

Powers

Energy Confracture

Psychokinesis

Level: Kineticist 5

Display: Material, Visual

Manifesting Time: 1 standard action

Range: Close (25ft, +5ft/2 levels)

Target: One energy-based spell or power

Area: 10ft radius

Duration: 2 minutes, +1 minute/level

Power Points: 9

This bizarre power turns energy into fractured shards resembling broken glass or tiny crystals. When used defensively and readied to counteract a spell, power or ability it grants the manifester the ability to reduce or even completely negate the energy damage dealt by freezing the energy into a semisolid form and shattering it into hundreds of tiny shards. A spell or power affected this way is completely negated if it is 3rd level or lower, and partially negated, half damage and a +2 bonus on the saving throw to resist, of 4th level or higher. This power can also protect those within a 10ft of the manifester, but it only provides a +1 on the saving throw.

This power can also be used against existing sources of energy like *Wall of Fire*, *Energy Wall*, and even mundane fire like campfires, bonfires, burning buildings, ect. A 10ft radius of a *Wall of Fire* or similar can be affected with each use of the power, completely extinguishing a portion of it and turning it into shattered shards of crystalline energy. More than one application of Energy Confracture is likely to be necessary for larger spells, power, and effects.

Shards or pieces of the *Confractured Energy* can be picked up, deals 1 point of damage of the appropriate energy type to the wielder unless protected, and even wielded as a weapon, dealing damage equal to a weapon of the appropriate size, but the damage is of the appropriate energy type instead of physical damage, although it is still considered to be piercing or slashing damage for the purposes of bypassing damage reduction.

When the power expires, the crystalline shards are re-converted to energy, exploding violently in a 10ft radius burst for 1D6 damage, +1 damage per level of the spell or power *Confractured*, or equal to half the damage die listed for a fire of it's size for *Control Flames* on page 86 of the Expanded Psionics Handbook.

Flame Wings

Psychokinesis [Fire]

Level: Kineticist 4, Psion/Wilder 5, Psychic Warrior 6

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min/level

Power Points: Kineticist 7, Psion/Wilder 9, Psychic Warrior 11

This power manifests *psychokinetic* wings made out of smoke and flame given form through pure willpower. The wings allow you to fly at a speed of 50 feet (good) while carrying no more than a light load. You can ascend at half speed and descend at double speed, and you can charge (but not run) while flying. You can make unarmed attacks with flame wings and a successful unarmed strike deals 2d6 points of fire damage. The wings are semisolid and have hit points equal to 10 + manifester level + ability modifier (Intelligence for Psions, Wisdom for Psychic Warriors, Charisma for Wilders), hardness 10 and can be targeted by *sunder* attacks. The wings are extinguished (and the spell ends) if subjected to a *quench* spell, immersed in water for 1 round, or exposed to winds of hurricane force or greater. Energy Confracture destroys the Flame Wings. If the power's duration expires while you are aloft, you fall normally.

Augment: For every additional 4 power points you spend you may increase the flight speed by 10ft or improve the maneuvering class by one. For an additional 4 power points, the wings can be manifested in a fiery burst that deals 2d6 *fire* damage in a 5ft radius burst, for an additional 2 points, 6 total, this radius can be enlarged to 10ft.

Form of Doom

Psychometabolism

Level: Egotist 8, Psychic Warrior 6

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 round/level (D)

Power Points: 15 or 11

You wrench from your subconscious a terrifying visage of deadly hunger and become one with it. You are transformed into a nightmarish version of yourself, complete with an ooze-sleek skin coating, lashing tentacles, and a fright-inducing countenance. You effectively gain a +10 bonus on Disguise checks, though you retain your basic shape and can continue to use your equipment. This power cannot be used to impersonate someone; while horrible, your form is recognizably your own.

You gain the frightful presence extraordinary ability, which takes effect automatically when you charge a foe. Opponents within 30 feet of you that have fewer Hit Dice or levels than you and that witness your charge become shaken for 5d6 rounds if they fail a Will save (DC 16 + your Cha modifier). An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Your horrific form grants you a natural armor bonus of +5, damage reduction 5/-, and a +4 bonus to your Strength score. In addition, you gain +10 feet to your land speed as well as a +10 bonus on Climb and Jump checks.

