

PSIONICS GUIDE

Playtest - Encryption Decoded

Welcome to phase two of the Psionics Guide playtest, this time with 65 pages of document and flashbacks to the last time I did a project this big (send help). Our main feature this time around is the Specialist, a skillful class that draws heritage from cryptics, dreads, and marksmen. It's my first attempt at a base class in the new system, and a chance to play with a lot of the themes I love about psionics - mental influence, alteration of the physical world, metaphysical creation, and *endless science jokes*. My endless gratitude goes to the esteemed Jacob Karpel for his work on the psionic powers that go with Specialist, and to you for your time and feedback during this undertaking.

Jade Ripley, Game Designer

Hello again! Glad to have all of you back for round two. In addition to brushing up another three feats for your enjoyment, this edition of the Psionics Guide playtest holds a very large chunk of what I've been doing for the last six months. This includes the updated manifesting, display, focus, and autohypnosis rules... and incidentally 40 psionic powers for use with the Specialist class. Major props to Jade for taking the jumble I wrote, extracting the mechanics, and putting them into paragraphs that don't sound like they came from a particularly boring textbook.

Jacob Karpel, Game Designer

Specialist

You don't fit a lot of easy-to-define categories. You have psionic power, sure, but you're into patterns; the patterns of energy that flow to and from the universe around you, the ripples in time as it distorts space (and vice-versa, for that matter), or even the patterns in humanoid behavior and emotion. Your insight into these patterns might give you a career as a spy or a metal man, in the field work division of corporate HR (where you ferret out spies and competitors), or even as an explorer, archaeologist, or killer-for-hire. You often supplement the talents of your group, using your unique insight and sideways perspective to harry enemies or delay disaster long enough for your allies to stick the landing.

Hit Points: 6

Stamina Points: 6 + Constitution Modifier

Key Ability Score: Your inclination (see below) defines your key ability score, which also determines your bonus power points per day and makes your abilities and powers more effective. A high Dexterity can make you a better ranged combatant, while a high Intelligence offers access to more skills.

Skill Ranks Per Level: 6 + Intelligence modifier

Class Skills: Acrobatics (Dex), Athletics (Str), Autohypnosis (Wis), Bluff (Cha), Computers (Int), Culture (Int), Diplomacy (Cha), Engineering (Int), Intimidate (Cha), Medicine (Int), Perception (Wis), Piloting (Dex), Profession (Cha, Int, or Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex)

Armor Proficiency: Light armor

Weapon Proficiency: Basic melee weapons, grenades, longarms, small arms

Table 1-1: Specialist

Level	Base Attack Bonus	Fort Save Bonus	Ref Save Bonus	Will Save Bonus	Class Features	Power Points Per Day	Powers Known	Max Power Level
1st	+0	+0	+2	+2	Inclination, pattern disruption, specialist proof	1	1	1
2nd	+1	+0	+3	+3	Advanced synergy +1, specialist proof	2	1	1
3rd	+2	+1	+3	+3	Limited prescience, weapon specialization	3	1	1

4th	+3	+1	+4	+4	Hobbyist proof, specialist proof	5	2	1
5th	+3	+1	+4	+4	Rhythmic focus	7	2	1
6th	+4	+2	+5	+5	Advanced synergy +2, defensive disruption, specialist proof	9	2	1
7th	+5	+2	+5	+5	By the numbers, rippling dodge	12	3	2
8th	+6	+2	+6	+6	Hobbyist proof, specialist proof	15	3	2
9th	+6	+3	+6	+6	Focused disruption	19	3	2
10th	+7	+3	+7	+7	Advanced synergy +3, specialist proof	23	4	2
11th	+8	+3	+7	+7	Adapted Pattern	28	4	2
12th	+9	+4	+8	+8	Hobbyist proof, specialist proof	33	4	2
13th	+9	+4	+8	+8	Disrupting echo	39	5	3
14th	+10	+4	+9	+9	Advanced synergy +4, specialist proof	45	5	3
15th	+11	+5	+9	+9	Synergistic attunement	52	5	3
16th	+12	+5	+10	+10	Hobbyist proof, specialist proof	59	6	3
17th	+12	+5	+10	+10	Practiced Focus	66	6	3
18th	+13	+6	+11	+11	Advanced Synergy +5, specialist proof	74	6	3
19th	+14	+6	+11	+11	Context erasure	82	7	3

20th	+15	+6	+12	+12	Hobbyist proof, specialist proof	91	7	3
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Class Features

Power Points Per Day: Your ability to manifest powers and utilize certain class features is limited by the power points you have available. Your base daily allotment of power points is given on Table 1-1: Specialist. In addition, you receive bonus power points per day from your key ability score, plus any other sources of bonus power points (such as your race or feats).

