway: increase bonus to +4 diplomacy during the power use

M: Sway: increase bonus to +6 diplomacy during the power use

L: Sway: increase bonus to +8 diplomacy during the power use

Presence detection

Actions: rea

With this power you will always sense when a creature you have had significant contact with is near.

Traits: occult, psion, mental

Trigger: A creature you have had contact with enters the range. This only alerts you. If you choose to learn more this power will cost 1 focus point and grant you the perception check to sense the presence and intelligence check to identify who it is.

Self only,

Note: if there is a familial or romantic bond with the target the psion has a +4 on the intelligence check to identify the presence.

Note: This is a vague psychic sense based on telepathy and not sight or hearing. The perception check ignores all barriers, obstruction, terrain, lighting, cover, concealment, etc.

T: Sense the presence: +2 perception check Range: 30ft
Identify the presence: +1 intelligence check

E: Sense the presence: +4 perception check Range: 60ft
Identify the presence: +2 intelligence check

M: Sense the presence: +6 perception check Range: 90ft
Identify the presence: +3 intelligence check

L: Sense the presence: +8 perception check Range: 120ft
Identify the presence: +4 intelligence check

Psychic blade

Actions: 1

This psychic attack is an intangible blade of psychic energy with a length in inches equal to your charisma ability score. This weapon exists in the astral and dream with a corresponding glowing outline in the world. This weapon cannot parry, sunder, disarm, be disarmed, be thrown, or given to another.

This weapon deals damage to anything that has an aura (living, magical). As such, this weapon rolls to hit the unarmored defense regardless of armor worn. Unlike other psychic attacks, the damage a psychic blade inflicts occurs exactly where the blade strikes—not in the mind of the target.

Traits: occult, psion, mental, acid,

Duration: 1 round per level.

Self only

T: The blade deals 1d6+charisma ability modifier as acid damage. The blade is a versatile, finesse, +1 magic weapon.

E: Increase to 1d8 and a +2 magic weapon.

M: Increase to 1d10 and a +3 magic weapon.

L: Increase to 1d12.

Radial plea

Actions: rea

You can sense a genuine call for rescue; the target is going to face hostile actions, harm resulting hit point loss, or a potential for death. You will not be alerted to trivial concerns.

Traits: occult, psion, mental

Trigger: the target is about to face danger.

Target: 1 creature you know very well.

Range: Scrying

Note: initially you are only alerted to this power being triggered. If you choose to learn more this power costs 1 focus point. You learn the information given by each development stage you possess.

T: You learn where the danger is happening and have a vague sense of distance and direction to the location.

E: You vaguely sense the nature of the threat.

M: You learn who is calling for aid.

L: You receive a vision of the event about to take place.

Razor wit

Actions: 1

This telepathic psychic attack is an unrelenting stream of cruel mockery designed to provoke frustration, tears, and choking.

Traits: occult, psion, mental

Target: 1 creature

Range: 30ft +10ft per 3 levels

Save: will

T: 1d6 nonlethal damage and -10ft speed

E: As above, add the slowed 1 condition

M: As above, add the sluggish 2 condition

L: As above, add 2d6 lethal damage

Recognition

Actions: 1

Creatures affected by this power feel as if they know you from previous encounters.

Traits: occult, psion, mental

Range: 90ft

Target: 1 creature

Duration: 1 day

Save: will

T: The target believes that you have met before, but doesn't know your name, when you met, where you met, how you met, or why you met. If pressed for this information the target gains a saving throw.

E: The target believes that you have met before, and they know your name.

M: The target has a few impressions of when, and where, the 2 of you met.

L: The target knows you, and has memories of your previous meeting. The target feels as if they can trust you.



Reputation

Actions: 1

Creatures affected by this power believe you have a specific reputation and may tell others.

Traits: occult, psion, mental

Area: 5ft radius burst per 3 levels.

Duration: 1 day

Save: will

T: Select 1 of the seven virtues, seven sins, a crime or the opposite of a crime. Creatures affected believe this to be your reputation.

E: Your reputation gives you a +2 circumstance bonus on related charisma skill checks when interacting with affected creatures.

M: As above, except your reputation gives you a +4 bonus on related charisma skill checks.

L: As above, except your reputation gives you a +4 bonus on related charisma skill checks.

Rumored passing

Actions: 1

The use of this power sets a psychic virus in motion. Creatures affected by this power spread rumors about you changing a few details with each telling. Creatures they tell the rumors are also affected, and they too feel compelled to spread the rumors. This causes great difficulty when others try to gather information about you, your activities, and your travels.

Traits: occult, psion, mental

Target: creatures in the burst

Area: 20ft emanation, +10ft per two levels

Duration: one hour per three levels

Save: will

T: -5 on others gather information check

E: -10 on others gather information check

M: -15 on others gather information check

L: -20 on others gather information check

Send thoughts

Actions: 1

You force your thoughts into the surface thoughts of the target.

Traits: occult, psion, mental

Target: 1 creature

Duration: 1 round per 3 levels

Range: +50ft per 2 levels

Save: will

T: Send 8 words into the mind of the target.

E: Send 16 words into the mind of the target.

M: Send 32 words into the mind of the target.

L: Send 40 words into the mind of the target.

Sentinel

Actions: 1

You place psychic residue to sustain a figment warrior.

Traits: occult, psion, mental

Requires: figment warrior

range: 30ft +10ft per three levels

Save: will

T: Duration: one minute per three levels

E: Duration: one minute per two levels

M: Duration: one minute per level

L: Duration: one hour per level

Shutdown

Actions: 1

This psychic attack attempts to overwhelm the target's nerves.

Traits: occult, psion, mental

Target: 1 creature

Duration: instant

Range: 30ft +10ft per 3 levels

Save: fortitude

T: 1d6 nonlethal mental damage per 5 levels

E: 1d8 nonlethal mental damage per 4 levels

M: 1d10 nonlethal mental damage per 3 levels

L: 1d12 nonlethal mental damage per 2 levels

Sorrow

Actions: 1

This psychic attack attempts to destabilize the target's emotions sending them into a spiral of despair, grief, and hopelessness.

Traits: occult, psion, mental

Target: 1 creature

Range: 30ft +10ft per 3 levels

Save: will

T: The target is sluggish 1 **Duration:** 1 round per 4 levels

E: The target is sluggish 2 **Duration:** 1 round per 3 levels

M: The target is sluggish 3 **Duration:** 1 round per 2 levels

L: The target is sluggish 4 **Duration:** 1 round per level

Terror

Actions: 1

This psychic attack fills the target with irrational fear.

Traits: occult, psion, mental

Target: 1 creature

Duration: 1 round per 3 levels.

Save: will

T: The target is frightened 1 for the duration.

E: The target is frightened 2

M: The target is frightened 3

L: The target is frightened 4 and fleeing.

Thought lock

Actions: 1

This psychic attack bars the target from their own knowledge.

When asked a question they should know the answer to; they find themselves stumbling, turning red faced, and unable to answer.

Traits: occult, psion, mental

Target: 1 creature

Range: 30ft +10ft per 3 levels

Save: will

T: Affected targets have a -4 on skill checks to recall knowledge.

Duration: 1 round per level

E: As trained, but the penalty is -6. **Duration:** 1 minute per level

M: As trained, but the penalty is -8. **Duration:** 1 hour per level

L: As trained, but the penalty is -10. **Duration:** 1 day

Wake the dead

Actions: 1

You send out an extremely loud psychic shout that can wake creatures from conditions that bar wakeful awareness and activity.

Traits: occult, psion, mental

Target: Creatures in the burst.

This power can counter effects that cause the following conditions; asleep, fascinated, paralyzed, stunned, stupefied, and unconscious.

T: Burst: 10ft burst

E: Burst: 20ft burst

M: Burst: 30ft burst

L: Burst: 60ft burst

liet sat in the corner of the tavern. Tessa the tavern maid delivered his mug and asked him, "why do you always sit in the corner watching everyone else?"

liet answered, "yes, i do so because i feel different from them all somehow. as if i am an observer in this strange land rather than a part of it."

TESSA TILTED HER HEAD AND GAVE A CONFUSED LOOK. liet LIKED TESSA AND WANTED HER TO UNDERSTAND. he held out his hand to her and said,

"HERE, LET ME SHOW YOU."

TESSA TOOK HIS HAND. SHE BEGAN TO FEEL SOMETHING, AN ENERGY FLOWING IN liet. SHE WAS SHOCKED AND PULLED HER HAND AWAY. THE HALF-ORC SQUIRE OF THE BLACK HEARTED KNIGHT GRABBED TESSA BY THE SHOULDER.

THE BLACKHEARTED SQUIRE SHOUTED, "WHY DO YOU SPEND SO MUCH TIME WITH THIS BOY? I AM MORE OF A MAN THAN HE WILL EVER BE!"

liet ROSE FROM HIS SEAT AND THE SQUIRE BACKHANNED liet WITH HIS WOODEN TANKARD. THE BLOW SENT liet SPRAWLING TO THE FLOOR. THE TAVERN

FILLED WITH LAUGHTER. THE SQUIRE WAS DRAGGING TESSA TO THE STABLES AS HE SHOUTED, "TIME FOR THIS MAID TO BECOME A PROPER TAVERN WENCH!"

liet STOOD UP, BLOOD SPILLING FROM HIS NOSE AND LIP. THE TAVERN PATRONS ROARED WITH LAUGHTER AT liet. SOME SHOUTED ENCOURAGEMENT TO THE SQUIRE. OTHERS BEGAN ARGUING OVER WHO WOULD BE NEXT. liet SILENCED THEM ALL WHEN HE QUIETLY GROWLED AT THE SQUIRE.

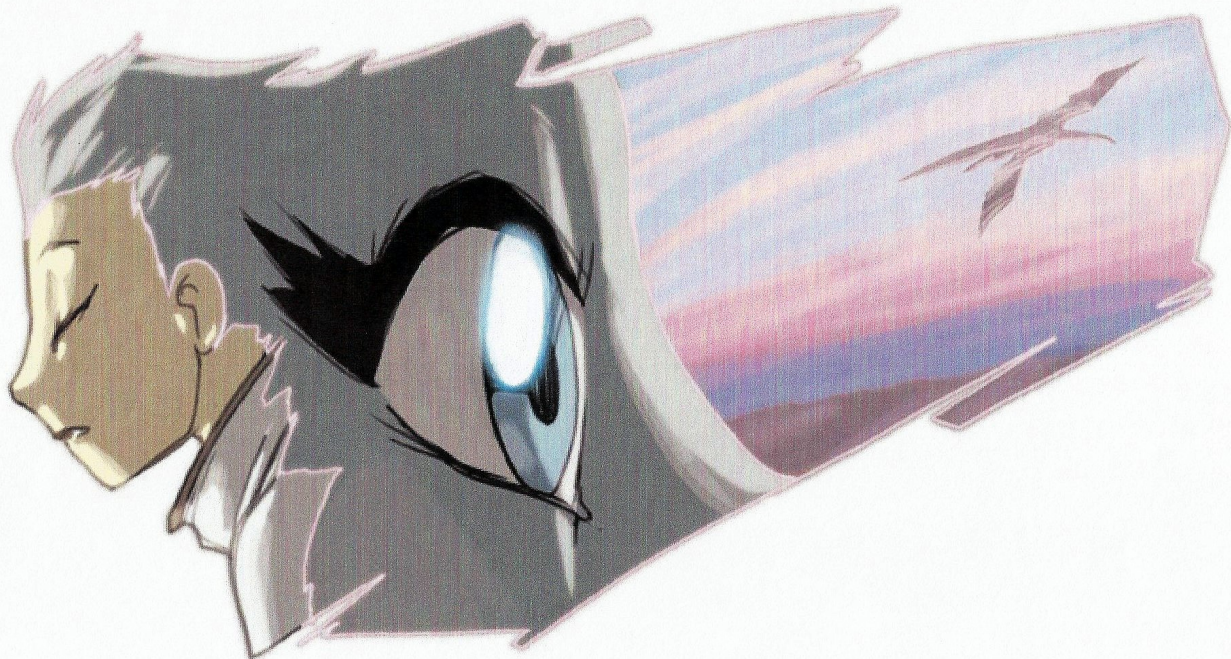
"LET HER GO!"

THE SQUIRE RELEASED TESSA, DREW A DAGGER FROM HIS BELT AS HE CHARGED AT liet. liet PLACED THE FINGERS OF ONE HAND TO HIS TEMPLE AND POINTED THE OTHER HAND FINGERS SPAYED TOWARDS THE SQUIRE. THE SQUIRE CLUTCHED HIS CHEST AND FELL DEAD.

THE TAVERN WAS SILENT FOR A MOMENT. TESSA LOOKED WILD EYED IN TERROR AT liet AND RAN OUT THE STABLE DOOR. WATCHMEN ROSE FROM THEIR SEATS AND DREW SWORDS. liet LEAPT OUT A WINDOW AND RAN TO THE DOCKS, HE WOULD NEVER SEE TESSA AGAIN.







