

LSJ38 “The Quick and the Dead” Psionic Cheat Sheet

Part 1: Always remember and never forget...

- A psionic character is limited in how many power points he can spend on a single manifestation of a power. A psionic PC can spend no more than their manifester level in power points on a single usage of a power. Thus, a 1st-level psion can spend only 1 PP per use of a power, whereas a 3rd-level psion could spend up to 3 PP. This maximum applies also to spending extra power points to increase the effects of powers beyond their normal (minimum) effect. Thus, the 3rd-level psion manifesting a 1st-level power that normally costs 1 PP could spend 2 more PP (3 PP total) on that power to increase the effect or potency, but no more than those 3 points.
- Also remember how these new action types work:
 - **Swift Action:** A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform only a single swift action per turn.
 - **Immediate Action:** An immediate action is very similar to a swift action, but can be performed at any time — even if it's not your turn.

Part 2: Skills

Autohypnosis (Wis; Trained Only)

You have trained your mind to gain mastery over your body and the mind's own deepest capabilities.

Check: The DC and the effect of a successful check depend on the task you attempt.

Task	DC
Ignore caltrop wound	18
Memorize	15
Resist dying	20
Resist fear	Fear effect DC
Tolerate poison	Poison's DC
Willpower	20

Ignore Caltrop Wound: If you are wounded by stepping on a caltrop, your speed is reduced to one-half normal. A successful Autohypnosis check removes this movement penalty. The wound doesn't go away—it is just ignored through self-persuasion.

Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or some other particularly difficult piece of information (but you can't memorize magical writing or similarly exotic scripts). Each successful check allows you to memorize a single page of text (up to 800 words), numbers, diagrams, or sigils (even if you don't recognize their meaning). If a document is longer than one page, you can make additional checks for each additional page. You always retain this information; however, you can recall it only

with another successful Autohypnosis check.

Resist Dying: You can attempt to subconsciously prevent yourself from dying. If you have negative hit points and are losing hit points (at 1 per round, 1 per hour), you can substitute a DC 20 Autohypnosis check for your d% roll to see if you become stable. If the check is successful, you stop losing hit points (you do not gain any hit points, however, as a result of the check). You can substitute this check for the d% roll in later rounds if you are initially unsuccessful.

Resist Fear: In response to any fear effect, you make a saving throw normally. If you fail the saving throw, you can make an Autohypnosis check on your next round even while overcome by fear. If your Autohypnosis check meets or beats the DC for the fear effect, you shrug off the fear. On a failed check, the fear affects you normally, and you gain no further attempts to shrug off that particular fear effect.

Tolerate Poison: You can choose to substitute an Autohypnosis check for a saving throw against any standard poison's secondary damage or effect. This skill has no effect on the initial saving throw against poison.

Willpower: If reduced to 0 hit points (disabled), you can make an Autohypnosis check. If successful, you can take a normal action while at 0 hit points without taking 1 point of damage. You must make a check for each strenuous action you want to take. A failed Autohypnosis check in this circumstance carries no direct penalty—you can choose not to take the strenuous action and thus avoid the hit point loss. If you do so anyway, you drop to -1 hit points, as normal when disabled.

Action: None. Making an Autohypnosis check doesn't require an action; it is either a free action (when attempted reactively) or

part of another action (when attempted actively).

Try Again: Yes, for memorize and willpower uses, though a success doesn't cancel the effects of a previous failure. No for the other uses.

Special: If you have the Autonomous feat, you get a +2 bonus on Autohypnosis checks.

Synergy

- If you have 5 or more ranks in Autohypnosis, you get a +2 bonus on Knowledge (psionics) checks.
- If you have 5 or more ranks in Concentration, you get a +2 bonus on Autohypnosis checks.

Concentration (Con)

You are particularly good at focusing your mind.

The following are additional uses for the Concentration skill.

Check: You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include manifesting a power, concentrating on an active power, directing a power, or using a psi-like ability.

If the Concentration check succeeds, you can continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a power, the power points are lost. If you were concentrating on an active power, the power ends as if you had ceased concentrating on it. If you were directing a power, the direction fails but the power remains active. If you were using a psi-like ability, that use of the ability is lost.