Powers Known: You begin play knowing 2 specialist talents and 1 specialist power of your choice. You learn additional powers at the levels indicated on Table 1-1: Specialist. Initially, you may only learn and manifest specialist talents and 1st level specialist powers, but as you gain experience you gain access to more complex powers, as indicated on Table 1-1: Specialist. You choose your powers from the specialist list. To learn or manifest a specialist power, your key ability score must be equal to or greater than 10 + that power's level. You can otherwise manifest any specialist power whose power point cost is less than or equal to your manifester level. You simply know your powers; they are ingrained in your mind. The Difficulty Class for saving throws against your specialist powers is 10 + 1/2 the power points spent manifesting that power + your key ability score modifier.

Inclination [1st Level]: While no two specialists are quite alike, your inclination represents the kinds of patterns you are most skilled at analyzing and manipulating, and thus your approach to manifesting and controlling your psionic potential. Pick one inclination upon taking your 1st level of the specialist class. Once made, this choice cannot be changed. Descriptions of the inclinations appear below. Your inclination determines your key ability score. In addition, it grants you the Skill Synergy feat in any two skills based on that key ability score. As you gain levels, you learn bonus powers related to your inclination.

Your choice of inclination affects your later specialist class features, including specialist proof, rhythmic focus, and defensive disruption. See the descriptions of those features for the exact details.

Pattern Disruption [1st Level]: You can use your insight into the material and psionic patterns of reality to deliver devastating attacks to a foe's weak points. You can expend your psionic focus as a standard action and make an attack with your weapon. If it hits, your weapon's additional critical effect triggers, even if you did not make a critical hit. Your target gains a +2 circumstance bonus to their saving throw (if any) against your weapon's additional critical effect if the attack you enhanced with this ability was not a critical hit. If your weapon has no additional critical effect, your target is instead flat-footed until the end of your next turn.

Specialist Proof [1st Level]: As you refine your skills, you learn to change, create, and disrupt the patterns you study in defined, repeatable ways known as proofs. You learn your first proof at 1st level, your second at 2nd level, and an additional proof every 2 levels thereafter. If a specialist proof allows a saving throw to resist its effects, the DC is equal to 10 + half your specialist level + your key ability score modifier. If it requires an enemy to attempt a skill check, the DC is equal to 10 + 1-1/2 x your specialist level + your key ability score modifier. The list of specialist proofs appears below. You must learn either

general proofs or those associated with your inclination, and you cannot learn the same proof more than once unless it specifically says otherwise.

Advanced Synergy [2nd Level]: Constant practice, study, and understanding of the patterns you use and exploit in your day-to-day life make you more comfortable with your favored skills. You increase the bonuses granted by your Skill Synergy feats by +1. If any of your Skill Synergy feats do not grant a bonus to checks made with the skills they affect, this ability's bonus still applies to those skills as an insight bonus. This bonus increases by 1 at 6th level and again every 4 levels thereafter.

Limited Prescience (Su) [3rd Level]: You gain a +2 insight bonus to initiative checks while you are psionically focused. You can expend your psionic focus as a reaction whenever an ally in close range that you can observe fails an unopposed skill check using a skill you have 1 or more ranks in. If you do, any negative consequences of that check (such as falling, triggering countermeasures, or setting off a trap) are delayed by 1 round. In many cases, this means that your ally can attempt a new check to avoid or mitigate the consequences (attempting a new Athletics check to grab the surface they're climbing, accessing a computer to disable the countermeasure, and so on).

Weapon Specialization [3rd Level]: You gain the Weapon Specialization feat as a bonus feat for each weapon type with which this class grants you proficiency.

Hobbyist Proof [4th Level]: Time spent observing and manipulating different patterns, or using your psionic power in new ways, gives you access to a scattering of talents outside of your normal wheelhouse. You gain your first hobbyist proof at 4th level, and again every 4 levels thereafter. For each hobbyist proof you gain, you can choose to learn either a bonus power from an inclination other than yours, which can be of any level up to the highest you can know, or you may learn a specialist proof from another inclination as if you were a specialist with that inclination of half your specialist level.