Seer

Major Seer Powers

Astral shockwave- a radial psionic attack.
Astral travel- psychically leaving your body
Aura sight- See the subtle body.
Auric wounding- improved critical chances.
Awareness- psychic radar, spatial sense of area.
Clairvoyance- see as if at a remote location
Clothos- amplifying the likelihood of death.
Detection- you can dowse for a substance.
Discovery- appraise an object on its history.
Dream catcher- paralyze supernatural auras (undead, etc.)
Entropic sheath- probability shield
Entropic wave- create chaos in a cone.
Happenstance- you get a second chance, fortune.
Heuristic mind- hyper prediction/analysis. Gain reactions.
Hyper-cognitive- total recall, speed reading, and calculation.
Karmic wake- you end a fortune effect.
Mask aura- conceal auric identity
Miasma- aura leaves widening signature, protection from scrying
Monstrous detection- sense a preferred enemy.
Precognition- glimpse the future
Psychometry- object reading.
Psychic reading- read a target.
Reciprocation- talion law, eye for an eye.
Retrospection- peer into the past
Schrodinger's champion- damage depends on observer.
Third eye- you see with your third eye.
Wrack- cause unseen beings pain.

Minor Seer powers

Akashic Lore- probe the akashic library for lore.
Anatomic precision- gain precision damage without stealth
Assess object- sense weight, size, shape, texture, color, temp, material, density,
Aura slash- you defeat an enemy aura effect.
Battle haste- improved initiative due to precognition.
Bone reading- learn about a deceased person.

Catalogue- instantly sort, organize, prioritize all you see .
Chaos lance- your glance can cause accidents.
Cipher languages- learn other languages via psychic means.
Combat lore- analyze psychic information for battle
Danger sense- detect traps, hazards, and attacking monsters.
Dark sight- perceive as dark vision, but not.
Dissonance- psychic attack via psychic conflict
Disease sense- sense and identify harmful organisms.
Empty mind- psychic defense.
Entropic smite- psionic attack against discipline
Environment sense- sense any significant change to object 5w.
Feel light- read and sense with touch.
Find trail- sense the passage of specific target.
Hand of fate- alter target "luck" misfortune.
Haunt- anchor an angry spirit to the target's aura.
Haunt disarm- you "listen" to a haunt without harm.
Know way- distance, direction, and landmarks.
Legalism- append magical pacts to suit you.
Logic bomb- break the mind with "logic"
Oblivion path- psychic attack, target glimpse their death/afterlife
Poison sense- detect and identify harmful substances.
Predestination- predict the future for another.
Radial guidance- mark a spot and know how to return to it.
See sound- perceive sound, vibration, pressure.
Sense evil- sense supernatural evil auras etc.
Sense observation- know 4w's of being watched.
Supernatural sense- sense magic, curses, negative energy, etc.
Ward watch- guard an area mentally and sense intrusion.
Weapon skill- you read the object to gain proficiency.
Void orb- psychic attack reveals the far realm



Astral shockwave

Actions: act

You release your expanded consciousness exploding outward into the astral tossing lesser minds aside, like toy boats in a tsunami.

Traits: occult, psion, mental, strain

Requires: must know 7 major seer powers

Target: all creatures in the area

Area: +10ft burst per 3 levels

Save: will

Activity: one round.

Strain: your level as hours subtract from 24 hours.

T: 2d12 mental damage per 5 levels

E: Per 4 levels (max: 10d12 at 20th level)

M: Per 3 levels (max: 12d12 at 20th level)

L: Per 2 levels (max: 20d12 at 20th level)

Astral travel

Actions: act

Your consciousness and spirit unify to travel out from the body.

The body is sustained by a connection known as the "silver chord".

While out of the body one can travel to the astral, dream, and other spiritual planes. You can go anywhere, anytime, and observe.

While astral travel can be wondrous the psion is dangerously exposed and risks death by attracting the attention of other beings.

The body aspect cannot survive long even with the silver chord, if the silver chord is cut the body can survive only 1 round per point of constitution ability modifier. While away, your body is completely helpless and unconscious. No other powers can be used. If your body has been moved from its spot, you return to where it was when the power was activated and must search for it from there. If you do not return to your body in time... you die.

Traits: occult, psion, mental,

Activity: 1 hour preparation

Self only

Travel: once this power is active you can travel to any destination you state in each round, the exception being that you must first travel to the astral, before traveling to the first layer of an outer plane. From there you can only travel 1 layer per round.

***Duration:** how many rounds your body can endure astral travel and thus a maximum time limit on your travel.

***Recall:** after returning to your body the memory of what you witnessed rapidly fades. The Recall entry is both how long you can hold on to the memories and the intelligence check DC to recall content during that time.

T: Duration: 1 round per 3 levels **Recall:** 3 rounds, DC 20

E: Duration: 1 round per 2 levels **Recall:** 6 rounds, DC 18

M: Duration: 1 round per level **Recall:** 10 rounds, DC 16

L: Duration: 1 minute per 3 levels **Recall:** 2 minutes, DC 14

Aura sight

Actions: 1

Perceive the subtle body of spiritual energy that surrounds things and the information you may learn doing so. This is an overlay on your sight and works even if you cannot see.

Traits: occult, psion, mental

Duration: 1 round per level.

Range: 30ft cone

Self only

T: Magical aura: you can perceive magical items, spell casting, and active magical effects. As an activity you may roll your occult skill to identify the magic auras you can see.

E: Health Aura: you can see health auras, which reveals the living and undead in your sight. As an activity you can identify health effects (life forms, parasites, diseases, poisons) with a medicine skill check.

M: Psychic aura: you can see the psychic aura. As an activity you may identify alignments, curses, and polymorph effects.

L: Spiritual aura: You can see the all the spiritual auras in range. This allows you to see and identify; the invisible, the ethereal, and the intangible... even if these auras are hidden within solid objects or other creatures.

Auric wounding

Actions: 1

The aura shines outward from living or magical bodies. Defenses do little to block the aura. Using this power, you perceive bright spots at weak points in the target's defenses.

Traits: occult, psion, mental, strain

Requires: aura sight

Duration: one action

Self only

Strain: one use per round.

T: After the strike roll is resolved, add +2 to the total to determine if the result was a critical success.

E: Increase to +4

M: Increase to +6

L: Increase to +8

Awareness

Actions: 1

You have a psychic sense that makes you aware of the space around you. This penetrates to the full extent of the radius. Thus concealment, hiding, invisibility, and more fail when this power is used.

Further, you can sense hidden voids such as; traps, vaults, secret passages, etc. but this power does not view the contents as eyesight would. Only sensing the shapes.

Traits: occult, psion, mental

Self only

T: Duration: round per level **emanation:** 10ft vague

E: Duration: minute per level **emanation:** 15ft imprecise

M: Duration: hour per level **emanation:** 20ft precise

L: Duration: hour per level **emanation:** 30ft precise

Clairvoyance

Actions: act

You view a remote location as if standing there. You aren't able to move your perspective without additional activations of this power.

You are able to describe what you are seeing. At higher development stages you add additional senses to your clairvoyance. If the target area is dark, you clairvoyantly perceive with darkvision.

Traits: occult, psion, mental

Activity: one minute

Self Only

Range: scrying

T: Duration: 1 round per 5 levels

E: Duration: 1 round per 4 levels, add 1 sense

M: Duration: 1 round per 3 levels, add 2 senses

L: Duration: 1 round per 2 levels. Utilize all of your senses while remote viewing.

Clothos

Actions: 1

Utilizing a variant of the butterfly effect you change the possible future through precognitive observation; you try to change future probability in such a way as to cause the target to die from accidental or natural causes.

Traits: occult, psion, mental

Requires: precognition and psychic reading

Target: 1 creature

Duration: 1 round per level.

Range: 30ft

Save: will, success reduces doomed by one, critical by two.

T: Target is doomed 1

E: Increase to doomed 2

M: Increase to doomed 3

L: Increase to doomed 4

Detection

Actions: act

With this power you can clairvoyantly search for a specific item or substance within range.

Traits: occult, psion, mental

Target: 1 specific object or substance

Activity: 1 round per level

Self Only

T: Range: 60ft

E: Range: 120ft

M: Range: 300ft

L: Range: 1000ft

Discovery

Actions: act

You use information gathered through psionic means to appraise an object.

Traits: occult, psion, mental

Requires: psychometry

Target: 1 object touched

Activity: study the object for 1 minute

T: +4 craft skill check to determine value and you can make this craft skill check untrained. You learn the recent history and use of the object.

E: +6 craft skill check to determine value. You learn of the previous owner and the specifics to operate the object.

M: +8 craft skill check to determine value. You learn of significant owners it the past, and significant history of the object.

L: +10 craft skill check to determine value. You learn of the artisan who created the object, the materials and art style they used to make the object.

Dream catcher

Actions: 1

This power creates an area that impedes the movement of creatures with magical auras: undead, extra-planar, summoned, constructs.

Traits: occult, psion, mental, positive

Target: creatures with a magical aura

Range: 30ft +10ft per 3 levels

Area: +5ft radius per 3 levels

Duration: 1 round per 2 levels

T: -5 speed

E: -10 speed, slowed 1

M: -20 speed, slowed 1

L: -30 speed, slowed 2

Entropic shield

Actions: 1

This power creates a shield of probability about you, essentially protecting you with chaos. Attacks must beat the listed flat check.

Traits: occult, psion, mental, chaos

Duration: 1 round per 3 levels

Self only

T: Flat check DC: 4

E: Flat check DC: 6

M: Flat check DC: 8

L: Flat check DC: 10

Entropic wave

Actions: 1

This affects non-living targets; mindless undead, constructs, objects, and terrain. You release an expanding wave of distorted probability. This fills objects and terrain with an entropic potential. With the slightest touch random breaks and accidents happen.

Traits: occult, psion, mental

Duration: instant (though nothing appears to happen, until chaos ensues...)

Area: 15ft cone

T: All objects in the cone take 4d6 entropic potential damage that ignores hardness, for each action spent. Objects that reach the broken threshold can potentially fall over, crack, fray, walls and floors can crumble (may catch fire), or otherwise break at random on their own. The chaos is predominantly actualized by contact.

E: 4d8 per each action.

M: 4d10 per each action.

L: 4d12 per each action.

Happenstance

Actions: 1

Using this power before a skill check, you perceive the attempt as it would happen from outside yourself. This vision provides insight on what you should do to succeed when you try. This power allows you to effectively attempt twice with insight...

You roll the skill check twice and select the best roll. This is a fortune effect.

Traits: occult, psion, mental

Duration: one round per level

Strain: use once per round.

Self only

T: +1 circumstance bonus on the highest roll.

E: +2 circumstance bonus on the highest roll.

M: +3 circumstance bonus on the highest roll.

L: +4 circumstance bonus on the highest roll.

Heuristic mind

Actions: 1

Your mind enters a hyper-cognitive state to analyze everything about the current situation and calculates predictions for the next few seconds.

Traits: occult, psion, mental

Requires: you must provide the list of stated triggers, and the stated basic action(s) to take as a reaction.

Duration: 1 round per 3 levels.

Self only

Note: on a critical success you have a number of reaction choices each round equal to the number of stated triggers.

T: You gain 1 reaction, to a stated trigger.

E: You gain 1 reaction, to 2 stated triggers

M: You gain 1 reaction, to 3 stated triggers.

L: You gain 1 reaction, to 4 stated triggers.

Hyper-cognition

Actions: 1

Your mind operates with perfect precision, granting you many savant capabilities; speed reading, total recall, mathematical genius, and more.

Traits: occult, psion, mental

Duration: concentration

Self only

T: You gain a +4 bonus on any mental ability check or skill check using a mental ability modifier (intelligence, wisdom, charisma).

E: The bonus is +6

M: The bonus is +8

L: The bonus is +10



Karmic wake

Actions: 1

You can counter fortune and misfortune effects regardless of source with this power.

Traits:

Duration: instant

Target: 1 creature

Range: 30ft

Save: will

T: Counter 1 instance of fortune or misfortune

E: Counter 2 instances of fortune or misfortune

M: Counter 3 instances of fortune or misfortune

L: Counter 4 instances of fortune or misfortune

Mask aura

Actions: 1

You can alter auras so as to prevent accurate divination or magical effects with a range of scrying. The activation roll result opposes the spell roll. If the caster fails to beat the activation roll, false information is revealed.

Traits: occult, psion, mental

Target: object or creature touched

T: Duration: 1 round per level

E: Duration: 1 minute per level

M: Duration: 1 hour per level

L: Duration: 1 day per level

Miasma

Actions: 1

Your aura leaves impressions over a wide area, even clinging to other auras and spreading outward from there. This confuses divinations of anything affected.