Concentration DC ¹	Distraction
10 + damage dealt	Damaged during the action. ²
10 + half of continuous damage last dealt	Taking continuous damage during the action. ³
15 + power level	Attempting to manifest a power without its display.
15	Entangled.
Distracting power's save DC	Distracted by nondamaging power. ⁴
20	Gain psionic focus.
20	Grappling or pinned. (You can manifest powers normally unless you fail your Concentration check.)
Distracting power's save DC	Weather caused by power ⁴

1. If you are trying to manifest, concentrate on, or direct a power when the distraction occurs, add the level of the power to the indicated DC.

2. Such as during the manifestation of a power with a manifesting time of 1 round or more. Also from an attack of opportunity or readied attack made in response to the power being manifested (for powers with a manifesting time of 1 standard action) or the action being taken (for activities requiring no more than a full-round action).

3. Such as from standing in natural fire or lava.

4. If the power allows no save, use the save DC it would have if it did allow a save.

The table above summarizes various types of distractions that cause you to make a Concentration check. If the distraction occurs while you are trying to manifest a power, you must add the level of the power you are trying to manifest to the appropriate Concentration DC.

Gain Psionic Focus

Merely holding a reservoir of psionic power points in mind gives psionic characters a special energy. Psionic characters can put that energy to work without actually paying a power point cost—they can become psionically focused as a special use of the Concentration skill.

If you have 1 or more power points available, you can meditate to attempt to become psionically focused. The DC to become psionically focused is 20. Meditating is a full-round action that provokes attacks of opportunity. When you are psionically focused, you can expend your focus on any single Concentration check you make thereafter. When you

expend your focus in this manner, your Concentration check is treated as if you rolled a 15. It's like taking 10, except that the number you add to your Concentration modifier is 15. You can also expend your focus to gain the benefit of a psionic feat—many psionic feats are activated in this way.

Once you are psionically focused, you remain focused until you expend your focus, become unconscious, or go to sleep (or enter a meditative trance, in the case of elans), or until your power point reserve drops to 0.

Action: Usually none. In most cases, making a Concentration check doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively). Meditating to gain psionic focus is a full-round action.

Try Again: Yes, though a success doesn't cancel the effects of a previous failure, such as the loss of the power points for a power

being manifested or the disruption of a power being concentrated on.

Special: You can use Concentration to manifest a power or use a psi-like ability defensively, so as to avoid attacks of opportunity altogether. The DC of the check is 15 + the power's level. If the Concentration check succeeds, you can manifest normally without provoking any attacks of opportunity. If the Concentration check fails, the power also automatically fails and the power points are wasted, just as if your concentration had been disrupted by a distraction.

A character with the Combat Manifestation feat gets a +4 bonus on Concentration checks made to manifest a power or use a psi-like ability while on the defensive or while grappling or pinned.

Synergy: If you have 5 or more ranks in Concentration, you get a +2 bonus on Autohypnosis checks.

Knowledge (Psionics) (Int)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. This entry specifically relates to the body of lore dealing with the phenomena of psionics in all its many manifestations.

Knowledge (psionics) covers ancient mysteries, psionic traditions, psychic symbols, cryptic phrases, astral constructs, and psionic races. You can use this skill to identify psionic monsters and their special powers or vulnerabilities.

Special: If you have the Autonomous feat, you get a +2 bonus on Knowledge (psionics) checks.

Synergy

- If you have 5 or more ranks in Knowledge (psionics), you get a +2 bonus on Psicraft checks.
- If you have 5 or more ranks in Autohypnosis, you get a +2 bonus on Knowledge (psionics) checks.

Untrained: An untrained Knowledge (psionics) check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

Psicraft (Int; Trained Only)

Use this skill to identify powers as they are manifest or powers already in place.

Check: You can identify powers and psionic effects. The DCs for Psicraft checks relating to various tasks are summarized on the table below.

