

ASTRAL CONSTRUCT Level of the Astral Construct increases by 1 for each additional 4 power points spent.

BALEFUL TELEPORT Damage dealt is 1d6 plus 1d6/2 manifester levels (5d6 at 9th level, 6d6 at 10th/11th levels, 7d6 at 12th/13th levels etc).

BESTOW POWER For every 3 additional power points you spend, the subject gains 2 additional power points.

BODY ADJUSTMENT Heals 1d8. For every 2 additional points you spend, this power heals an additional 1d8 points of damage, to a maximum of 5d8.

BODY EQUILIBRIUM Duration 1 minute/level. Reduced damage from falling removed.

BODY PURIFICATION For every 4 additional power points you spend, this power heals 1 additional point of damage to the same ability score, up to a maximum of 4 points to a single ability score.

BOLT The maximum enhancement that can be added is +5.

BREATH OF THE BLACK DRAGON for every 2 additional power points you spend, this power's damage increases by 1d6 points.

CALL WEAPONRY The maximum enhancement that can be added is +5.

CLAWS OF THE BEAST

Power Points	Claw Damage		
	Small	Medium	Large
1	1d3	1d4	1d6
3	1d4	1d6	1d8
7	1d6	1d8	2d6
11	1d8	2d6	2d8
15	2d6	2d8	4d6
19	2d8	4d6	4d8

CONCUSSION BLAST For every 4 additional power points you spend, this power's damage increases by 1d6 points, to a maximum of 5d6.

CONTROL FLAMES For every 2 additional power points you spend, you can increase the size of a fire you want to control by one step, up to the maximum size of fire you can control according to your manifester level, or decrease the size, potentially extinguishing it.

Control Flames				
Manifester Level	Fire Size	Example	Maximum Damage per Round	Space
1 st –2 nd	Fine	Tindertwig	1	1 foot square
3 rd –4 th	Diminutive	Torch	1d3	1 foot square
5 th –6 th	Tiny	Small campfire	1d6	2 foot square
7 th –8 th	Small	Large campfire	2d6	5 foot square
9 th –10 th	Medium	Forge	3d6	5 foot square
11 th –12 th	Large	Bonfire	4d6	10 foot square
13 th –14 th	Huge	Burning shack	5d6	15 foot square
15 th –16 th	Gargantuan	Burning tavern	6d6	20 foot square
17 th or higher	Colossal	Burning inn	7d6	25 foot square

CRYSTAL SHARD Ray deals 1d3 points of piercing damage.

DISINTEGRATE, PSIONIC Effect as per *disintegrate* spell.

DISSOLVING TOUCH Initial damage is 2d6. For every 2 additional power points you spend, this power's damage increases by 1d6 (maximum 5d6).

DISSOLVING WEAPON See *dissolving touch*.

DISTRACT Duration 1 round per manifester level.

DIVERT TELEPORT Psion/wilder 8

DUODIMENSIONAL CLAW Duration 1 minute per manifester level

ECTOPLASMIC COCOON, MASS Duration 1 minute per manifester level

ECTOPLASMIC FORM Damage Reduction is DR 5/psionic

EMPATHIC FEEDBACK Duration 1 min/manifester level. Applies only to the first time you are struck in melee each round. For every 2 additional power points you spend, this power's damage potential increases by 1 point.

EMPATHIC TRANSFER Initial damage transfer is 2d8. For every 2 additional power points you spend, you can heal an additional 1d8 points of damage (to a maximum of 5d8 points per manifestation).

EMPATHIC TRANSFER, HOSTILE Initial damage transfer is 4d8. For every 2 additional power points you spend, you can transfer an additional 1d8 points of damage (maximum 8d8 per manifestation).

ENERGY ADAPTATION Duration 1 min/level. Resistance gained is equal to your manifester level. If you spend 7 additional power points, you can manifest this power as an immediate action.