Traits: occult, psion, mental

Duration: 1 day

Self only

Note: divination spell rolls must beat the activation roll result. The DC gains a +1 bonus for each additional.

T: Emanation: 10ft

E: Emanation: 20ft

M: Emanation: 30ft

L: Emanation: 60ft

Monstrous detection

Actions: 1

Using this power you select a preferred enemy and psychically search for the nearest creature of that type. You can also search for a specific creature you have had contact with. This power grants sense of the distance and direction to the target.

Traits: occult, psion, mental

Target: the closest creature that fits the category or the specific creature.

T: You gain a brief glimpse of the creature's current activity.

Duration: concentration **Range:** 300ft

E: The glimpse is of the creature as it stands and reveals equipment, armor, weapons carried and any heraldry or prominent symbols. This is only a glimpse, so the information gained is based solely on what is visible. This does not allow you to identify any magic items in the creature's possession.

Duration: concentration **Range:** 700ft

M: You gain an approximate sense of how many of that creature type are in the area and where they are located.

Duration: concentration **Range:** 1 mile

L: You learn some empathic information from the target(s); how they are feeling, and what is their intention.

Duration: concentration **Range:** scrying

Precognition

Actions: 1

You glimpse a probable significant future event based on a declared course of action. This is akin to trying to recall a dream. More of an intuitive experience than factual. Thus a passage of text or a group of numbers will not be correctly recalled, if at all.

Traits: occult, psion, mental

Self only

Range: scrying

Strain: subtract your level from 24 hours.

The GM can use this to provide information, but this does not count against the psion's use.

T: The vision is vague, details are confused, but there is a grain of truth. Example: "The volcano will erupt and all will go dark".

E: The vision is less vague, a few details can be gathered. Example: "the volcano will erupt when the cult is doing something ceremonial tonight and then it all goes dark."

M: The vision is clear, more detail becomes available. Example: "the volcano will erupt tonight, as we are fighting to stop the cult's ritual, before it all goes dark".

L: The vision is clear, details are absolutely certain enough to prepare for what is coming. Example: "tonight the volcano will erupt as we are fighting to stop the cult's sacrificial ritual to save Arisa, I saw the shaman cast a spell, it caused darkness".

Psychometry

Actions: act

Use this power to read psychic impressions left on an object to learn information about it, former owners, and its history. Reading impressions is like trying to decipher a gut feeling about someone.

Traits: occult, psion, mental

Target: object touched

Activity: 1 minute

T: You can see the previous owner's face and guess the ancestry, gender, hair color, eye color, and approximate age. You learn how the previous owner gained the item, and if applicable how the item was lost.

E: You gain the above information and a vision of the owner using the item. This allows you to potentially learn about the owner's alignment, class, and how to activate a magical effect, if any.

M: You learn all the above and an estimation of how long the owner had the item in their possession. This stage fully identifies the item and reveals all magical properties and activation phrases.

L: You learn the exact details of the previous owner to include their full name.

ESP- am i win button?

NO ITS NOT. IT MIGHT SEEM THAT WAY, BUT THE REALITY IS VERY DIFFERENT. WHETHER YOU CAN READ MINDS, SEE THE PAST, TALK TO SPIRITS, OR SEE THE FUTURE, YOU HAVE A COUPLE OF PROBLEMS:

JUST THE FACTS- YOU HAVE ZERO EVIDENCE TO BACK ANY CLAIM YOU MAKE. YOU NEED TO HAVE PROOF. FINDING PROOF CAN BE AN ADVENTURE.

SUSPICION- YOU KNOW SO MUCH ABOUT THE VILLAIN'S PLAN, CAN YOU PROVE YOUR INNOCENCE?

CONFABULATION- PSYCHIC INFORMATION FEELS LIKE REMEMBERING COMMENTS FROM HOURS AGO. TRYING TO DESCRIBE THE IMPRESSIONS CAN RESULT IN YOUR MIND FABRICATING FALSE BITS.

CRYPTIC- PSYCHIC IMPRESSIONS CAN BE RECEIVED IN THE FORM OF DREAMING. THIS HAS LIMITATIONS: YOU CANNOT READ BOOKS WHEN YOU DREAM. THE DETAILS SUCH AS THE EXACT LOCATION, EXACT TIME, SPECIFIC NAMES, AND MORE ARE OFTEN MISSING.

YOU CAN BE WRONG, NEVER FORGET THAT.

Psychic reading

Actions: act

Use this power to read psychic information from a person.

Traits: occult, psion, mental

Target: 1 creature

Range: 10 ft

Activity: one minute

Save: will

T: You learn something of the target's daily activities, hobbies, and have a vision of a significant moment that shaped the choice of alignment. You can learn of the target's basic day-to-day mental state. You can learn the target's nickname. You also can make a knowledge skill check regarding the target.

E: You also envision a past moment of personal triumph for the target that may reveal their class, and an estimate of their competence (level). You learn details such as favored places to visit, approximate their piety, and name of a creature well known to the target. You may attempt 2 knowledge skill checks about the target.

M: You can psychically search for specific information, such as a vision of being told a password or learning what poison was used. You have a vision of a significant event for the target in the past year. The details you are aware of can be quite intimate; place of birth, true age, family reputation, siblings, love interests, favorite books, favored items, ancestry culture, heraldry, wedding, and personal secrets. You may attempt 3 knowledge skill checks.

L: You are aware of all the above information and can attempt 4 knowledge checks regarding the target.

Reciprocation

Actions: rea

This power is the embodiment of lex talionis, "eye for an eye".

What damage that is inflicted on you by the target is also inflicted on them. This damage is not subject to resistances or immunities.

Trigger: you are attacked and spend a focus point

Traits: occult, psion, mental

Duration: 1 round per 3 levels

Self only

T: apply one die from the attack as damage to the attacker.

E: apply two die to the attacker.

M: Apply three die to the attacker.

L: Apply four die to the attacker.

Retrospection

Actions: Act

You read psychic impressions left in an area about past significant events. The vision gained is always from the perspective of someone who was a witness to the event.

Traits: occult, psion, mental

Activity: 1 round per level

Area: 30ft aura.

Self only

T: You can search the past by rolling an untrained knowledge skill check to perceive a 1 round vision through a witness to the event.

E: As trained, except you roll as if trained in the knowledge skill, and the vision can be 3 rounds in length.

M: As above, except you roll as if you are an expert.

L: As the above, except the roll is as if you have mastery.

Schrodinger's champion

Actions: 1

Using this power, observation changes an outcome. A target you designate has damage reduced. This is a fortune effect.

Traits: occult, psion, mental, positive

Target: 1 creature

Range: 30ft +10ft per 3 levels

T: Add 1 for each die rolled, subtract this from the damage taken.

E: Reroll half the damage dice, subtract this from the damage.

M: Reroll all of the damage dice, do not add any modifiers, and subtract this from the damage taken. The minimum damage taken is 1 per die plus modifiers.

L: As above, although the damage can be negated. If the damage is negated this prevents any conditions that would be caused.

Third eye

Actions: 1

With this power you open a clairvoyant sensor on your forehead.

Traits: occult, psion, mental

Self Only

T: duration: one round per four levels.

E: duration: one round per three levels.

M: duration: one round per two levels.

L: duration: one round per level.

Wrack

Actions: 1

This power causes the hidden, ethereal, invisible, and intangible to suffer pain until they become observed by the psion. This mental damage is not subject to any resistance. There is a hint of encouragement that if you reveal yourself to the psion the effect will end.

Traits: occult, psion, mental

Target: all hidden, ethereal, invisible, and intangible creatures within the area.

Duration: concentration

Area: Aura 30ft +10ft per 3 levels

Save: will

T: Damage: 2d6 mental damage per round. The sensation is akin to the most annoying noise playing endlessly inside your head at the volume of shouting voices.

E: Damage: 4d6 nonlethal mental damage per round. The sensation is so much worse now.

M: Damage: 6d6 nonlethal mental damage per round. The sensation is pure agony.

L: Damage: 8d6 nonlethal mental damage per round. The sensation is unspeakable.

Minor Seer Powers

Akashic lore

Actions: act

You sit and enter a meditative trance sending your mind into the akashic records.

Traits: occult, psion, mental, divination

Activity: ten minutes

Self only

T: You can roll an untrained knowledge or lore skill check.

E: As trained, except the skill check is rolled as if you are trained.

M: As trained, except the skill check is rolled as if you are expert.

L: As with trained, except the check is mastery.

Anatomic precision

Actions: 1

This power allows you to psychically perceive strike points in your target that will cause greater harm than a normal strike. You gain the ability to inflict precision damage to an adjacent target.

Traits: occult, psion, mental

Duration: 1 round per level.

Target: 1 creature adjacent to you.

Strain: subtract your level from 30 minutes. This is how long you must wait before activating this power again.

T: Add 1d6 precision damage to your strike.

E: Add 2d6 precision damage to your strike.

M: Add 3d6 precision damage to your strike.

L: Add 4d6 precision damage to your strike.



Assess object

Actions: 1

You study an object at range using this power you can sense the following details about the object; weight, size, shape, texture, color, temperature, material, density, hollows, mechanisms, electricity, liquid(s) contained, and magic, within the object.

Traits: occult, psion, mental

Target: 1 object

Range: 30ft

T: Roll an untrained craft skill check to analyze the object. A success reveals all the information in the description. On a critical success, your knowledge is as if you had crafted the object.

E: As trained, except the craft skill check is trained.

M: As trained, except the craft skill check is expert.

L: As trained, except the craft skill check is mastery.

Aura slash

Actions: 1

Just by having this power you become aware of emanations radiated by others. You don't know what the emanation does, you only know that there is one. Using this power, you use psionic energy to reduce the emanation radius.

Traits: occult, psion, mental,

Requires: Aura sight, Mask aura

Target: 1 creature emanation.

Duration: 1 round per 3 levels

Range: 30ft +10ft per 3 levels

T: Reduce emanation radius by 5ft

E: Reduce emanation radius by 10ft

M: Reduce emanation radius by 15ft

L: Reduce emanation radius by 30ft

Battle haste

Actions: 1

Sensory organs send information through the nerves to be processed by the brain. All of this takes time...

Using this power, your consciousness exists in a precognitive state. You are aware and acting in a frame of time an instant before what others call the "present". This is not anticipation, calculated predictions, telepathy or study of combat styles. You're aware and acting at the bleeding edge of where the present meets the future.

Traits: occult, psion, mental

Requires: precognition

Duration: 1 round per 2 levels

Self only

T: You gain a +5 status bonus to initiative.

E: Increase the bonus to +10 initiative.

M: Increase the bonus to +15 initiative.

L: Increase to +20 initiative.

Bone reader

Actions: act

This power studies the psychic impressions in a fragment of a deceased creature's remains.

Traits: occult, psion, mental

Activity: one minute

Target: adjacent fragment of remains

T: You receive a glimpse of what the creature looked like just prior to the time of death. From this image you can guess the following; Approximate age, gender, ancestry, ethnic relation, heraldry, holy symbol, possibly class, and infer an alignment. Let the investigation begin.

E: As above, adding: you perceive a vision of how they died from the creature's perspective. From this you may guess: the hour when they died, the weather at the time, where they were when they died,

M: All the above, plus; you learn the deceased full name and title. if disease or poison contributed to the death, you can roll a medicine skill check to identify the substance or illness.

L: You learn of surviving relations, and whom the deceased favored.

Catalogue

Actions: 1

You briefly project your senses to a space within range. The vision is not forgotten, rather every last detail is fixed in your mind. Hyper-cognitive analysis instantly studies what you perceived with the eyes of a trained observer.

Traits: occult, psion, mental

Range: 60ft

Area: 30ft cone.

Self only

T: You gain the ability to roll perception checks to reveal a specific detail from the scene in your vision. Example: you instantly locate a specific book in a study with 500 books.

E: Your perception of the scene can reveal traps and secret doors.

M: hidden creatures become "sensed".

L: Unobserved creatures in the scene become "sensed", this does not guarantee that those creatures are still there.

Chaos lance

Actions: 1

This power uses raw chaos to cause the target to have a random accident. Typical accidents include; tripping, dropping a weapon, breaking a tool, interrupting a skill check, starting a fire, ruining a spell casting attempt.

Traits: occult, psion, mental, chaos

Target: 1 creature

Duration: 1 round per 3 levels

Save: Reflex. saves rolled each round, success does not negate.

DC: psion level+ proficiency bonus +key ability modifier

Note: This is blocked by spells that protect target from chaos.

T: The target must beat a reflex save or risk having an accident.

E: prof bonus +4

M: prof bonus +6

L: prof bonus +8

Cypher languages

Actions: 1

Gain an intuitive understanding of a language that you do not know but have a sample of. While this power is active you can read and speak the language. An example language sample can be a native, clay tablets, or stone carvings.