Psicraft DC	Task
15 + power level	Identify a power being manifested. (You must sense the power's display, or see some visible effect, to identify a power.) No action required. No retry.
15 + power level	When manifesting <i>detect psionics</i> , determine the discipline involved in the aura of a single item or creature you can see. (If the aura is not a power effect, the DC is 15 + ½ manifester level.) No action required.
15 + power level	Address a power stone to figure out what power or powers it contains.
20 + power level	Identify a power that's already in place and in effect. You must be able to see or detect the effects of the power. No action required. No retry.
20 + power level	Identify materials created or shaped by psionics, such

	as noting that a particular object was created using a metacreativity power. No action required. No retry.
25 + power level	After rolling a saving throw against a power targeted on you, determine what that power was. No action required. No retry.
25	Identify a psionic tattoo. Requires 1 minute. No retry.
20	Draw a diagram to enhance manifestation of <i>psionic dimensional anchor</i> on a summoned creature. Requires 10 minutes. No retry. The player does not see the result of this check.
30 or higher	Understand a strange or unique psionic effect, such as the effects of an outcrop of psionically resonant crystal. Time required varies. No retry.

Additionally, certain powers allow you to gain information about psionic effects,

provided that you make a successful Psicraft check as detailed in the power description.

Action: Varies, as noted above.

Try Again: See above.

Special: A psion gains a +2 bonus on Psicraft checks when dealing with a power or effect from his discipline.

If you have the Psionic Affinity feat, you get a +2 bonus on Psicraft checks.

Synergy

- If you have 5 or more ranks in Knowledge (psionics), you get a +2 bonus on Psicraft checks.
- If you have 5 or more ranks in Psicraft, you get a +2 bonus on Use Psionic Device checks related to power stones.
- If you have 5 or more ranks in Use Psionic Device, you get a +2 bonus on Psicraft checks to address power stones.

Part 3: Feats

Expanded Knowledge [Psionic]

You learn another power.

Prerequisites: Manifester level 3rd.

Benefit: Add to your powers known one additional power of any level up to one level lower than the highest-level power you can manifest. You can choose any power, including powers from another discipline's list or even from another class's list.

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

Opportunity Power [Metapsionic]

You can make power-enhanced attacks of opportunity.

Benefit: To use this feat, you must expend your psionic focus. When you make an attack of opportunity, you can use any power you know with a range of touch, if you have at least one hand free.

Manifesting this power is an immediate action.

You cannot use this feat with a touch power whose manifesting time is longer than 1 full-round action.

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

Normal: Attacks of opportunity can be made only with melee weapons.

Overchannel [Psionic]

You burn your life force to strengthen your powers.

Benefit: While manifesting a power, you can increase your effective manifester level by one, but in so doing you take 1d8 points of damage. At 8th level, you can choose to increase your effective manifester level by two, but you take 3d8 points of damage. At 15th level, you can increase your effective manifester level by three, but you take 5d8 points of damage.

The effective increase in manifester level increases the number of power points you can expend on a single power manifestation, as well as increasing all manifester level-

dependent effects, such as range, duration, and overcoming power resistance.

Normal: Your manifester level is equal to your total levels in classes that manifest powers.

Psicrystal Affinity [Psionic]

You have created a psicrystal.

Prerequisites: Manifester level 1st.

Benefit: This feat allows you to gain a psicrystal.

Psicrystal Containment [Psionic]

Your psicrystal has advanced enough that it can hold a psionic focus that you store within it.

Prerequisites: Psicrystal Affinity, manifester level 3rd.

Benefit: You can spend a full-round action attempting to psionically focus your psicrystal. At any time when you need to expend your psionic focus, you can expend your psicrystal's psionic focus instead, as long as the crystal is within 5 feet of you. Psionically focusing your psicrystal works just like focusing yourself. The psicrystal cannot focus itself—only the owner can spend the time to focus the crystal.

Speed of Thought [Psionic]

The energy of your mind energizes the alacrity of your body.

Prerequisite: Wis 13.

Benefit: As long as you are psionically focused and not wearing heavy armor, you gain an insight bonus to your speed of 10 feet.

Talented [Psionic]

You can overchannel powers with less cost to yourself.

Prerequisite: Overchannel.

Benefit: To use this feat, you must expend your psionic focus. When manifesting a power of 3rd level or lower, you do not take damage from overchanneling.

Part 4: Powers

Body Adjustment Psychometabolism (Healing)

Level: Psion/wilder 3, psychic warrior 2
Display: Auditory and material
Manifesting Time: 1 round
Range: Personal
Target: You
Duration: Instantaneous
Power Points: Psion/wilder 5, psychic warrior 3

You take control of your body's healing process, curing yourself of 1d12 points of damage. As usual, when regular damage is healed, an equal amount of nonlethal damage is also healed.