ENERGY ADAPTATION, SPECIFIED See *energy adaptation*

ENERGY BALL Initial damage is 3d6. No bonuses for electricity. For every 2 additional power points you spend, this power's damage increases by 1d6.

ENERGY BOLT Initial damage is 3d6. No bonuses for electricity. For every 2 additional power points you spend, this power's damage increases by 1d6.

ENERGY BURST Psion/Wilder 4. Initial damage is 5d6. No bonuses for electricity. For every 2 additional power points you spend, this power's damage increases by 1d6.

ENERGY CONE Kineticist 4. Initial damage is 5d6. No bonuses for electricity. For every 2 additional power points you spend, this power's damage increases by 1d6.

ENERGY CONVERSION Duration is 1 min/level. One ray /4 manifester levels. Damage per ray equal to your manifester level.

ENERGY CURRENT Kineticist 6. Initial damage is 9d6. No bonuses for electricity. For every 2 additional power points you spend, this power's damage increases by 1d6.

ENERGY MISSILE Kineticist 1. Damage per missile is 1d4. Missile progression as per *magic missile*. No bonuses for cold, electricity or fire.

ENERGY PUSH If a subject of up to one size category larger than you fails a combat maneuver check the driving force of the energy blast pushes it back 5 feet plus another 5 feet for every 5 points by which you exceed your opponents CMD. If a wall or other solid object prevents the subject from being pushed back, the subject instead slams into the object and takes an extra 1d6 points of damage from the impact (no save). For every 2 additional power points you spend, this power's damage increases by 1d6 (maximum 5d6).

ENERGY RAY Initial damage 1d4. No bonuses for cold, electricity or fire. For every 2 additional power points you spend, this power's damage increases by 1d4 (maximum 5d4).

ENERGY RETORT Duration 1 round/manifester level. Initial damage is 1d4 + 1 per manifester level (max +10). No bonuses for cold, electricity or fire.

ENERGY STUN Deleted

ENERGY WALL One side of the wall, selected by you, sends forth waves of energy, dealing 2d4 points of damage to creatures and objects within 10 feet and 1d4 points of damage to those beyond 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area at the same point in the initiative each round. In addition, anyone passing through the *energy wall* takes 2d6 points of damage +1 point per manifester level (maximum +20).

If you manifest the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of an opposing damage type (cold-

fire, electricity-sonic) in one round, that length goes away. (Do not divide damage by 2, as normal for objects). No bonuses for cold, electricity or fire.

ENERGY WAVE Deleted

EVADE BURST Deleted

EXHALATION OF THE BLACK DRAGON For every 2 additional power points you spend, this power's damage increases by 1d6 points (maximum 10d6).

EXPANSION As the *enlarge person* spell.

FATE LINK Seer 4

FEAT LEECH Psion/wilder 3, psychic warrior 3

FISSION At the time of rejoining, you take half of the damage your duplicate has taken since this power was manifested. This damage could potentially leave you with negative hit points, but it can't reduce your hit points to less than 1 minus Constitution.

FORCE SCREEN As the *shield* spell.

GRIP OF IRON Deleted

HAIL OF CRYSTALS Slashing damage from explosion is 5d4.

HAMMER For every additional power point you spend, this power's duration increases by 1 round (maximum 5 rounds).

HUSTLE Deleted

HYPERCOGNITION Standard action only

IMMOVABILITY Damage reduction is changed to DR 10/-

INERTIAL BARRIER No reduction of falling damage.

INFLICT PAIN For every 2 additional power points you spend, this power can affect an additional target (maximum 5 targets). Any additional target cannot be more than 15 feet from another target of the power.

INTELLECT FORTRESS Deleted

LEECH FIELD Deleted

MATTER AGITATION Will save negates (object). *1st Round:* Readily flammable material (paper, dry grass, tinder, torches) ignites. Skin reddens (1 point of damage).

2nd Round: Wood smolders and smokes, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels, water boils.