Traits: occult, psion, mental

Target: language sample touched

Self only

T: Duration: 1 round per level

E: Duration: 1 minute per level

M: Duration: 1 hour per level

L: Duration: 1 day

Combat lore

Actions: 1

This power utilizes precognition and hyper-cognition to guide your strikes in the instant before the present.

Traits: occult, psion, mental

Requires: precognition, battle haste

Duration: 1 round per 3 levels.

Self only

T: multiple attack penalty is reduced to -4 and -8 (not -5, -10)

E: reduce multiple attack penalty to -3 and -6 (not -5, -10)

M: gain a fourth strike action at -9.

L: quickness 1, a fifth strike action at your highest attack bonus.

Danger sense

Actions: 1

Just by having this power you gain an uncanny sense for danger, when triggered you can spend a focus point to learn more about the threat and how to avoid it.

Traits: occult, psion, mental

Trigger: the psion is within 10ft of a; hazard, harmful substance, trap, or an unobserved creature.

Duration: 1 round per level.

Self only

T: You gain a +1 circumstance bonus on reflex saves and a +1 circumstance bonus to AC.

E: increase the circumstance bonus to +2.

M: increase the circumstance bonus to +3.

L: increase the circumstance bonus to +4.

Dark sight

Actions: 1

The psion uses this power to see via the psychic realm within the area of the aura, perceiving; psychic residue, auras, and minds, instead of light. This power acts as an overlay for your sight, even if you cannot see.

Traits: occult, psion, mental

Emanation: 30ft

self only

T: Duration: 1 round per 3 levels. At this stage you can "sense" hiding creatures by their emotions and thoughts.

E: Duration: 1 round per 2 levels. At the stage you can identify illusions, because you can see the aura.

M: Duration: 1 round per level. At this stage you can identify magical control and possession.

L: Duration: 1 minute per level. At this stage you can identify any psychic phenomena you can see.

Dissonance

Actions: 1

With this psychic attack you forcefully open the target's mind to precognitive forces without any guidance or failsafe. The target is overwhelmed by visions of personal loss and grievous injury.

Traits: occult, psion, mental

Target: 1 creature

Range: 30ft +10ft per 3 levels

Save: will

T: The target is stunned. Duration: 1 round per 4 levels

E: The target is stunned. Duration: 1 round per 3 levels

M: The target is stunned. Duration: 1 round per 2 levels

L: The target is stunned. Duration: 1 round per level

Disease sense

Actions: 1

With this power you see health auras as an overlay on your vision. This enables you to detect diseases and identify each malady.

Traits: occult, psion, mental

Requires: medicine at expert or higher

Area: 30ft cone

Duration: concentration, 1 minute.

T: You gain a +1 circumstance bonus on medicine skill checks to identify diseases in the area.

E: increase the bonus to +2 on medicine skill checks to identify diseases in the area.

M: increase the bonus to +3 on medicine skill checks to identify diseases in the area.

L: increase the bonus to +4 on medicine skill checks to identify diseases in the area.

Empty mind

Actions: 1

This psychic defense silences all surface thought and expression, concealing the true workings of your mind deeper within.

Traits: occult, psion, mental

Duration: 1 round per level.

Self only

T: +1 on will saves vs mind affecting magic.

E: +2 on will saves vs mind affecting magic.

M: +3 on will saves vs mind affecting magic.

L: +4 on will saves vs mind affecting magic.

Entropic strike

Actions: 1

Asserts certainty to the strike removing other possibilities.

Traits: occult, psion, mental

Target: 1 weapon or 1 ammunition.

Duration: 1 round per 3 levels.

T: Reduce any flat check DC by 4.

E: Reduce any flat check DC by 6.

M: Reduce any flat check DC by 8.

L: Reduce any flat check DC by 10.

Environment sense

Actions: 1

You make a psychic impression on an object creating a connection. Through this connection you learn if the object is touched and any changes in the surroundings. This alert is strong enough to wake you from sleep.

Traits: occult, psion, mental

Target: 1 object from your possession

Range: scrying

T: Duration: 1 hour per 4 levels, You instantly sense any change in the object and the distance and direction to the object.

E: Duration: 1 hour per 3 levels, Get a glimpse from the perspective of the object.

M: Duration: 1 hour per 2 levels, See the face of the creature who touched the object.

L: Duration: 1 hour per level, You can scry on the object at will.

Feel light

Actions: 1

You can see with your touch in a strange way. Higher stages of development refines the "Sight" this power provides.

Traits: occult, psion, mental

Duration: 1 round per level

Self only

T: You can perceive color with your touch and read text by brushing your hand over the page.

E: You have imprecise vision within the space you stand in. You can read a book by resting a hand on it.

M: You can identify magical traps, magical writing, appraise the value of art objects, and detect forgeries. All of these skill checks have a +2 circumstance bonus. You can "see" out to 5ft.

L: You can "see" out to 10ft.

Follow trail

Actions: 1

You can track a target by their aura, psychic residue, and impressions. You don't know what actions they take, aside from the route. This only works if your target is on the same plane.

Traits: occult, psion, mental

Target: 1 creature you had contact with or 1 of their possessions.

Duration: 1 round per level

Range: scrying

T: +1 circumstance bonus to tracking.

E: increase the bonus to +2 to tracking. You have a sense of the distance and direction to your target.

M: increase the bonus to +3 to track. You know if the target is alive.

L: increase the bonus to +4 to track and you can follow the trail even if there are no tracks.



Hand of fate

Actions: 1

This power allows you to vex a target you touch with misfortune and suffering.

Traits: occult, psion, mental, misfortune

Target: 1 creature touched

Duration: 1 round per 3 levels

Save: will

T: The creature touched suffers "misfortune" on any physical skill check (strength, dexterity, constitution) strikes, or saving throws. This deals 1d4 chaos damage per round.

E: As trained, the damage increases to 1d6.

M: As trained, the damage increases to 1d8.

L: As trained, the damage increases to 1d10.

Haunt

Actions: act

Anchor an angry spirit to the target's aura. Each time the creature must roll a d20, the dm rolls a flat check to see if the spirit can cause a penalty.

Traits: occult, psion, mental, dismiss

Activity: ten minutes

Range: 30ft

Target: one creature

Duration: one day per two levels

T: flat check: 2, cause a -1 penalty

E: flat check: 4, cause a -2 penalty

M: flat check: 6, cause a -3 penalty

L: flat check: 8, cause a -4 penalty

Disarm haunt

Actions: 1

By taking this power you are alerted when you come within 30ft of a haunt. This tells you nothing else unless you spend a focus point to learn more. When activated this power also allows the haunt to reveal its grievances to you, lessening the emotional energies that sustain it.

Traits: occult, psion, mental

Trigger: within 30ft of a haunt

Target: 1 haunt

Duration: 1 round per level

Note: on a failure, nothing happens. On a critical failure you trigger the haunt and it targets you despite its range.

T: The haunt begins a telepathic conversation explaining to you what happened to it in life, draining away as you listen. The haunt loses 1d6 hit points per round while speaking with you. If you do not fulfil the conditions to dismiss the haunt it will return.

E: As trained, except the damage is 2d6 per round.

M: As trained, except the damage is 3d6 per round. Even if drained away the haunt will tell its tale to the end. The haunt is hoping you can discover how to dismiss the haunt and that you release it.

L: The damage is 4d6 per round.

Know way

Actions: 1

Using this power hyper-cognition and clairvoyant searching combine, revealing part of the overland map of the area. You learn the local names for various landmarks and get a glimpse vision from each location looking back to your current location. You can declare a location as your destination and learn the optimal path to get there. While active you have a clear sense for distance and direction to your destination. This reveals nothing else.

Traits: occult, psion, mental, divination

Self only

T: Duration: 1 minute, **Area:** 1 mile radius

E: Duration: 1 hour, **Area:** six mile radius

M: Duration: 1 hour, **Area:** 10 mile radius

L: Duration: 1 day, **Area:** 50 mile radius

Legalism

Actions: rea

Learning this power gives you a special reaction to inject a psionic script into the casting of any creature summoning spell.

Traits: occult, psion, mental

Trigger: A creature conjuring effect in the area of your aura.

Aura: 30ft radius +10ft per 3 levels

Duration: Concentration, and as the spell.

• **T:** the activation roll versus the spell DC result is;

Critical failure: you remain concentrating for 2d4 rounds.

Failure: you do not know if it worked.

Success: summoned creatures cannot attack you as long as you concentrate.

Critical Success: you seize control of the conjured creatures, but they cannot be commanded to attack the original caster.

• **E:** the activation roll result versus the spell DC is;

Critical failure: remain concentrating for 1d4 rounds.

Failure: you know it didn't work.

Success: the summoned creatures cannot attack you.

Critical success: You seize control of the summoned creatures, and you can command them to attack the caster. This control is contested each round with an opposed spell roll versus your activation roll.

• **M:** the activation roll result versus the spell DC is;

Critical failure: you concentrate for one round.

Failure: you know it didn't work.

Success: Seize control of the summoned creatures. You can command them to attack the caster. Control is contested each round.

Critical success: you take control of the creatures as if you were the caster.

• **L:** the activation roll result versus the spell DC is;

Critical failure: you know it didn't work.

Failure: you know it didn't work precisely as you wanted, but the summoned creatures cannot attack you.

Success: you take control as if you were the caster.

Critical success: you point out an error in the caster's legalistic language of the summoning. This allows the summoned to act freely against the caster.

Logic bomb

Actions: 1

This psychic attack confronts the target's mind with a barrage of conflicting premises. The target must reason a solution through the conflicts or take damage. The target can do nothing else.

Traits: occult, psion, mental, strain

Target: 1 creature

Range: 30ft

Duration: until intelligence check succeeds, or additional hostility

Strain: subtract your level from 24 hrs.

T: 2d4 damage each round

E: 2d6 damage each round

M: 2d8 damage each round

L: 2d10 damage each round

Oblivion path

Actions: 1

This psychic attack reveals a precognitive vision of the target's death and a glimpse of what is waiting for them in the afterlife.

Traits: occult, psion, mental

Target: all creatures in the cone.

Area: 15ft cone +15ft per 4 levels.

Duration: 1 round per level.

Religion skill check negates

T: Target gains the frightened 1 condition.

E: Target gains the frightened 2 condition.

M: Target gains the frightened 3 condition and flees.

L: Target gains the frightened 4 condition and flees. The target may seek to repent and join a different faith.

Poison sense

Actions: 1

You see health auras enabling you to detect and identify poisons.

Traits: occult, psion, mental

Requires: medicine skill proficiency equal to the development.

Area: 30ft cone

Duration: concentration, 1 minute.

T: +4 on medicine skill checks to identify poisons.

E: +6 on medicine skill checks to identify poisons.

M: +8 on medicine skill checks to identify poisons.

L: +10 on medicine skill checks to identify poisons.

Predestination

Actions: act

You predict the target's future based on psychic impressions of their day-to-day experiences and a declared course of action.

Doesn't mean it will happen exactly as told.

Traits: occult, psion, mental

Activity: one minute

Target: one creature

Range: 10ft

Save: will

T: You can discuss the target's potential for success in the following areas; health, and wealth (Self, family, and friends). Romantic endeavors (are the feelings mutual, potential for marriage, potential for heirs, and information about the children). Last but not least, something that could happen.

E: As trained, but you learn of the target's future at work, with hobbies, concerning interests, and birthday.

M: All the above, plus the target glimpses a future outcome that is most important to them.

L: Share the vision with the target.

Radial guidance

Actions: 1

This power is the psionic equivalent of marking your passage through a maze with chalk and string; only that your psychic navigation is in the astral mirroring your path on the prime. This power cannot be tampered with; no false marks, no erased marks, no breaking or taking the string. You can sense your route, and know the way back to your starting point.

Traits: occult, psion

Self only

T: Duration: 1 hour per 4 levels.

E: Duration: 1 hour per 3 levels.

M: Duration: 1 hour per 2 levels.

L: Duration: 1 day per level.

See sound

Actions: 1

With this power you perceive sound, vibrations, and pressure as light and color. You gain the abilities blindsense and tremorsense based on the senses above. Magical effects that cause blindness and deafness only reduce the effectiveness of this power by 1 stage of development.

Traits: occult, psion, mental

Duration: 1 hour per level

Self only

T: Area: 15ft radius.

E: Area: 30ft radius.

M: Area: 60ft radius.

L: Area: 90ft radius, and you gain blindsight.

Sense evil

Actions: 1

Using your psychic perception of the astral you search the area about you for evil auras. You can sense psychic residue tainted by evil creatures, and ultimately identify evil creatures in your presence. This can detect a truly evil creature, evil undead, evil elementals, evil magic items, evil divine casters, and evil extraplanar beings. The strength of the sensation is given in vague terms:

Lingering, faint: evil has been here, but is not here now.