Rhythmic Focus (Su) [5th Level]: By recognizing and working with your personal quirks and the flow of battle around you, you can more rapidly and easily gain and expend your psionic focus. You gain your inclination's rhythmic focus ability.

Defensive Disruption (Su) [6th Level]: You can defend yourself by disrupting the attack patterns that keep your opponents on-balance. You gain the defensive disruption ability of your inclination. If it permits a saving throw to negate its effects, the DC is equal to 10 + 1/2 your specialist level + your key ability score modifier.

By the Numbers (Ex) [7th Level]: Constant practice and study has helped you master your skills of interest. When making a check with a skill to which you've applied the Skill Synergy feat, you can reduce the bonus of your advanced synergy class feature by 2. If you do, roll the check twice and use the better of the two results.

Rippling Dodge (Su) [7th Level]: You can read the patterns in the motions and fighting styles of your opponents, picking your moment ahead or behind of their attacks. You are immune to the flat-footed condition, and you do not provoke attacks of opportunity for making ranged attacks while threatened. In

addition, you gain an insight bonus to armor class equal to the number of significant enemies threatening you.

Focused Disruption (Su) [9th Level]: Your focused attacks hit vital points on your targets, compromising their biological and technological systems. When you hit with an attack made as part of your pattern disruption ability, it is automatically a critical hit, regardless of the total result of your attack. Your target still gets a +2 circumstance bonus to their saving throw (if any) against your weapon's additional critical effect unless the total result of your attack would have been a critical hit without the use of this ability.

Adapted Pattern (Su) [11th Level]: You have grown used to defending yourself against certain kinds of attack. Choose evasion or stalwart; you gain the chosen ability. Once made, this choice may not be changed.

Sidebar - Evasion and Stalwart

The evasion and stalwart abilities originally appeared in the *Starfinder Core Rulebook* and have been reprinted here for your convenience.

Evasion (Ex): If you succeed at a Reflex save against an effect that normally has a partial effect on a successful save, you instead suffer no effect. You gain this benefit only when unencumbered and wearing light armor or no armor, and you lose the benefit when you are helpless or otherwise unable to move.

Stalwart (Ex): If you succeed at a Fortitude save against an effect that normally requires multiple successful saves to cure (such as a disease or poison), that effect immediately ends and is cured with a single successful save.

Disrupting Echo (Su) [13th Level]: You can make debilitating, harmful attacks with the same casual ease as regular fire. You can use your pattern disruption ability as a full action. If you do so, you make a full attack as part of your pattern disruption, rather than a single attack. Its effects (including focused disruption) apply to any and all of the attacks that hit.

Synergistic Attunement (Su) [15th Level]: You tweak your gear's magical and technological aspects to make it more efficient. If you have a weapon fusion that adds an additional critical effect, both it and the weapon's usual additional critical effect apply (if the weapon also has the *devastating* fusion, you may incorporate a third effect if it has one). In addition, you can wear and utilize a third worn magical or hybrid item.

Practiced Focus (Ex) [17th Level]: You keep deeper reserves of psionic power active and ready through mnemonic training, constant practice, and deadly experience. You can maintain an additional psionic focus.

Context Erasure (Su) [19th Level]: You master the manipulation of pattern and their interactions to selectively erase yourself from existence. You can expend your psionic focus and 1 Resolve Point as a

swift action; if you do, you choose what you are and are not affected by that turn. You may move as though you were incorporeal. You do not trigger reactions or readied actions unless you choose to, are not affected by environmental hazards or area-of-effect abilities unless you wish to be, and are unobserved by any and all creatures and devices that you do not specifically choose to allow to observe you. You can still affect your environment normally during this turn. Erasing your pattern from the context of reality is difficult and dangerous; once you use this ability you cannot use it again until you have taken 10 minutes and spent a Resolve Point to recover Stamina.

Inclinations

A specialist's inclination informs how they approach their psionic power and thus, to an extent, their worldview. The following are the most common specialist inclinations, but more may exist.

Cryptographer

Cryptographer specialists take a thoughtful, logical approach to the patterns they study and manipulate. They practice until the use of their power becomes rote, record (and even publish!) their observations on natural and supernatural patterns, and prefer to plan ahead rather than react in the moment.