A nest of violently flailing black tentacles sprout from your hair and back. You can make up to four additional attacks with these tentacles in addition to your regular melee attacks in each round that you take a full attack action. You can make tentacle attacks within the space you normally threaten. If you make your tentacle attacks in addition to your regular melee attacks,

each tentacle attacks at your highest base attack bonus with a -5 penalty. If you forgo all your other attacks, making only tentacle attacks, you make your tentacle attacks at your highest base attack bonus with no penalty. These tentacles deal 2d8 points of damage plus one-half your Strength bonus on each successful strike.

This power functions only while you inhabit your base form (for instance, you can't be metamorphed or polymorphed into another form, though you can use claws of the beast, and bite of the wolf in conjunction with this power for your regular attacks), and while your mind resides within your own body.

Augment: For every additional power point you spend, this power's duration increases by 2 rounds.

FEATS

Cryokinetic Aptitude

Prerequisites: CON 12+, key manifester ability 13+

Benefit: Any psionic power, psi-like ability, psionic or metapsionic feat with the cold descriptor or with the words ice, Frost, or chill in the title deals an additional +1 damage per dice. Powers that do not deal damage and/or last for more than one round last for an additional 1 round of duration after they normally would have ended.

Special: You can instantly assess how much damage someone or something has taken from a cold based attack.

Electrokinetic Aptitude

Prerequisites: CON 12+, key manifester ability 13+

Benefit: Any psionic power, psi-like ability, psionic or metapsionic feat with the electric descriptor or with the words electric, shock or shocking in the title deals an additional +1 damage per dice. Powers that do not deal damage and/or last for more than one round last for an additional 1 round of duration after they normally would have ended.

Special: You can instantly assess how much damages someone or something has taken from an electric based attack.

Latent Psi: Diverting (Psionic)

Benefit: Another latent talent for psionics awakens within your mind, granting you the following psi-like ability:

Psi-Like Ability: ×1 day - *Attraction or Distract*. Manifester level 1st.

Special: You can use one or the other of your latent psi-like abilities once per day – you can't use both. Once you use one, you can't use the other for the rest of the day. The exception to this rule is High Psionics Settings using the optional rules listed on page 67 of the Expanded Psionics Handbook, such as the Cloudsea and Estelliah, if using these rules you may use these abilities once per day Each instead.

Latent Psi: Empathic (Psionic)

Benefit: Another latent talent for psionics awakens within your mind, granting you the following psi-like ability:

Psi-Like Ability: ×1 day - *Empathy or Telempathic Projection*. Manifester level 1st.

Special: You can use one or the other of your latent psi-like abilities once per day – you can't use both. Once you use one, you can't use the other for the rest of the day. The exception to this rule is High Psionics Settings using the optional rules listed on page 67 of the Expanded Psionics Handbook, such as the Cloudsea and Estelliah, if using these rules you may use these abilities once per day Each instead.

Latent Psi: Enterprising (Psionic)

Benefit: Another latent talent for psionics awakens within your mind, granting you the following psi-like ability:

Psi-Like Ability: ×1 day - *Bound*¹ or *Burst*. Manifester level 1st.

Special: You can use one or the other of your latent psi-like abilities once per day – you can't use both. Once you use one, you can't use the other for the rest of the day. The exception to this rule is High Psionics Settings using the optional rules listed on page 67 of the Expanded Psionics Handbook, such as the Cloudsea and Estelliah, if using these rules you may use these abilities once per day Each instead.

Latent Psi: Fortifier (Psionic)

Benefit: Another latent talent for psionics awakens within your mind, granting you the following psi-like ability:

Psi-Like Ability: ×1 day - *Brace*² of *Chrysalis*¹. Manifester level 1st.

Special: You can use one or the other of your latent psi-like abilities once per day – you can't use both. Once you use one, you can't use the other for the rest of the day. The exception to this rule is High Psionics Settings using the optional rules listed on page 67 of the Expanded Psionics Handbook, such as the Cloudsea and Estelliah, if using these rules you may use these abilities once per day Each instead.