Augment

For every 2 additional power points you spend, this power heals an additional 1d12 points of damage.

Deceleration Psychoportation

Level: Psion/wilder 1
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Target: One Medium or smaller creature
Duration: 1 min./level
Saving Throw: Reflex negates
Power Resistance: Yes
Power Points: 1

You warp space around an individual, hindering the subject's ability to move. The subject's speed (in any movement mode it possesses) is halved. A subsequent manifestation of deceleration on the subject does not further decrease its speed.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger.

Empathic Feedback

Telepathy [Mind-Affecting]

Level: Psion/wilder 4, psychic warrior 3
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Power Points: Psion/wilder 7, psychic warrior 5

You empathically share your pain and suffering with your attacker. Each time a creature strikes you in melee, it takes damage equal to the amount it dealt to you or 5 points, whichever is less. This damage is empathic in nature, so powers and abilities the attacker may have such as damage reduction and regeneration do not lessen or change this damage. The damage from empathic feedback has no type, so even if you took fire damage from a creature that has immunity to fire, empathic feedback will damage your attacker.

Augment: For every additional power point you spend, this power's damage potential increases by 1 point.

Empathic Transfer, Hostile

Telepathy [Mind-Affecting]

Level:	Telepath 3, psychic warrior 3
Display:	Auditory and material
Manifesting Time:	1 standard action
Range:	Touch
Target:	Creature touched
Duration:	Instantaneous
Saving Throw:	Will half
Power Resistance:	Yes
Power Points:	5

You transfer your hurt to another. When you manifest this power and then make a successful touch attack, you can transfer 50 points of damage (or less, if you choose) from yourself to the touched creature. You immediately regain hit points equal to the amount of damage you transfer.

You cannot use this power to gain hit points in excess of your full normal total. The transferred damage is empathic in nature, so powers and abilities the subject may have such as damage reduction and regeneration do not lessen or change this damage.

The damage transferred by this power has no type, so even if the subject has immunity to the type of damage you originally took, the transfer occurs normally and deals hit point damage to the subject.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, you can transfer an additional 10 points of damage (maximum 90 points per manifestation).
2. If you spend 6 additional power points, this power affects all creatures in a 20-foot-radius spread centered on you.

Energy Ball

Psychokinesis [see text]

Level:	Kineticist 4
Display:	Auditory
Manifesting Time:	1 standard action
Range:	Long (400 ft. + 40 ft./level)
Area:	20-ft.-radius spread
Duration:	Instantaneous
Saving Throw:	Reflex half or Fortitude half; see text
Power Resistance:	Yes
Power Points:	7

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create an explosion of energy of the chosen type that deals 7d6 points of damage to every creature or object within the area. The explosion creates almost no pressure.

Cold: A ball of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold ball is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a ball of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A ball of this energy type deals +1 point of damage per die.

Sonic: A ball of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of

damage, this power's save DC increases by 1.

Energy Cone

Psychokinesis [see text]

Level: Kineticist 3
Display: Auditory
Manifesting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped spread
Duration: Instantaneous
Saving Throw: Reflex half or Fortitude half; see text
Power Resistance: Yes
Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create a cone of energy of the chosen type, extending outward from your hand, that deals 5d6 points of damage to every creature or object within the area.

Cold: A cone of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold cone is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a cone of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A cone of this energy type deals +1 point of damage per die.

Sonic: A cone of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Energy Current

Psychokinesis [see text]

Level: Kineticist 5
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Any two creatures no more than 15 ft. apart
Duration: Concentration, up to 1 round/level
Saving Throw: Reflex half or Fortitude half; see text
Power Resistance: Yes
Power Points: 9

Upon manifesting this power, you choose cold, electricity, fire, or sonic. Your body's psionically fueled bioenergetic currents produce an arc of energy of the chosen type that targets a creature you designate as the primary foe for 9d6 points of damage in every round when the power remains in effect. Energy also arcs off the primary foe to strike one additional foe that is initially within 15 feet of the primary foe, or that subsequently moves within 15 feet of the primary foe while the duration lasts. Secondary foes take half the damage that the primary foe takes in every round while the duration lasts.