Corruption: caused by mortal willingness to do evil. You are warned that this area is not safe, and you should not trust that the unattended will be left alone for long.

Wickedness: this is the taint of magical evil. You know there are corrupting influences present and must strive to resist them. This kind of evil wears many guises, but will act on the opportunity to prey on fools who believe morality is shared by all.

Damnation: This is the presence of a supernaturally evil being. This kind of evil means that no one is safe; the slightest error, lapse in awareness or judgement, can spell doom.

Traits: occult, psion, mental

Duration: concentration, 1 round.

burst: 30ft radius

self only

T: A vague sense of evil in the area but cannot identify the source.

E: An imprecise sense of distance and direction to evil auras.

M: Trigger: You know instantly when you are in the presence of supernatural evil. You must activate this power and spend a focus point to perceive the sources and varying strengths of the auras.

L: A precise sense and counteract to the magical concealment of evil auras. If successful you can identify the exact source.

Sense observation

Actions: rea

This is sensitivity to the feeling of being stared at. This does not identify the observer's intent, beware. When an observer triggers this power, you may spend a focus point to gain an imprecise sense that generally locates the observers in range.

Traits: occult, psion, mental

Trigger: a creature or magical sensor is intently watching you.

Self only

T: radius: 30ft

E: radius: 60ft

M: radius: 90ft,

L: Range: scrying

Sense the supernatural

Actions: rea

Magical energy is everywhere, an unnoticed background noise.

With this power you have an imprecise sense of disruptions and manipulations of this field. You can potentially locate, identify the source(s), and tradition. The strength of the sensation is given in vague terms and compared to your level:

Lingering: a recently cast spell, or an untrained spellcaster.

Presence: a trained spellcaster, magical creature, or a magic item.

Impressive: a particularly gifted spellcaster, a significant magic item, a collection of minor magic items, a significant curse on a person, or the site of a magical ritual.

Awesome: Powerful magic is present in many forms: magical items, magical creatures, powerful curses, high level spellcasters, and spells of 7th level or higher wait to be cast.

Traits: occult, psion, mental

Trigger: you are alerted to the presence of magic within the area of your aura. To learn more you must spend a focus point and activate this power.

Duration: 1 round per 3 levels

Self only

T: Emanation: 30ft radius

E: Emanation: 60ft radius

M: Emanation: 90ft radius

L: Emanation: 120ft radius



Ward watch

Actions: 1

You create a zone of psychic residue that alerts you when any creature enters the designated area, waking you from sleep. You can only ward 1 location at a time.

Traits: occult, psion, mental

Trigger: a creature enters the warded area.

Duration: 1 hour per level.

Range: scrying

Self only

T: You create a lingering ward with your aura in a 5ft space.

E: You can place a ward with a 15ft radius.

M: You can place a ward with a 30ft radius.

L: You can place a ward with a 60ft radius.

Weapon skill

Actions: 1

You read the psychic impressions from a former owner and channel their skill with the weapon.

Traits: occult, psion, mental

Requires: psychometry, the weapon must have been wielded by a hero during significant battles before you take possession.

Target: one weapon you own.

Duration: 1 round per level.

T: The weapon must have been crafted by a trained crafter and wielded in battle by a trained warrior. During the activation of this power you are trained with the use of this weapon.

E: As above, but the qualities (crafter, warrior, weapon) need to be expert at the minimum. During the use of this power you are an expert with the use of this weapon.

M: As trained, but the qualities (crafter, warrior, weapon) need to be mastery. During the use of this power you have mastery with the use of this weapon.

L: The qualities (crafter, warrior, weapon) need to be legendary. During the use of this power you are legendary with the weapon.

Void orb

Actions: 1

With this psychic attack, you reveal to the target the many angled madness of the far realm.

Traits: occult, psion, mental

Range: +30ft per two levels.

Target: one creature

Duration: 1 minute.

Save: will, this only negates the stunned condition.

T: you create an orb of black quicksilver that hunts the target with a speed of 10ft per action. Once the orb strikes the target's face it deals 1d4 mental damage per five levels, and the stunned condition lasts until the end of duration.

E: as trained, increase to 1d6 mental damage per four levels.

M: as trained, increase to 1d8 mental damage per three levels.

L: as trained, increase to 1d10 mental damage per two levels.

Psionic Templates

templates, are optional suggestions. You can use a template as a guide to quickly build a character with a set of related thematic elements.

The choice of primary art, powers, skills and feats can give substance and a bit of depth to your character. It can inform your early choices, but where your character grows from there is up to you.

anima templates

Chakra monk— monastic psion
Faceless - shape shifting spies.
Mercy Knight- dedicated warrior healers.
PSI Vampire - drain others to gain power.
Werekin - psionic totemic warriors.

apport templates

Dimensional savant— blend advanced mathematics with psi
Ghost touched- trained to mimic ghosts.
Shadow Hand - you are a conduit to cold, dark, and death.
Templeport monk - a networked order of Apport psionists.
Wind rider- swiftness of the arrow.

ecto templates

Apparitionist- you weave minions from ectoplasm.
False alchemist- You disguise your powers as alchemical devices.
Genie apprentice- fabricate items trying to grant wishes.
Medium- Obligated by your gifts to serve as a guardian for two worlds; the living, and the dead.
Wish crafter— you use psionic power to grant wishes... sort of.

anima templates

Chakra monk

While monks train their bodies, you've discovered other powers within yourself. Strange abilities that no monk can replicate.

Boon: you know how to use your chakra as a focus for your psionic powers.

Trade: you lose light armor proficiency and martial weapon proficiency. You fight best unarmed and unarmored.

Suggested skill training

Acrobatics, Athletics

Suggested feats

Quick leap, Toughness

Suggested powers

Major: nerve manipulation

Minor: exhale flame

Minor: pliant body

Minor: reach strike

Faceless

You have forgotten your own face and use your psionic powers to become a supernatural master of disguise, impersonation, spying, and assassination. The question you ask yourself, "what can I become?"

Boon: you can become anyone.

Trade: loss of personal identity.

Suggested skill training

Deception, Diplomacy, Society

Suggested feats

Assurance: deception, Courtly graces

Suggested powers

Major: metamorphosis

Mercy knight

Your powers to heal are remarkable but originate within you. Your power to heal doesn't come from lip service to apathetic divinities. You see your gift as more than a calling but an obligation. You might work within the walls of a temple. you might attribute your gifts to your faith.

Boon: you are a dedicated healer.

Trade: no rewards for the use of your gifts.

Suggested skill training

Craft: alchemy, Lore: herbalism, Nature, Medicine

geist templates

Kleptokinetic- telekinetic thievery.
Manga knight- you wield an oversized weapon.
Pyrokinetic- psionic flame hurler.
Teker- exceptionally strong telekinesis.
Whirl wind— you use telekinesis on yourself.

mentu templates

Beast walker- psionic bond with animal companion.
Heart breaker- empathic manipulation to control and destroy.
Mesmerist- mastery of Para hypnosis.
Psiblade- your focus creates a deadly intangible blade.
Synesthete— you warp the senses and sensory information.

seer templates

Blind Warrior- lost the sense of sight but gained awareness.
Blood Hunter- track prey long after the trail has gone cold.
Jinx- intuitive observation collapses probability and alters chance.
Oracle- visions of the future and the potential to change it.
Psychic detective— combine investigation with psychic insight.

Suggested feats

Alchemical crafting, Battle medic, Natural medicine

Suggested powers

Major: regenerative trance

Minor: flesh mend

Minor: inspired immunity

Minor: purge the unclean

Psychic vampire

Food and drink are like ashes in your mouth. You hunger for life force taken from others. You feed on stolen essence and gain fantastic power when you lose control of your predation.

Boon: use the siphon life power for free.

Trade: you have no focus points of your own. Each day of sustenance you drain provides you one point of focus. After the use of the indelia power to sustain yourself for the day, any additional points you gain fill you with a sense of power, egomania, and a craving for more.

Suggested skill training

Acrobatics, Athletics, Stealth

Suggested feats

Assurance: stealth, Feather step, Fleet

Suggested powers

Major: Indelia

Minor: Siphon life

Werekin

Not all who follow a spirit totem are primitive throwbacks: barbarians, druids, and shaman. You do as well, and you are no savage.

Your totem represents idealized qualities that you seek to embody.

Boon: you can select an animal totem.

Trade: you become a hybrid, easily confused with cursed monsters

Suggested skill training

Acrobatics, Athletics, Stealth, Survival

Suggested feats

toughness

Suggested powers

Major: totem affinity

Minor: claws of the beast

Minor: hide of the beast



APPORT TEMPLATES

Dimensional savant

You understand the mind-bending mathematics of physical dimensions and abstract geometry. Riemann space is a tool you command. Not only do you comprehend what no one else can, you can use this knowledge in bizarre ways.

Boon: you are a mathematical prodigy.

Trade: you are a highly evolved being, you can experience another dimension that no one else can. Associating with others is like hanging out in flatland.

Suggested skill training

Lore: mathematics

Suggested feats

Assurance- Lore: mathematics

Suggested powers

Major: geometric stride

Minor: geometric barrier

Minor: geometric plane

Minor: geometric wave

Ghost touched

You survived an encounter with incorporeal undead. This awakened your latent gifts, leading you to become a psion. Your powers help you to emulate the monsters who almost destroyed you.

Boon: you are somewhat intangible until you choose not to be. Your unarmored defense total isn't about agility and evasion; it is more representative of how far you have phased into the edge of the ethereal.

Trade: You look like a ghost, you sound like a ghost, superstitious folk may react to your presence as if they have seen a ghost. Tangible armor is of no use to you.

Suggested skill training

Acrobatics, Athletics, Stealth

Suggested feats

Assurance: stealth

Suggested powers

Major: teleport

Major: hidden body

Minor: limbo pocket

Minor: solace

Minor: spatial bash

Monk of templeport

This is a society of apport psions who have discovered the ability to create gateways. The monks must physically travel to and visit each gateway location for later use. The society offers 100% safe and instantaneous travel for trade caravans loaded with precious cargo, for a fee of course.

Boon: you are connected to the society and can request favors and resources from the society equating to your service (downtime mode), and ability as a psion.

Trade: You have a job and all the obligations that come with your rank in the order.

Suggested skill training

Craft: cartography, Lore: geography, Survival

Suggested feats

Additional lore, Experienced professional

Suggested powers

Major: teleport

Minor: teleport other

Minor: explosive arrival

Minor: implosive vanishing

Obliterator

You have been pushed a round, knocked down, mocked and patronized for all your life. That ends now. You don't have big muscles, toughness, and speed, but none of that matters now. You are a psion and you can wreak havoc at a whim. You thrive on destruction and crave vengeance for even the smallest slight.

Boon: destruction is your method to refocus.

Trade: you are an unwanted, unloved, monster.

Suggested skill training

intimidate

Suggested feats

Intimidating glare

Suggested powers

Major: abolish

Shadow hand

You have always had this connection with the dark. You do not fear it as others do. Darkness is your shield, veils your guise, slays without mercy, and frightens your enemies.

Boon: you have a dark and sinister power. You can use it to take what you want and sow fear.

Trade: you've gone cold to the touch. Some figment of the dark lingers in you. You are touched by the horror of the plane of shadow and it can be sensed when you are near.

Suggested skill training

Intimidate, Lore: artist, Stealth

Suggested feats

Assurance: stealth

Suggested powers

Major: shadow form

Minor: planar bolt (shadow)

Minor: shadow animation

Minor: shadow cloak

ECTO TEMPLATES

Apparitionist

You weave monsters from ectoplasmic vapor and yours are the toughest! You regularly challenge any sort of summoner to see whose "pets" are the best.

Boon: you can draw forth the monsters from your nightmares and command them!

Trade: you are somewhat "specialized" in your psionic power choices.

Suggested skill training

Crafting, Nature, medicine

Suggested feats

Stern stuff (psion 1st level)

Suggested powers

Major: Dire minion

Minor: barbs and blades

Minor: shield minion

Minor: swarm spray

Cyroknetic

You create freezing cold and ice. You can shape ice into solid weapons and dense armor. You live in the north and snows are common where you are from. It is as if the clouds must dump all they carry to pass over the mountains just east of your village.

Boon: you can wear and wield your ice crafted items.

Trade: you don't like warmer climates.

Suggested skill training

Crafting (ice).

Suggested feats

Armor proficiency (medium), Specialty crafting.

Suggested powers

Major: cyrokinesis

Minor: ice shaping

Minor: ice slick

Minor: ice wall

False alchemist

Your master taught you about the burning times. When psions were hunted by fanatics of the faiths, and mages bent on experimentation so they could steal psionic powers. Your chosen disguise is to pose as an alchemist and disguise the use of your powers as alchemical items.