Latent Psi: Light-Footed (Psionic)

Benefit: Another latent talent for psionics awakens within your mind, granting you the following psi-like ability:

Psi-Like Ability: ×1 day - *Catsfall* or *Skate*. Manifester level 1st.

Special: You can use one or the other of your latent psi-like abilities once per day – you can't use both. Once you use one, you can't use the other for the rest of the day. The exception to this rule is High Psionics Settings using the optional rules listed on page 67 of the Expanded Psionics Handbook, such as the Cloudsea and Estelliah, if using these rules you may use these abilities once per day Each instead.

Latent Psi: Precognitive Warrior (Psionic)

Benefit: Another latent talent for psionics awakens within your mind, granting you the following psi-like ability:

Psi-Like Ability: ×1 day - *Precognition-Offensive* or *Prescience-Offensive*. Manifester level 1st.

Special: You can use one or the other of your latent psi-like abilities once per day – you can't use both. Once you use one, you can't use the other for the rest of the day. The exception to this rule is High Psionics Settings using the optional rules listed on page 67 of the Expanded

Psionics Handbook, such as the Cloudsea and Estelliah, if using these rules you may use these abilities once per day Each instead.

Latent Psi: Twitchy (Psionic)

Benefit: Another latent talent for psionics awakens within your mind, granting you the following psi-like ability:

Psi-Like Ability: ×1 day - *Burst or Synchronicity*. Manifester level 1st.

Special: You can use one or the other of your latent psi-like abilities once per day – you can't use both. Once you use one, you can't use the other for the rest of the day. The exception to this rule is High Psionics Settings using the optional rules listed on page 67 of the Expanded Psionics Handbook, such as the Cloudsea and Estelliah, if using these rules you may use these abilities once per day Each instead.

Psychic Resonance (Psi-Spell)

You can channel your sonic powers into the etheric realm, damaging foes with subsonic vibrations

Prerequisites: Any two spells with the sonic descriptor, *Control Sound*

Benefit: This feat can be applied to any spell or power with the sonic descriptor. The power resonates deep within the target's mind, deep into a metaphysical layer of reality.

Any living, flesh and blood or non-mindless undead creature damaged by a spell or power enhanced by this feat takes additional damage equal to the ability modifier that applies to the spell or power (minimum +1 damage) and living creature need to succeed at a Fortitude save or be deafened a number rounds equal to the ability modifier that applies to the spell or power (minimum 1 round).

Any spell or power enhanced by this feat also has its save DC increase by +1

To apply Psychic Resonance to a spell, the caster must expend 3 power points per spell level. To apply it to a psionic power, the manifesters must spend 1 spell level per power level.

Pyrokinetic Aptitude

Prerequisites: CON 12+, key manifesters ability 13+

Benefit: Any psionic power, psi-like ability, psionic or metapsionic feat with the fire descriptor or with the words flame or fire in the title deals an additional +1 damage per dice. Powers that do not deal damage (i.e. control fire) and/or last for more than one round last for an additional 1 round of duration after they normally would have ended.

Special: You can instantly assess how much damages someone or something has taken from a fire based attack.

Sonokinetic Aptitude

Prerequisites: CON 12+, key manifesters ability 13+

Benefit: Any psionic power, psi-like ability, psionic or metapsionic feat with the sonic descriptor or with the words sonic, sound, or thunder in the title deals an additional +1 damage per dice. Powers that do not deal damage and/or last for more than one round last for an additional 1 round of duration after they normally would have ended.

Special: You can instantly assess how much damages someone or something has taken from a sonic based attack.

Reinforcing Willpower

Prerequisites: Iron Will, Force of Will

Benefit: Once per round, when targeted by a psionic effect that allows a Will save, your telepathic resistance is so strong that any friendly, nearby creatures in a 10 foot radius affected by the same power also receive a +2 competence bonus on their saves. Furthermore, you and any adjacent characters also affected by your Reinforcing Willpower, also gain an additional +2 on additional Will saves made against psionic effects from that same source until their next turn.

The benefit of this feat only applies to psionic powers and psi-like abilities. This is the exception to the psionics-magic transparency rule (see EPH pg #55).