Should either the primary or secondary foe fall to less than 0 hit points (or should a target completely evade the effect with a special ability or power), the energy current's arc randomly retargets another primary and/or secondary foe while the

duration lasts. Targeted foes can move normally, possibly moving out of range of the effect, but each round they are targeted and remain in range they must make a saving throw to avoid taking full damage in that round.

Concentrating to maintain energy current is a full-round action. If you take damage while maintaining energy current, you must make a successful Concentration check (DC 10 + damage dealt) to avoid losing your concentration on the power.

Cold: A current of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold current is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a current of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A current of this energy type deals +1 point of damage per die.

Sonic: A current of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.
2. For every 4 additional power points you spend, this power can affect an additional secondary target. Any additional secondary target cannot be more than 15 feet from another target of the power.

Energy Missile

Psychokinesis [see text]

Level: Kineticist 2

Display: Auditory

Manifesting Time: 1 standard action

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

Target: Up to five creatures or objects; no two targets can be more than 15 ft. apart.

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 3

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a powerful missile of energy of the chosen type at your foe. The missile deals 3d6 points of damage to each creature or object you target, to the maximum of five targets. You cannot hit the same target multiple times with the same manifestation of this power.

Cold: A missile of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold missile is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a missile of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A missile of this energy type deals +1 point of damage per die.

Sonic: A missile of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6) and its save DC increases by 1.

Energy Ray

Psychokinesis [see text]

Level: Psion/wilder 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Power Resistance: Yes
Power Points: 1

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create a ray of energy of the chosen type that shoots forth from your fingertip and strikes a target within range, dealing 1d6 points of damage, if you succeed on a ranged touch attack with the ray.

Cold: A ray of this energy type deals +1 point of damage per die.

Electricity: Manifesting a ray of this energy type provides a +3 bonus on your attack roll if the target is wearing metal armor and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A ray of this energy type deals +1 point of damage per die.

Sonic: A ray of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6).

Energy Retort

Psychokinesis [see text]

Level: Psion/wilder 3
Display: Visual
Manifesting Time: 1 standard action
Range: Personal and close (25 ft. + 5 ft./2 levels); see text
Target: You and creature or object attacking you; see text
Duration: 1 min./level
Saving Throw: Reflex half or Fortitude half; see text
Power Resistance: Yes
Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You weave a field of potential energy of the chosen type around your body. The first successful attack made against you in each round during the power's duration prompts a response from the field with out any effort on your part. The attack may be physical, the effect of a power, or the effect of a spell (including spell-like, supernatural, and extraordinary abilities). An "ectoburst" discharges from the field, targeting the source of the attack and dealing 4d6 points of damage of the chosen energy type. To be affected, a target must be within close range,

you must have line of sight and line of effect to it, and you must be able to identify the source of the attack. The ectoburst is a ranged touch attack made using your base attack bonus plus your key ability modifier for your manifesting class.

Cold: A field of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold retort is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a field of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A field of this energy type deals +1 point of damage per die.

Sonic: A field of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's duration increases by 1 minute.

Force Screen

Psychokinesis [Force]

Level: Psion/wilder 1, psychic warrior 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 1

You create an invisible mobile disk of force that hovers in front of you. The force screen provides a +4 shield bonus to Armor Class (which applies against incorporeal touch attacks, since the force screen is a force effect). Since it hovers in front of you, the effect has no armor check penalty associated with it.

Augment: For every 4 additional power points you spend, the shield bonus to Armor Class improves by 1.

Inertial Armor

Psychokinesis

Level: Psion/wilder 1, psychic warrior 1
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 1; see text

Your mind generates a tangible field of force that provides a +4 armor bonus to Armor Class. Unlike mundane armor, inertial armor entails no armor check penalty or speed reduction. Because inertial armor is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor.

Your inertial armor can be invisible or can appear as a colored glow, at your option.

The armor bonus provided by inertial armor does not stack with the armor bonus provided by regular armor.

Augment: For every 2 additional power points you spend, the armor bonus to Armor Class increases by 1.

Inertial Barrier

Psychokinesis

Level:	Kineticist 4, psychic warrior 4
Display:	Auditory and mental
Manifesting Time:	1 standard action
Range:	Personal
Target:	You
Duration:	10 min./level
Power Points:	7

You create a skin-tight psychokinetic barrier around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. You gain damage reduction 5/-. Inertial barrier also absorbs half the damage you take from any fall.