Key Ability Score: Intelligence. The save DCs for your specialist class features and your specialist powers are based on your Intelligence, as are your bonus power points per day.

Additional Powers Known: At first level, and again when you gain access to 2nd and 3rd level specialist powers, choose one of the two listed powers of that power level. You learn the chosen power in addition to your other powers known.

1st - *Clairvoyant sense* or *combat precognition*

2nd - *Concealing amorpha* or *ectoplasmic grapnel*

3rd - *Remove viewing* or *wall of ectoplasm*

Rhythmic Focus: You keep a reserve of power on hand that you can tap in emergencies or hold as a steadying element in your personal pattern. You gain an additional psionic focus, which can only be expended as part of specialist class features.

Defensive Disruption: You can expend your psionic focus as a reaction in response to an opponent targeting you with, or including you in the area of, an ability or attack in order to make an attack against that opponent with your weapon, provided they are within range of your wielded weapon. If you hit, your weapon's additional critical ability triggers even if you do not make a critical hit.

Infiltrator

Infiltrator specialists react in the moment, reading and manipulating the patterns of motion and energy around them to their advantage. They are perceptive, patient, and attuned to their surroundings. Infiltrators are often among those specialists who are hired out as moles and investigators; their more subtle approach can sometimes recommend them for the role where a flashier morphean specialist might be caught out.

Key Ability Score: Wisdom. The save DCs for your specialist class features and your specialist powers are based on Wisdom, as are your bonus power points per day.

Additional Powers Known: At first level, and again when you gain access to 2nd and 3rd level specialist powers, choose one of the two listed powers of that power level. You learn the chosen power in addition to your other powers known.

1st - *Cloud mind* or *metamorphosis*

2nd - *Dimension swap* or *hustle*

3rd - *Personal gravity* or *touchsight*

Rhythmic Focus: You find your focus when you adapt to the changing battlefield and alter the rhythm of the fight. Up to once per round, you regain your psionic focus as part of moving 10 or more feet, as part of drawing a new weapon, or as part of using the Aid Another ability to assist an ally.

Defensive Disruption: You can expend your psionic focus as a reaction in response to an opponent targeting you with, or including you in the area of, an ability or attack in order to move up to your speed. Calculate the ability or attack (or the parts of the ability or attack relevant to you, if you are not the only target) as if you had been in your new position when it was made. This might mean that you are now out of the attack's area or range, that you gain or lose the benefits of cover, or that you are being targeted from a new range increment. This movement does not permit you to regain your psionic focus through your rhythmic focus ability.

Morphean

Rather than focusing on a studied or intuitive relationship with the general patterns of reality, morphean specialists take an interest in the patterns of thought, emotion, and society. Experts in the causes and effects of sapient behavior, morpheans can use their insight to help people heal or improve their lives, or to knock over entire societies like towers of blocks with the pieces pulled out.

Key Ability Score: Charisma. The save DCs for your specialist class features and your specialist powers are based on Charisma, as are your bonus power points per day.

Additional Powers Known: At first level, and again when you gain access to 2nd and 3rd level specialist powers, choose one of the two listed powers of that power level. You learn the chosen power in addition to your other powers known.

1st - *Mind link* or *recall agony*

2nd - *Brain lock* or *true terror*

3rd - *Id insinuation* or *alienation*

Rhythmic Focus: You find your focus when you can leech the power from high-stress moments in minds around you. You can regain your psionic focus whenever an ally in close range succeeds at a saving throw

against a non-harmless effect, or whenever an opponent in close range fails a saving throw against a non-harmless effect. You can only regain your focus this way up to once per round.

Defensive Disruption: You can expend your psionic focus as a reaction in response to an opponent targeting you with, or including you in the area of, an ability or attack in order to disrupt that opponent's mind. They must succeed at a Will save or gain the off-target condition for 1 round.

Specialist Proofs

You learn your first specialist proof at 1st level, and learn an additional proof at 2nd level and every 2 levels thereafter. In addition, you can select a specialist proof from an inclination other than your chosen one when you gain your hobbyist proof ability at 4th level (and again every 4 levels thereafter), as if you were a specialist with that inclination of 1/2 your specialist level. Some specialist proofs require you to have a minimum operative level, and some require you to have selected a specific inclination, and they are organized accordingly. Some require you to meet additional prerequisites, such as having other proofs.