3rd - 8th rounds: Wood ignites, metal scorches (1d4 points of damage for those holding metallic objects). Skin burns and hair ignites (2d4 points of damage), lead melts.

9th Round: 1d4 points of damage to skin.

10th Round: 1 point of damage to skin.

MATTER MANIPULATION Psion/wilder 9

MENTAL BARRIER Deleted

MENTAL DISRUPTION As the *daze monster* spell

METAFACULTY Banned for PCs

METAMORPHOSIS As the *polymorph* spell (self only)

METAMORPHOSIS, GREATER As the *greater polymorph* spell (self only)

METAPHYSICAL CLAW Augment to + enhancement only. No increased duration.

METAPHYSICAL WEAPON Augment to + enhancement only. No increased duration.

MICROCOSM Banned for PCs

MIND SEED Deleted

MIND SWITCH Telepath 8

MIND THRUST Damage is 1d6. For every 4 additional power points you spend, this power's damage increases by 1d6.

MINDLINK Telepath 5. As the *telepathic bond* spell.

MINDLING, THIEVING Telepath 7.

OBJECT READING Deleted

PRECOGNITION Must announce that this power is being used before the die roll is made.

PRECOGNITION, DEFENSIVE Duration 1 round per manifester level. For every 4 additional power points you spend, the insight bonus gained increases by 1.

PRECOGNITION, OFFENSIVE Duration 1 round per manifester level. For every 4 additional power points you spend, the insight bonus gained increases by 1.

PREVENOM Damage is 1d3. Save is DC11 + your key ability modifier.

PREVENOM WEAPON Damage is 1d3. Save is DC11 + your key ability modifier.

PSIONIC LION'S CHARGE Manifesting Time 1 standard action. Duration see text. You gain the powerful charging ability of a lion. When you charge before the end of the next round, you can make a full attack in the same round.

PSIONIC LOCK As *arcane lock* spell, except as noted here.

PSIONIC REVIVIFY As *breath of life* spell. No effect on undead.

PSYCHIC CRUSH For every 4 additional power points you spend, this power's damage increases by 1d6 points.

PSYCHIC REFORMATION Deleted

PSYCHOFEEEDBACK Deleted

QUINTESENCE Deleted

RECALL AGONY For every 2 additional power points you spend, this power's damage increases by 1d6 points (maximum 5d6).

REDDOPSI As *spell turning* spell, except as noted here.

REMOTE VIEW TRAP Deleted

RETRIEVE Deleted

SCHISM Deleted

SECOND CHANCE Duration is 1 round per manifester level.

SHATTER MIND BLANK Psion/wilder 8

SKATE Land speed increase is 10 feet. Downhill speed increase is an additional 10 feet.

SOLICIT PSICRYSTAL Deleted

STEADFAST PERCEPTION Deleted

STOMP For every 2 additional power points you spend, this power's damage increases by 1d4 (maximum 5d4).

SWARM OF CRYSTALS For every 2 additional power points you spend, this power's damage increases by 1d4 (maximum 8d4).

SYNESTHETE Deleted

TELEKINETIC FORCE As telekinesis spell, except as noted here.

TELEKINETIC MANEUVER Deleted

TELEKINETIC THRUST Deleted.

THICKEN SKIN +2 enhancement to natural armor. For every 2 additional power points you spend, the enhancement bonus increases by +1 (maximum +5)

TIME HOP Psion/wilder 9

TIME HOP, MASS Deleted

TIME REGRESSION Deleted

TOUCHSIGHT Your *touchsight* field emanates from you out to a distance of 15 ft. + 5 ft./2 manifester levels (maximum 60 feet).

TOWER OF IRON WILL Psion/wilder7

TRACE TELEPORT Deleted

TRUE METABOLISM Healing is 5 points per level. No regeneration.

TRUE SEEING, PSIONIC As *true seeing* spell, except as noted here.

VIGOR You suffuse yourself with power, gaining 1d4 + 1 per level (max +5) temporary hit points.