Boon: you can fake the funk, you are grateful that alchemy has spread so widely since the burning times. You can hide your true power among the massive number of alchemists in the world.

Trade: your living a lie, and there is no inquisition now. It seems your efforts might be pointless.

Suggested skill training

Crafting: alchemy

Suggested feats

Alchemical crafting

Suggested powers

Major: transmute

Minor: ecto snare

Minor: fire slime

Minor: strand

Medium

You are a guardian of two worlds; the world of the living and the ethereal, the realm of the afterlife. You console the living with messages from beyond and you help to finish tasks left undone for spirits.

Boon: you can speak with dead people...

Trade: most of them are evil and want to use you.

Suggested skill training

diplomacy

Suggested feats

Resonance (psion)

Suggested powers

Major: mediumship

Minor: apparitions

Minor: ghost writing

Minor: spirit storm

Wish crafter

You took a serious knock on your head that left you on the edge of death for days. When you came to, you found you couldn't remember who you are. You have these strange powers to create things. Could it be that you are a wish granting genie?

Boon: you will never have to worry about forgetting your keys, or the can opener ever again.

Trade: you don't know who you really are.

Suggested skill training

crafting

Suggested feats

Specialty crafting

Suggested powers

Major: creation minor

Major: transmutation

Minor: call water

Minor: phantom lamp

Minor: warcraft

GEIST TEMPLATES

Kleptokinetic

You wanted to be a thief, you wanted to train in the secret hide out. You were told that you don't have what it takes. Your hands are not as steady as you hoped. Yet, you can still follow your dream of being a dashing rogue! You have powers that you can use that present to you much less risk! You commit legerdemain and other rogue tricks within 30ft.

Boon: Even better than being trap bait.

Trade: you aren't a real rogue...

Suggested skill training

Stealth, thievery

Suggested feats

Subtle theft

Suggested powers

Major: telekinesis

Minor: fine telekinesis

Minor: PK pummel

Minor: tactile feedback

Poltergeist

Your unconscious mind is a very nuanced and tricky beast. It is like having someone else inside your head and this certain someone can use your psionic powers! People believe that you are haunted, and that you bring and angry spirit with you wherever you go.

Boon: you are a psion, more specifically you are telekinetic! Everyone is jealous of your powers.

Trade: if your emotions are disturbed, your unconscious mind starts wielding your powers!

Suggested skill training

Athletics, Diplomacy, Intimidate

Suggested feats

Heavy lifter (psion 1st level)

Suggested powers

Major: poltergeist

Minor: defensive shell

Minor: orbit

Minor: wind control

Pyrokinetic

Your presence can start fires! Your psionic powers are dangerous, and you were dangerous to be a round. Until another psion found you and taught you to control your powers.

Boon: you will never need flint, steel, and tinder.

Trade: you can cause fires to erupt! That and you've "burnt your bridges". You have cut yourself off from those whom you've hurt accidentally.

Suggested skill training

Stealth,

Suggested feats

Disciplined art (psion 1st level feat)

Suggested powers

Major: pyrokinesis

Minor: extinguish

Minor: fling cinders

Minor: ignition

Teker

Telekinesis, you have the power. You practice and train yourself to lift more, to be psychically stronger. You want to become a telekinetic master!

Boon: you have telekinesis. Cool.

Trade: you have much to learn.

Suggested skill training

athletics

Suggested feats

Heavy lifter (psion feat) at 1st and 2nd level

Suggested powers

Major: telekinesis

Major: force wall

Major: mighty kinesis

Minor: ballistic bolt

Minor: inertia shield

Minor: levitation

Minor: PK pummel

Minor: propulsion

Minor: thundering bolt

Whirlwind

You apply telekinesis to yourself, enhancing your every move and enabling you to attempt astonishing feats of acrobatics and athleticism.

Boon: you were born to run and you run fast.

Trade: your focus on yourself delays other options.

Suggested skill training

Acrobatics, Athletics

Suggested feats

Quick jump

Suggested powers

Major: telekinesis

Minor: midair leap

Minor: propulsion

Minor: Return flight

Minor: scream slash

MENTU TEMPLATES

Beast walker

You have forged a psionic bond to an animal companion.

Boon: you have a cute widdle buddy.

Trade: you need to provide and care for your animal.

Suggested skill training

Nature, survival, stealth

Suggested feats

Your first level psion feat is animal companion.

Suggested powers

Major: animal empathy

Minor: confidante

Minor: lure

Minor: radial plea

Heartbreaker

Empaths are not lame, emotions can kill.

Boon: you specialize in manipulation of others.

Trade: you

Suggested skill training

Deception, diplomacy, perform

Suggested feats

Irresistible (psion feat)

Suggested powers

Major: addictive aura

Minor: bliss

Minor: empathic projection

Minor: lure

Mesmerist

You wield para-hypnosis to control others.

Boon: your stare can hypnotize others.

Trade: once they know what you are, they will never trust you.

Suggested skill training

Diplomacy, society

Suggested feats

Charming liar

Suggested powers

Major: para-hypnosis

Minor: amnesia

Minor: blame

Minor: lost in trance



Psiblade

You are a psionic assassin.

Boon: you are the ultimate infiltrator.

Trade: people are the only weakness you can exploit.

Suggested skill training

Acrobatics, Athletics, Stealth

Suggested feats

understatement (psion feat)

Suggested powers

Major: psyche stab

Minor: dim

Minor: mind probe

Minor: psychic blade

Synesthete

You manipulate the senses and sensory information.

Boon: you can reverse the link senses power to share your alien perspective with the target.

Trade: others have no way to understand your inner experience.

Suggested skill training

Acrobatics, Athletics

Suggested feats

Cryptic mind (psion feat)

Suggested powers

Major: link senses

Minor: babble

Minor: block sense

Minor: hallucinate

SEER TEMPLATES

Blind warrior

You are blind. This condition cannot be cured. As a psion you have other senses you can use.

Boon: you can see... sort of. Your blindness makes you immune to gaze attacks and illusions with visuals.

Trade: you cannot read, see color, notice clues, or otherwise benefit from sight-based perception.

Suggested skill training

Acrobatics, Athletics

Suggested feats

Resonance (psion feat)

Suggested powers

Major: awareness

Minor: combat lore

Minor: dark sight

Minor: sense observation

Fang breaker

You hunt monsters. You see it as your job to defend the world from supernatural threats and other worldly monsters. Fang breakers are known for taking a canine tooth as a trophy from vampires and were-folk.

Boon: you are a member of a society which conceals itself as a "hunting lodge". There you can get help researching the lore and take wise precautions.

Trade: you got a job. Your rank in the society depends on your trophy collection.

Suggested skill training

Acrobatics, Athletics, Arcana, Lore (lots of it), nature, Religion

Suggested feats

Additional lore.

Suggested powers

Major: monstrous detection

Minor: anatomic precision

Minor: sense evil

Minor: supernatural sense

Jinx

The butterfly effect, observation dependence, entanglement; modern terminology for what seer art psions already know. Through an intuitive precognitive sense, you purposely whittle down possible futures to the one you want to happen.

Boon: you can change fate!

Trade: Fate don't play. Time and space are an elastic fabric, pressing your consciousness against the bleeding edge of the future has a consequence; choral torque. It's one wicked nosebleed that you do not want. Use your power sparingly.

Suggested skill training

Acrobatics, Athletics, Medicine

Suggested feats

Toughness

Suggested powers

Major: Schrodinger's champion

Minor: chaos lance

Minor: danger sense

Minor: hand of fate

Oracle

Seeing the future isn't all cryptic gibberish. Your consciousness is in a state of precognitive awareness. You are aware and acting on psychic information that changes your capabilities in combat.

Boon: Seeing the future, can be the ultimate weapon.

Trade: Cassandra complex, you can explain your visions to others but they won't have the perspective to understand what you are telling them correctly.

Suggested skill training

Diplomacy, Intimidation

Suggested feats

Prodigious psion

Suggested powers

Major: precognition

Minor: battle haste

Minor: combat lore

Minor: danger sense

Minor: predestination

Psychic detective

You're an investigator, and you are after the truth. You bring together gathered information, clues, and psionic insights to help you solve crimes.

Boon: You have a reputation for finding and catching the true culprit of a crime and defending those who are truly innocent.

Trade: it is one thing to see visions, finding solid proof, evidence substantial enough to take to trial... that's a whole other thing.

Suggested skill training

Diplomacy, Intimidation, Nature, Survival

Suggested feats

Assurance: survival

Suggested powers

Major: psychometry

Minor: bone reading

Minor: catalogue

Minor: weapon skill



Backgrounds

There are many paths one can take in life. Consider the other trades such as; bowyer-fletcher, carpentry, pottery, tailoring, weaving. These are just scratching the surface for the possible number of backgrounds. This section is focusing on portraying a few the backgrounds common to psionic characters.

(Psi) Bonded: as a psion you served a noble house. You likely used your powers to provide your liege an advantage in matters of intrigue. You left the house. Choose two ability boosts; One must be to intelligence or wisdom, and one is a free ability Boost. You are trained in diplomacy, the society skill, and the heraldry lore skill.

(Psi) Exile: your psionic gifts marked you as a dangerous threat. You were sent away in shame and cut off from family and friends. You had to survive alone after you were forced to leave. Choose two ability boosts; One must be to constitution or wisdom, and one is a free ability Boost. You are trained in nature, survival, and cooking lore.

(Psi) Hunted: you've done something regrettable and apologies weren't enough. You were hunted for your crime and hadn't stopped running. Choose two ability boosts; One must be to constitution or charisma, and one is a free ability Boost. You are trained in stealth, thievery, and the underworld lore.

(Psi) Infiltrator: your mission was to spy on an enemy and engage in sabotage. It was your job to learn their plans and warn your allies. The mission ended and you chose to move on. Choose two ability boosts; One must be to Wisdom or charisma, and one is a free ability Boost. You are trained in the deception skill and the scouting lore skill. You gain the assurance feat with deception.

(Psi) Lost: you discovered your psionic gifts alone and for years you knew nothing of the lore. You have had to discover everything yourself and practice on your own. Choose two ability boosts; One must be to intelligence, or Wisdom and one is a free ability Boost. You are self trained in occultism, and far realm lore. You gain the dubious knowledge feat.

(Psi) Mentored: you had the good fortune of being discovered by an enlightened master. Your master trained you and guided your steps. You know the dangers and how to avoid them. Choose two ability boosts; One must be to intelligence or Wisdom, and one is a free ability Boost. You are trained in nature and the cooking lore skill. You gain the ride feat.

(Psi) Society initiate: you were trained in a psionic society. You learned about rank, rules, organization, heraldry, marks, and enemies. You may have gone your own way, but you still keep the society secrets. Choose two ability boosts; One must be to Wisdom or charisma, and one is a free ability Boost. You are trained in the society skill and one lore skill representing your education within the order. You gain the assurance feat with the occultism skill.

(Psi) Touched: you were traumatized by the awakening of your psionic potential. You might suddenly start laughing as you experiment with your powers. Many believe you are insane. Choose two ability boosts; One must be to dexterity or charisma, and one is a free ability Boost. You are trained in two lore skills of choice. You gain the additional lore feat.

(Psi) Warrior: As a youth, you trained to serve as a militia member. Fate has different plans for you. You discovered your psionic gifts and now practice to blend the martial with psionic discipline. Choose two ability boosts; one must be to strength or constitution, and one is a free ability boost. You are trained in athletics, and military lore. You gain the shield block feat.





Ancestries

There are many uncounted peoples throughout the all the worlds. Some stranger than can be imagined. The following folk represent small, but thriving cultures. The rarity of these ancestries is such that most are only heard of in legends. If player access to special ancestries are limited by their rarity; each of these ancestries would be unique. Which is to say, that the player's character would be the only one of their kind encountered in a thousand years.

ARACHEEN

IN AGES LONG FORGOTTEN, A CATAclysm FORCED A WOOD ELF TRIBE TO HIDE IN A NETWORK OF CAVERNS OVER 300 MILES IN LENGTH. In the darkness the wood elves discovered they had no easy access to food, water, light, not even construction materials. While magic could help them survive; magic was too rare to sustain them all. Above all, they were easy prey for the countless oversized insect denizens of the caverns. They had to adapt to survive. They had to dominate their new environs or die.

In the millennia that followed, these elves devolved becoming the aracheen. They ate the insects that hunted them gradually gaining their traits. They became chitinous, venomous, natural climbers, with dark-vision.

You might...

Hate bright light sources, and fear the open sky
Climb and Run on all four long spindly limbs
Prefer to sit on the rafters indoors

Others probably...

Mistake you for a giant insect
are disturbed by your presence
have great difficulty trusting you

Physical description

Imagine an emaciated albino elf. Long spindly limbs, ghastly pale chitinous skin, and eye colors that range from red to white. They can move about on all fours naturally.