Some specialist proofs allow you to add your specialist level to damage in certain circumstances, or with certain weapons. These proofs stack with the bonus granted by Weapon Specialization, but not with each other. For example, the damage boost provided by the high-yield explosives proof would not stack with that provided by the double tap proof.

General Proofs

The following proofs can be learned by specialists of any inclination.

Detect Correlation (Su): You can quickly size up the connections between parts of your environment and the systems within it. You can make a Perception check against DC 20 to detect and identify all environmental hazards (including dangerous objects such as loose electrical cables or explosive cargo, but not including traps) within medium range that you can perceive, as well as their sources. When examining a system with Computers or Engineering, as appropriate, you know intuitively what other systems it is connected to or dependant upon, such as if a door is opened via computer terminal, or if a trap you have detected is triggered by a nearby pressure plate. Your enhanced knowledge provides a +2 circumstance bonus to checks made to disable devices and traps.

Empathic Knack (Ex): Sense Motive becomes a class skill for you, and you gain ranks in it equal to your specialist level. At each specialist level thereafter, you gain an additional rank in Sense Motive. If you already had ranks in Sense Motive, reassign those ranks to another skill of your choice.

Magical Tolerance (Ex): You've adapted your body's patterns to resist magical and unusual effects. You add your advanced synergy bonus to Fortitude saves made against powers, psi-like abilities, supernatural abilities, spells, and spell-like abilities. You must have the advanced synergy class feature to select this proof.

Patch Job (Su): With a brief moment to find your center and make minor repairs, you can keep going longer than others. You can take 1 minute and spend 1 Resolve Point to recover a number of Stamina Points equal to three times your specialist level.

Psionic Study (Ex): You gain a bonus psionic feat. You must meet all of that feat's prerequisites.

Show the Work (Ex): You are particularly adept at walking people through your areas of expertise and interest. Increase the bonus you grant when using the Aid Another action by +2.

Skill Synergy (Ex): You gain Skill Synergy as a bonus feat. You may select this proof multiple times.

Social Chameleon (Su): Disguise becomes a class skill for you, and you gain ranks in it equal to your specialist level. At each specialist level thereafter, you gain an additional rank in Disguise. If you already had ranks in Disguise, reassign those ranks to another skill of your choice.

Write the Book (Su): You can store your expertise in a psionically-charged piece of writing on a specific subject, enabling others to utilize it. You write for ten minutes (any form of writing, such as a pamphlet, essay, or text file, will do) on the subject of Computers, Culture, Engineering, Life Science, Medicine, Mysticism, or Physical Science. Another creature may follow the instructions in the writing and make a check with the chosen skill using your total bonus in it instead of the creature's own, after which the writing loses its power. You can have a number of active writings made with this ability equal to your key ability score modifier; if you attempt to write another past this limit, the oldest loses its power and becomes a (possibly nonsensical) treatise on the skill in question.

6th level

You must be at least 6th level to choose these proofs.

Ad Nauseum (Ex): Increase the duration of bleed and burn effects you inflict by a number of rounds equal to your specialist level.

Autohypnotic Endurance (Ex): You can use your mind to defend your body in dire emergencies. You can spend 1 Resolve Point to make a Will save against an effect that normally calls for a Fortitude or Reflex save. You must have 1 or more ranks in Autohypnosis to learn this proof.

High-Yield Explosives (Ex): Add your specialist level to damage you deal with grenades. You still can't deal damage with grenades that do not normally inflict damage.

Infer Causation (Su): Your preternatural awareness of your environment sharpens. You gain blindsense with a range of 60 feet. Treat this as blindsight instead for the purposes of detecting technological devices and other aspects of your environment that are not creatures. You must have the detect correlation proof to learn this proof.

Obsessive Focus (Ex): You can expend 4 power points and take damage as if you had used your Overchannel feat rather than expending your psionic focus. You must have the Overchannel feat to learn this proof.

Technopathic Hacking (Su): Once you have begun a hack you can psionically charge your code, leaving it to complete the job while you work. You can initiate disabling a device with Engineering or attempting to disable or access a computer with Computers as a swift action. The hack then continues on its own, using the same check result as your initial roll at the appropriate intervals while you take other actions.

You must remain within close range of the device or computer to maintain your technopathic hacking, and the check result suffers a -4 penalty against countermeasures that require perception or attention (such as a fake shell or lockout) unless you personally attend to the hack and use the normal amount of actions involved.