Keen Edge, Psionic

Metacreativity

Level:	Psion/wilder 3, psychic warrior 3
Display:	Visual
Manifesting Time:	1 standard action
Range:	Close (25 ft. + 5 ft./2 levels)
Target:	One weapon or fifty projectiles, all of which must be in contact with each other at the time of manifestation
Duration:	10 min./level
Saving Throw:	Will negates (harmless, object)
Power Resistance:	Yes (harmless, object)
Power Points:	5

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19-20, a threat range of 19-20 becomes 17-20, and a threat range of 18-20 becomes 15-20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target. (Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.)

Multiple effects that increase a weapon's threat range (such as the keen edge spell and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

Mind Thrust

Telepathy [Mind-Affecting]

Level:	Psion/wilder 1
Display:	Auditory
Manifesting Time:	1 standard action
Range:	Close (25 ft. + 5 ft./2 levels)
Target:	One creature
Duration:	Instantaneous
Saving Throw:	Will negates
Power Resistance:	Yes
Power Points:	1

You instantly deliver a massive assault on the thought pathways of any one creature, dealing 1d10 points of damage to it.

Augment: For every additional power point you spend, this power's damage increases by 1d10 points. For each extra 2d10 points of damage, this power's save DC increases by 1.

Precognition, Defensive

Clairsentience

Level: Psion/wilder 1, psychic warrior 1
Display: Material and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows.

You gain a +1 insight bonus to AC and on all saving throws. If caught in a situation where your Dexterity bonus isn't applied to your Armor Class, this bonus to AC and saving throws does not apply.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the insight bonus gained increases by 1.
2. If you spend 6 additional power points, you can manifest this power as a swift action

Psychic Crush

Telepathy [Mind-Affecting]

Level: Psion/wilder 5
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Target: One creature
Duration: Instantaneous

Saving Throw: Will partial; see text

Power Resistance: Yes

Power Points: 9

Your will abruptly and brutally crushes the mental essence of any one creature, debilitating its acumen. The target must make a Will save with a +4 bonus or collapse unconscious and dying at -1 hit points. If the target succeeds on the save, it takes 3d6 points of damage.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points.

Share Pain

Psychometabolism

Level: Psion/wilder 2
Display: Material and mental
Manifesting Time: 1 standard action
Range: Touch
Target: You and one willing creature, or two willing creatures; see text
Duration: 1 hour/level (D)
Power Points: 3

This power creates a psychometabolic connection between you and a willing subject so that some of your wounds are transferred to the subject. You take half damage from all attacks that deal hit point damage to you, and the subject takes the remainder. The amount of damage not taken by you is taken by the subject. If your hit points are reduced by a lowered Constitution score, that reduction is not shared with the subject because it is not a form of hit point damage. When this power ends, subsequent damage is no longer divided between the subject and you, but damage already shared is not reassigned.

If you and the subject move farther away from each other than close range, the power ends.

You can manifest this power on two willing subjects, one of which you designate to share its damage with the other.

Share Pain, Forced

Psychometabolism

Level: Psion/wilder 3
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 5

As *share pain*, except as noted here.

You attempt to force the sharing of your wounds with an unwilling creature, and for less time. If you are immune to the type of damage dealt, or if you convert lethal damage into nonlethal damage, the target takes no damage.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Skate

Psychoportation

Level: Psion/wilder 1, psychic warrior 1
Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal or touch; see text

Target: You or one willing creature or one unattended object (total weight up to 100 lb./level); see text

Duration: 1 min./level (D)

Saving Throw: None

Power Resistance: Yes (harmless, object)

Power Points: 1

You, another willing creature, or an unattended object can slide along solid ground as if on smooth ice. If you manifest skate on yourself or another creature, the subject of the power retains equilibrium by mental desire alone, allowing her to gracefully skate along the ground, turn, or stop suddenly as desired. The skater's land speed increases by 15 feet. (This adjustment is treated as an enhancement bonus.) As with any effect that increases speed, this power affects the subject's maximum jumping distance.

The subject can skate up or down any incline or decline she could normally walk upon without mishap, though skating up an incline reduces the subject's speed to normal, while skating down a decline increases her speed by an additional 15 feet. (This adjustment is treated as a circumstance bonus.)