Society

Survival in the caverns required teamwork and numbers, indeed the aracheen do not like to be alone and do not have a rebellious phase as they mature. Aracheen prefer silence and do not like to raise their voices.

Alignment and religion

The aracheen regressed culturally to a primitive mindset. They have a shamanistic faith which believes there are spirits in everything, to include areas of darkness and patches of light. In terms of alignment, the aracheen tend to be neutral on the law/chaos axis. Chaos exposes the individual, and law restricts action; neither is good for surviving the dangers deep within the world.

Names

The aracheen greeting is nearly constant, communicated by tapping the other. These taps can communicate a great deal of information; location, direction, and number. When speech is used the aracheen speaker accents vowels with a click.

Heritages

Being a small community of embattled survivors, the aracheen do not have distinct heritages.

Hit points: 6

Size: medium

Speed: 25ft

Ability boosts: Dexterity, Constitution

Ability flaw: strength

Languages: Aracheen (ancient elvish language modified during isolation)

Traits: elf, humanoid

Darkvision

Aracheen feats

1st

Chiton

The aracheen gains +1 AC status bonus, but adds +1 armor skill check penalty to any armor worn.

Toxic blood

The aracheen is resistant to poison. When determining the result of a fortitude save against poison; a critical failure is upstaged to a failure, and a success is upstaged to a critical success.

Clamber

As an aracheen you've had to run, climb, and jump sometimes in tight fissures. You have learned to use all four limbs. Aracheen with this feat are trained in athletics, and receive a +1 bonus on climb.

5th

Thicker chiton

Requires: chiton

The aracheen gains +2 ac status bonus, but adds +2 armor skill check penalty to any armor worn.

Venom kiss

Requires: toxic blood

The aracheen has venom glands in the mouth and they are immune to their own poison. Aracheen with this feat can poison a target with a successful grapple, despite being an ingestion poison. The poison immediately causes 1d4 poison damage and the clumsy condition, cumulative each round until the prey is paralyzed. The poison duration is one minute.

Spider step

Requires: clamber

Aracheen with this feat have greater assurance with climbing. They can declare the use of this feat to receive a 10 as if they have rolled it. Then add all climbing modifiers to determine the DC they can climb.

9th

Chiton spurs

Requires: thicker chiton

The aracheen gains +3 AC status bonus, but adds +3 armor skill check penalty to any armor worn. Any damage caused by unarmed combat and grappling has a +1 item bonus to the damage.

Dripping fangs

Requires: venom kiss

The aracheen can apply their poison to their weapons as a free action. The poison is now ingested/injury.

Spider run

Requires: spider step

Aracheen with this feat upstage climbing check results; a critical failure becomes a failure, and a success becomes a critical success. Further, they can climb at full speed with no change to the DC.

13th

Spider skin

Requires: chiton spurs

The aracheen gains +4 AC status bonus, but cannot wear armor.

Quell tian

The wind fey were created to guard a grove of sacred trees in the first world. The wind fey were given divine gifts to move among the tree branches with ease. They had one command, they could not eat the fruit of the trees. The sacred trees held divine power and could make one immortal.

As one, they failed to follow this command believing that they could share and eat of any overripe fruit that dropped from the trees as they had not taken it off the tree. It is this transgression that cast these fey out to the mortal world, now you know why many different kinds of fey folk have such long lifespans.

You might...

Carefully guide the growth of tree branches to build a shelter.
Prefer to rest in a high tree canopy, over resting in doors.
Are disgusted when someone misuses or manipulate language.

Others probably...

Are in awe of your fey grace
Astonished by your acrobatic prowess
Underestimate your strength

Physical description

Standing between 4ft 6 and 5ft the quell are just barely medium sized. Their frame seems to be that of a halfling but stretched somewhat. There are no obese quell, they are all naturally thin. Their skin tones match the colors of tree bark and it is not uncommon for Quell to have patchwork, and dappled color swatches on their skin. Like other forest fey, they adopt the colors of the season for their hair and eyes. Greens in spring, golden amber in summer, fiery reds in autumn, fading to black in winter. Only the elderly nearing the end of their lives have white hair. A death with any nonwhite hair color is called, "sorrow out of season".

Society

The quell tend to spread out and live seemingly isolated lives. This is not because they dislike companionship. It is so that they minimize the resources they borrow from the environment. The quell's adaptation to forests protects them from any harm caused by exposure. Due to their long lives, natural adaptation, and affinity for living in canopies; the quell often grow and shape tree branches over decades to create a shelter. A single bough with a dozen curled branches is all the comfort they desire. The quell are modest and wear simple clothing made from feathers and woven strands of grass fiber. They consider the hoarding of wealth and goods to be unnatural as everything returns to the dust in time.

Alignment and religion

The quell are kind, generous, and forgiving. The quell are good, and wish they could undo the sin of their ancestors. The quell are not religious text fundamentalists, though they often act on their faith to do what is right. As a whole, they strive to be lawful despite their fey nature which delights in chaos. The quell want to be redeemed in their creator's eyes and try to be personally worthy as much as possible. The quell follow a lawful good deity. They are predominately naturalists and strive to uphold the purpose they were originally created for; defending the forests. It is not uncommon for quell to become druids or rangers as a way to venerate their god.

Names

The quell enjoy bird song and wind instruments. They include a variety of whistles in their speech as punctuation and accents. The quell will announce their desire to approach another's area by whistling.

Heritages: the quell are very few in number, less than 3,000, divided into groups of 300 per 100 acres of forest. There are too few to diversify.

Hit points: 6

Size: medium

Speed: 20

Ability boosts: dexterity, and wisdom

Ability flaw: strength

Languages: common, halfling, gnome, elven

Traits: halfling, humanoid

Lowlight vision

Environment bond: quell regard a wide range of temperatures as healthy. They treat cold weather as one stage warmer, and hot weather as one stage cooler. They do not suffer from exposure to the natural environment. They never get sunburned.

Graceful stride: the quell can move as if they are weightless. This is only a redistribution across a 10ft radius, not a true reduction of weight. Quell can stand on surfaces that would not support a halfling's weight. They do not trigger weight sensing traps. Increase the difficulty to track quell by 4. Quell can choose to double any jump result, by gliding the distance for the entire round.

Feats

1st

Natural chameleon

A quell in forest terrain has natural camouflage. Providing them with +2 stealth in a forest, +4 stealth if they are not moving. However, their colorful features can be quite garish in other environments creating a -2 penalty on stealth checks.

Natural athlete

Quell with this feat are trained in athletics.

Glide to a stop

Quell with this feat while conscious never fall, they glide and land on their feet. They are trained in acrobatics.

5th

Airy steps

Requires: Natural athlete

Quell with this feat raise athletics to expert.

Water walker

Quell with this feat can use their graceful stride to walk on the surface of water, snow, mud, quicksand, bog, even spider web without falling through, sinking, or leaving a trail.

Aerial dive

Requires: trained in acrobatics

quell with this feat raise acrobatics to expert.

9th

Tree leap

Quell with this feat roll twice and use the higher die result for jump checks. Also, a critical failure is upstaged to failure and a success is upstaged to a critical success.

Wind walker

Quell with this feat very quickly glide 5ft for every 1ft of descent. This results in a 5ft high jump carrying them 25ft. As such jumping can replace striding as they glide across the combat map. This movement does trigger reactions.

13th

Fasting

Quell with this feat reduce their dietary needs to 1/4th that of a human and add one day to how long they can go without food and water.

Touch the sky

Quell with this feat have learned to apply their graceful stride to vertical leaps. They can double the distance of a vertical leap.

17th



Satorian

The Satorian people were exiled in ages past to the realm of dream for founding the oneiroic society. It was their psychic discipline which protected them and enabled them to survive in the ever changing realm of dream.

If you want to play a character who is mysterious, psychically gifted, and from an enlightened culture...

You should play a Satorian.

As a Satorian you might;

Discuss the meaning of dream symbolism and interpret dreams for others.

Regularly meditate to engage in lucid dreaming.

Feel out of place as you simply willed creations into existence in the dream realm. Here in the world, you are fascinated by every day ordinary tasks.

Others see you as;

As an odd outsider who knows nothing of the ways of the world. Being too curious, you look through windows and listen to private conversations. You might be nice, but you should know better.

Physical description

The Satorian people were once human before their exile to the dream realm. As such they share many characteristics with humans, with a few cosmetic exceptions. Satorian hair and eyes can be any color imaginable. They bear long striped azure psionic tattoos. On their foreheads, above the brow and between the eyes, they have a protuberance they call their "caste stone". The caste stones are often beautifully cut or etched.

Society

The Satorian people govern themselves in a fluid caste system. Producing goods, psionic prowess, and stabilizing the swatch of land they call home, are the challenges satorians face. Those who regularly excel have the most merit and therefore the highest rank. Rank in turn dictates wealth and prospects.

Alignment and religion

The satorian people as a whole disdain chaos as errant thoughts could invite disaster in the realm of dream. They lean towards lawful alignments as a personal responsibility. Many satorians also reject neutral alignments as anything less than lawful may as well be uncouth, undisciplined, and dangerous.

Names

Satorian names may sound pretentious as they prefer four or more syllable names drawn from their human origins. With only 500 in their colony last names were forgotten.

Female names: Arianna, Olivia, Serenity, Valeria, Ceceilia, Azalieah, Gabriella.

Male names: Amadeo, Cornelius, Damarius, Horacio, Montgomery, Thellonius, Xavier.

Satorian heritages

Satorians no longer share the human heritages, but they are one people. They have only one heritage.

Oneiroi heritage

As one of the dreaming realm exiles you have a caste stone and blue stripe tattoos. These unique symbols can glow with the brightness of a candle when desired.

Hit points: 6

Size: medium

Speed: 25

Ability boosts: Intelligence, Wisdom, and one free

Ability flaws: Strength

Languages: common, You may learn additional languages equal to your intelligence modifier during the course of the game.

Traits: Human, Humanoid

Ancestry feats

1st level

Adept psion

Requires: psion class and prodigious psion feat you gain the psion feat; psionic adept. You start the game with two primary arts, two major powers, and four minor powers.

Focus receptacle

Your caste stone is a "receptacle" (psion feat) for focus points.

Focus stone

You gain the psion feat "focus technique" and you use your caste stone as your implement.

5th level

Greater receptacle

Requires: focus receptacle feat

Your caste stone can store two points of focus.

Deny chaos

You can cast *protection from chaos* on yourself once per day as an occult spell.

9th level

Lucid dreamer

Telepathically visit a sleeping creature you know very well in their dream when both of you are resting. You can give them a brief single sentence message they will remember when they wake.

13th level

Glowing Focus

Your caste mark can hold as much as three focus points.

Vaus tian

A cousin of the elves, the Vaus visibly differ with their curled horns above their ears. They were once powerful fey until a fool agreed to a fiendish contract.

According to legend, two brothers were fighting to protect their kingdom from a diabolical sorcerer and his summoned fiends. One brother, Dorian was mortally wounded. His twin Orlen had managed to drag him into a cave. A pit fiend followed them. Faced with death Orlen choose to make a deal. He would give all he had to the fiend when he died of old age in exchange for making his brother Dorian king. The fiend agreed and used magic to permanently bestow supernatural ability scores on Dorian. The fiend made Orlen agree to secrecy as part of the deal. After casting a healing spell on Dorian the fiend vanished.

Dorian lead his brother returning to the battlefield, rallying the surviving troops and turned the tide of the battle. Dorian slew fiends all the way into the castle throne room. After expelling the fiends and slaying the sorcerer it was discovered that the Vaus royalty had been slain. As their most exalted champion, Dorian was made king.

Dorian's rule lead the populace to become pious, wise, and enlightened. So enlightened that divine beings began to frequent the kingdom. King Dorian was so inspiring and noble as to win the heart of an angel, marry her and have a daughter. In due time, the kingdom transcended the fey wild becoming a part of the seven heavens.

King Dorian passed away, and Orlen was named king. The fiend arrived and cast a spell that aged Orlen until he was dust. The pit fiend was now king of a realm near the shores of heaven. As the ruler of that realm the pit fiend was able to amass his forces there and make war at the very gates of the celestial domain. In due time the pit fiend was slain and Dorian's kingdom was placed on the mortal world.

The surviving Vaus were spiritually wounded at the loss of their divine status and stripped of all their blessings. They were mortal now, with the same lifespan as humans.

As a Vaus you might...

Strive to strengthen your virtues, to do good, be true and selfless. Know with absolute certainty that there is a creator, judgement, and punishment for sins.

Strive to do your personal best or better in all things without comparing yourself to others or boasting.

Others probably...

Think you are a fey cousin of elves
Wonder if the fiendish curse affects all the Vaus even now
Are entranced by your stunning beauty

Physical description

Svelte, lithe, and tawny with long narrow ears. They have tightly curled ram horns at their temples from their fey ancestors. Their eyes are the color of amethyst gems from their divine ancestors. They are beautiful, graceful, and wise. They stand only an inch or two taller as elves on average. Of curious note, the Vaus ears move in ways that match and express their surface emotions.