10th Level

You must be at least 10th level to choose these proofs.

Custom Gear (Ex): You personalize your equipment for the job. You can spend 10 minutes with a suit of armor to suit it to your needs, giving it an additional upgrade slot but rendering it useless to anyone else until it is returned to its default state (another 10 minutes of work, easily done by anyone with 1 or more ranks in Engineering). Additionally, your weapons can accept fusion seals of any item level; you smooth over the disparity in function with subtle, sustained psionic modifications.

Establish Trend (Su): You gain blindsight with a range of 60 feet, and the range of your blindsense increases to 120 feet. You make Perception rolls to detect traps, hidden compartments, and to observe your environment and the devices within it as part of moving within your blindsense's range of them, gaining information just as if you were actively searching. You must have the infer causation proof to learn this proof.

Life Support Failure (Su): You compromise the armor systems of your victims, leaving them to die in the elements. Creatures hit by your pattern disruption ability lose the environmental protections normally granted by their armor for a number of minutes equal to your specialist level. If their armor has upgrades that enhance those protections (such as a filtered rebreather), those specific systems remain active and functional until or unless you hit that creature with a second pattern disruption during that time. Additional pattern disruptions against a specific creature do not otherwise worsen or extend the duration of this ability.

Obfuscate (Su): You can blur your presence in the mind of other creatures. Allies and willing creatures do not count as observing you when you make Stealth checks unless you permit them to. You can emit a psionic suggestion to all other creatures observing you as a swift action. You must have line of effect to those creatures. Those affected make a Will save; creatures that fail this save do not count as observing you when you make Stealth checks unless you specifically permit them to, for a number of rounds equal to your specialist level. You are aware of which creatures have failed their saving throw. Regardless of if they succeed or fail, those creatures cannot be affected again by this ability for 24 hours.

Rippling Advance (Ex): Your evasive maneuvers are hard to follow and anticipate. Opponents who make an attack of opportunity against you must roll twice and use the worse of the two results.

Rippling Waltz (Ex): You move at your full speed when moving over difficult terrain, and do not trigger pressure plates, break through fragile solid surfaces, or otherwise trigger effects based on your weight or presence in your environment. You still trigger effects and traps in other ways (such as by attempting to access a trapped system, or by entering the field of a security camera's vision), and remain subject to the

effects of local gravity in other ways, which usually means that you will fall down at the end of your movement if there isn't some kind of floor beneath your feet.

14th Level

You must be at least 14th level to choose these proofs.

Advanced Technopathic Hacking (Su): Your technopathic hacking no longer suffers penalties to tasks or defeating countermeasures that would normally require your personal attention, and you may move up to medium range away from a system you are hacking with your technopathic hacking ability. When the initial hack (typically to either gain access to or disable the computer or device) is finished, you may assign your hack a new task (such as accessing a specific module, gaining root access, or removing a countermeasure), which it continues to automatically perform using your original check result. You still need to personally attend to the computer or device and make a new check if you want to attempt to increase the result of your Computers or Engineering check. You must have the technopathic hacking proof to learn this proof.

Impossible Arc (Su): Your attacks bleed psionic energy that scythes down crowds of foes. Attacks enhanced by your pattern disruption ability gain the arc additional critical ability in addition to any others they might have. If your weapon already has the arc additional critical ability, it arcs to an additional target.

Prophetic Defiance (Su): Foresight and brute-force manipulation of the patterns around you can save your life when the chips are down. Once per day, you can spend 1 Resolve Point as a reaction when you would make a saving throw to succeed at the save. You gain the off-target condition for 1 round after succeeding a saving throw in this way as your awareness of the clashing time streams and disrupted patterns throws you off.

Relentless Focus (Ex): You regain your psionic focus whenever you spend 1 or more Resolve Points. You can regain your psionic focus this way up to once per round.

Ripple and Sway (Ex): You are adept at baiting your opponents out of position. Opponents that miss an attack of opportunity against you, or an attack against you that was made as part of a readied action, gain the flat-footed and off-target conditions for 1 round. They do not count as allies to any other creature when determining flanking for 1 round; they're too off-balance to coordinate. You must have the rippling advance proof to learn this proof.

Thesis Paper (Su): The writings you create and maintain with your write the book proof function as research databases (meaning, among other things, that creatures possessing them can use them to take 20 on knowledge-related checks in those skills). Using your writings as a research database does not expend their power. You must have the write the book proof to learn this proof.