If you manifest skate on an object, treat the object as having only one-tenth of its normal weight for the purpose of dragging it along the ground.

True Seeing, Psionic

Clairsentience

Level: Psion/wilder 5

Display: Visual

Manifesting Time 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 9

You confer on yourself the ability to see all things as they actually are. You see through normal and magical darkness, notice secret doors hidden by magic, see the exact locations of creatures or objects under *blur* or *displacement* effects, see invisible creatures or objects normally, see through illusions, and sees the true form of *polymorphed*, changed, or transmuted things. Further, you can focus your vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of *true seeing* conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help you see through mundane disguises, spot creatures that are simply hiding, or notice secret doors hidden by mundane means. In addition, the power's effects cannot be further enhanced with known magic or psionics, so one cannot use *true seeing* through a crystal ball or in conjunction with *clairaudience/clairvoyance*.

Part 5: Psionic Creatures and Items

Psicrystal

Size/Type:	Diminutive Construct
Hit Dice:	As master's HD (hp ½ master's)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 20 ft.*
Armor Class:	16 (+4 size, +2 Dex*), touch 16, flat-footed 14
Base Attack/Grapple:	+0/-17
Attack:	—
Full Attack:	—
Space/Reach:	1 ft./0 ft.
Special Attacks:	—
Special Qualities:	Construct traits, hardness 8, psicrystal granted abilities (improved evasion, personality, self-propulsion, share powers, sighted, telepathic link)
Saves:	As master's saves
Abilities:	Str 1*, Dex 15*, Con Ø, Int 6, Wis 10, Cha 10
Skills:	Climb +14*, Listen +6, Move Silently +6, Search +2, Spot +6
Feats:	Alertness
Environment:	Any
Organization:	Solitary
Challenge Rating:	Included with master
Treasure:	None
Alignment:	As master
Advancement:	—
Level Adjustment:	—

*With self-propulsion ability activated.

The psicrystal described here is that of a 1st-level manifester.

Combat

A psicrystal's characteristics depend on its master. Its Hit Dice are equal to its master's Hit Dice (counting only levels in psion or wilder), its hit points are equal to half its master's, and its saving throw bonuses are the same as its master's.

Construct Traits

A psicrystal has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired. Psicrystals do not have the usual construct traits of darkvision and low-light vision.

Psicrystal Granted Abilities

The psicrystal described here has the special abilities of self-propulsion, alertness, improved evasion, share powers, telepathic link, sighted, and personality (If its master chooses not to activate the self-propulsion ability, the psicrystal reverts to a speed of 0 feet and has no Strength score and no Dexterity score.)

Skills

A psicrystal (with its self-propulsion ability activated) uses its Dexterity modifier instead of its Strength modifier on Climb checks. It has a +8 racial bonus on Climb checks and can always choose to take 10, even if rushed or threatened.

Dorjes

A dorje is a slender crystal that contains a single power. Each dorje has 50 charges when created, and each charge expended allows one use of that power. A dorje that runs out of charges is just a simple crystal.

Physical Description

A typical dorje is an elongated crystal of one color (or colorless), between 8 inches and 10 inches long and about ½ inch thick, which can weigh up to ¼ pound. Occasionally, a dorje is decorated with carvings or inscribed runes along a face of the crystal. A typical dorje has AC 7, 7 hit points, a hardness of 8, and a break DC of 18.

Activation

Dorjes use the power trigger activation method, so manifesting a power from a dorje is usually a standard action that does not provoke attacks of opportunity. (If the power being manifested has a manifesting

time longer than 1 standard action, however, it takes that long to manifest the power from a dorje.) The user must have the power on his class list, even if he knows the command thought. Additionally, to activate a dorje, a character must hold it in hand and point it in the general direction of the target or area to be affected.

Dorjes are normally created at the minimum manifester level required to manifest the power, and powers that can be augmented are not augmented when stored in a dorje. A dorje's wielder cannot augment the power contained within the dorje. However, dorjes can be created at a higher manifester level than required to manifest the power. In this case, the dorje that holds an augmentable power is augmented, to the limit of the manifester level and the power's augmentation maximums, if any. The manifester level of a dorje cannot be more than five higher than the minimum manifester level to use the power it contains.

Some dorjes have higher manifester levels than the minimum power level, which give them commensurately higher costs.