Society

The vaus despise those who manipulate language. They take great pains to communicate as concisely as possible. As a whole, the vaus are trying to redeem themselves. The vaus dislike the name given to them by humans, "Ramai" and will correct anyone who uses that slur in their presence. The vaus speak elven. The vaus speak no ill of others, as they have their own faults to overcome.

Alignment and religion

The vaus attained and fell from heavenly heights. They don't just have faith, they KNOW the heavens are real. All Vaus as a people seek redemption and to earn their place in the heavens through service to the creator.

Names

The vaus have elven names. The vaus speak elven as their first language.

Heritage

There are too few vaus for them to diversify. They do not call themselves the "spurned" lightly, what divine gifts they may have once had were taken from them.

Hit points: 6

Size: medium

Speed: 25ft

Ability boosts: dexterity, charisma, and one free

Ability flaw: constitution

Languages: common, elven,

Traits: elf, humanoid

Low light vision

Feats

1st

Knowledge

The vaus with this feat are trained in religion. They KNOW that there is a creator, judgement of sins, and an afterlife!

There's a catch

The vaus are intensely wary of any contracts or binding agreements. Vaus with this feat are trained in legal lore and may roll a legal lore skill check to resist mental magic when the will save has failed.

No, I won't

When mental magic compels the vaus to take any specified action, they immediately receive a saving throw against the effect every time they are given a command. A success in this case does not end the spell, the vaus simply does not have to obey.

5th

Charming

The vaus has an innate sense of etiquette, patience, and charm. With this feat the vaus can reroll a diplomacy check once per day.

Additional study

Requires: trained in diplomacy, legal lore, and religion.

The vaus with this feat can raise religion, legal lore, or diplomacy to expert. This feat can be taken a maximum of three times, each to improve one of the skills above.

There is hope

The vaus may roll a will saving throw against any emotion effect even if the ability does not allow a save.

9th

Emissary

Requires: diplomacy of expert.

The vaus with this feat raises the diplomacy skill to mastery.

Sage of the faith

Requires: religion at expert

The vaus with this feat can raise the religion skill to mastery

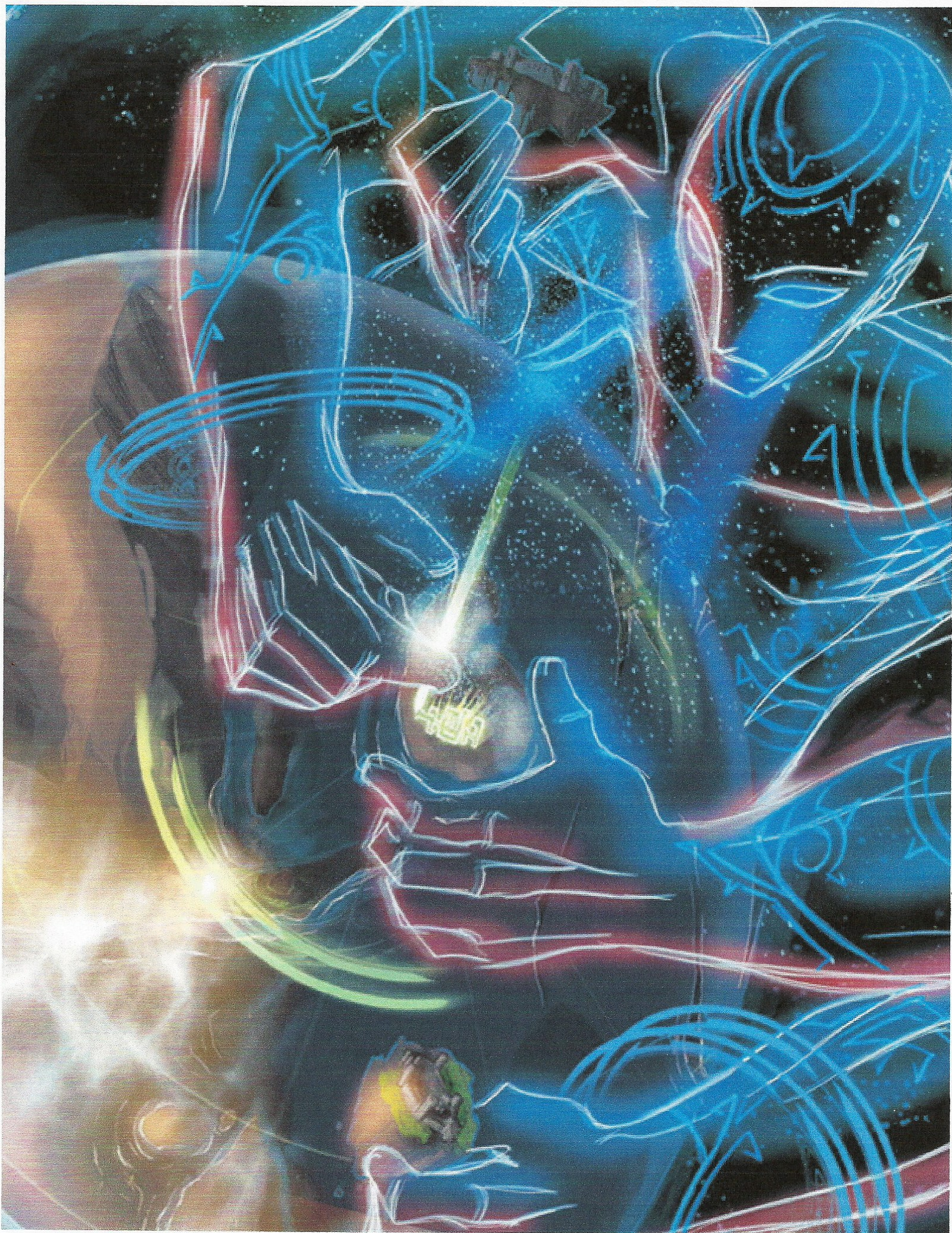
Tried by fire

The vaus learns and can cast one divine cantrip.

13th

Self discipline

Against any mental control or emotional effect, the vaus with this feat upstages the will save success by one. Critical failures become failures, a success becomes a critical success. This cannot change a failure into a success though.



GM's chapter

Adding psionics to my game

Adding these psionics rules to game play is fairly much a given. These rules are as compatible as possible with the content covered by the license. Rules elements such as focus points, investment points, refocusing, focus spells, and non-spellcasters with focus powers; are all in the core rule book for the player's and GM's to read and explore. If you know the rules well enough to play the game; chances are you have what it takes to include psionics.

"We don't need another kind of magic."

Psionics is no longer so alien from the rules. Psionics uses the same background stuff of magic that is accessed and used by others in countless different ways. Practitioners of psionics are just exploring one avenue of a different magic tradition. Focus powers and magical spells interact without complication.

How to...

The key to expanding the possibilities and depth of any fictional world is to add more details. Subtle growth can be as simple as commoners gossiping, a warning within a fairy tale, a theatre play of a legendary hero of a distant land. Rumor and legends can be interpreted in so many ways.

Expose player prejudices...

Which tradition did the mysterious healer practice? What class did the healer pursue? There may be clues, but there are no absolutes. With the options and possibilities presented by the current rules you cannot listen to a story and prejudicially declare the mysterious healer was a cleric, when the healer could be a fighter with the battle medic feat!

Encourage your players to explore...

other ancestries, heritages, backgrounds, classes and archetypes. Allow more classes to be represented, more visitors from other continents, and allow differing cultures to clash. Consider history during the age of sailing ships trading goods, and carrying travelers from distant lands. Those uncertain times opened the whole world to exploration, to heroes who clung to codes of honor, and villains who never accepted any limits. The age of the greatest triumphs and the worst wickedness.

The unknown...

The players can encounter a psionic monster or other villain. As the players encounter NPCs and foes with psionic powers you will have expanded what can be your game world. Not only are there psionic powers, but there are dangers.

Psionic societies

Each class has individual heroes who gathered their knowledge and codified it to teach others. No matter what their buildings are called they serve the same purpose, to teach. Psionic characters can train alongside monks in the monasteries, but they prefer to build their own houses to teach their order. Psions build sanctums.

Societies form around a goal the members all believe in. They need to offer their members benefits to retain them, and increasing benefits to ensure the loyalty of officers. The membership is free to go as they choose. As societies promote a cause, provide members tangible benefits, and members are free to come and go as they please, societies are not cults.

Name: the society name

Credo: A statement that describes the societies purpose.

Mission: the societies true purpose.

Method: how they pursue their goals.

Titles of the Ranks

First: this is the leader.

Second: these are lieutenants.

Third: these are adepts.

Fourth: these are initiates.

A few sample societies:

Name: Mercy knights

Credo: "No mortal hand shall withhold the divine."

Mission: to undermine priesthoods.

Method: secretly operate as healers and providing healing for free. Spread word that priests are frauds; especially when they demand gold for miracles freely given to them! Steal from their vaults and give to the poor.

Titles of the Ranks

First: High Mercy

Second: Mercy lord

Third: mercy knight

Fourth: wander-touch

Name: Wand foes

Credo: avenge those harmed by magic.

Mission: destroy the arcane tradition

Method: infiltrate arcane schools, betray the teachers, destroy magic items, tools of the trade, and arcane knowledge.

Titles of the Ranks

First: mage bane

Second: breaker

Third: ruin agent

Fourth: the ruined

Name: Temple-port

Credo: Travel and trade

Mission: to establish psionic gate locations in major cities all over the world, to offer gateway services for a fee.

Method: repeated teleportation at a site gradually weakens dimensional barriers, making teleportation easier and profitable.

Titles of the Ranks

First: August traveler

Second: gate keeper

Third: monk

Fourth: initiate

Name: Ward keepers

Credo: defend the world from those beyond

Mission: protect the world from invasion.

Method: destroy extra planar gateways, portals, rifts etc. Seal these dangers for all time. Exterminate conjurors and summoners.

Titles of the Ranks

First: ward master

Second: Watch tower

Third: guardian

Fourth: shield

Name: Fang Breakers

Credo: End the curse

Mission: hunt and destroy monsters

Method: actively hunt undead, lycanthropes, and those who create them. Pose as a hunting lodge, provide access to monster lore and train the members how to recognize and fight monsters.

Titles of the Ranks

First: Hunt master

Second: lodge captain

Third: blooded

Fourth: hunter

Name: Oneiric society

Credo: everything is a dream.

Mission: Train psions and spread psionic lore

Method: Recruit those with psionic talent and teach them to explore the mind's potential through the use of lucid dreaming, meditation, trance, and altered states of consciousness.

Titles of the Ranks

First: Morpheus

Second: Archon

Third: oneiroi

Fourth: dreamer



War of the magic traditions

You want to run an edgy campaign featuring persecution? Prejudice, bizarrely enough must have logical methods.

First: you have to provide a reason why the prejudice exists.

Second: how do they achieve their goals?

We have historical examples to draw from; witch trials and the inquisition. It can be easy to create a prejudice campaign using those examples as a template. Changes must be made when we introduce an inquisition to a fantasy campaign. If an inquisition was based on destroying all arcane spellcasters you need to be able to identify them and you need to have authority. The inquisition can still happen (fear is a powerful tool) but the inquisition loses some clout, because spellcasters *can fight back*.

The divine tradition is not the only magical tradition guilty of prejudice and persecution. In ages passed, Arcane casters abducted, tortured, and experimented on psions trying to steal psionic power for themselves with magic!

The rare gift: Exceptional individuals are rare, but those touched by magic have the potential to become almost anything; it all depends on who can reach them first. Having the most initiates, translates to having the greatest amount of power. This is the secret war between each magic tradition.

In this campaign, scouting the populace for initiates is of paramount importance. Should one tradition grow strong enough, there will be nothing that can stop them from dominating the world and eradicating their enemies

Influence of the far realm

Visible light is only a sliver of the electromagnetic spectrum...

We perceive three dimensions and experience the passage of time, but there are many more dimensions...

The brain routinely takes sensory information apart and reassembles it, and quite often fabricates illusions...

There is so much more to reality than we can begin to understand. There is forbidden knowledge which is not meant for mortal minds. Secrets which can warp and rend us, hidden by our limitations and cosmic insignificance. There are the many angled ones, those who exist beyond our comprehension. The slightest disturbance in the slumber of these terrible cosmic entities can end civilizations. Their stride crushes stars with the care we mortals show grains of sand.

While exposure to the far realm might lead to awakened psionic talents, more often it results in insanity. As the potential to use any kind of magic is a rare talent; claiming that psionics is solely the province of Far realm corruption, or originates in the far realm is very much mistaken.

If anything, minds gifted with psionic might, may well be our only defense from the madness that lay beyond our reality.





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