Cryptographer

The following proofs can be learned by specialists with the cryptographer inclination.

Bookworm (Ex): Long hours and good research techniques help you turn up knowledge when you need it. You can take 20 on checks to recall or research knowledge in half the usual time.

Burn the Evidence (Ex): You know how to stall out investigations into your affairs. Whenever you kill a creature, disable a device, or finish accessing a computer system you can choose to wreck it beyond recognition. You can also wreck a corpse in this fashion with a full action. Corpses affected by this ability are unusable for *animate dead* and other effects which require an intact body, and the DC to determine their cause of death is increased by an amount equal to your specialist level. Computers and devices wrecked in this fashion are reduced to 1/2 their normal hit points and gain the broken condition, and the DC to determine how they were sabotaged and by whom is increased by an amount equal to your specialist level. However, this sabotage is savage and easy to detect as being deliberate; no check is required to determine that someone deliberately destroyed the evidence when you choose to use this ability.

Eidetic Memory (Ex): You can always take 10 on checks to identify creatures, recall information, or research information, even during combat or when stress or distractions would otherwise prevent you.

Eternity Code (Su): You can program your equipment with a psionic, shifting code that makes it much harder to access. This requires you to spend 10 minutes with the technological item, tinkering with its hardware and inserting code while bleeding power into it (and, in the case of computers, requires you to have root access). Thereafter, the DC to disable or hack the device is increased by an amount equal to your key ability score modifier, and you gain a +4 insight bonus to saving throws made to prevent abilities, powers, and spells (such as a mechanic's overload ability) from affecting the item. You may maintain a number of items with eternity codes equal to your key ability score modifier. Any attempt to enhance additional items with an eternity code thereafter fail until or unless you spend 10 minutes to remove the code from one of your existing items.

Double Tap (Ex): You aim your shots to exacerbate existing wounds. You deal additional damage equal to your character level when attacking creatures that have already been damaged at least one other time in the same round.

6th level

You must be at least 6th level and have the cryptographer inclination to choose these proofs.

Calculated Advance (Su): You can expend your psionic focus as part of moving up to your speed to gain the benefits of light cover during your movement. Your attackers are never closer to this cover than you are.

Field Fleshcrafting (Su): You can make Medicine checks to treat deadly wounds as though you were using a piece of medical gear with an item level less than or equal to your specialist level, even if you're not using any equipment or the equipment you are using is worse. The medical gear chosen must allow you to use the treat deadly wounds function of the Medicine skill. You gain an additional +2 bonus on Medicine checks made while using actual equipment of any quality (that is, equipment not provided by

this or similar abilities), as well as to Computer, Engineering, Life Science, and Mysticism checks made on or with regards to augments and medical equipment.

I'm Holding The Detonator (Su): You can create explosive traps of potential reality. You can spend 1 Resolve Point and expend your psionic focus as swift action to prime this ability. You may activate it as a reaction any time before the beginning of your next turn to create and immediately detonate a grenade of your choice with an item level equal to or less than your specialist level at a grid intersection of any square you moved through or occupied during your turn. Roll damage as normal, but do not make an attack roll; the grenade simply appears at the location where you solidify its potential.

Implant IFF Protocol (Su): You can alter the pattern of a computer or trap you have access to, making it friendly to you and your allies. You must have disabled the device in question, or have access to the computer system in question, to use this ability on it. With 10 minutes of work (or as a full action if you spend 1 Resolve Point), you reactivate the device or computer and designate you and a number of other creatures up to your key ability score modifier as friendly to it. You and those creatures do not trigger any traps or countermeasures on that device. In the case of computers, this only functions at your level of access; if you do not have root access, you and your designated allies might still trigger countermeasures from other modules you have not yet accessed.

War Games (Ex): You gain a bonus combat feat. You must meet all of that feat's prerequisites.

10th Level

You must be at least 10th level and have the cryptographer inclination to choose these proofs.

Cascade Failure (Su): You lock your victims into patterns that reinforce their mistakes and errors. When you hit a creature with your pattern disruption ability, you may inflict a cascade failure for a number of rounds equal to your key ability score modifier instead of one of your additional critical effects. Creatures suffering a cascade failure have a -2 penalty to all attack rolls, checks, and saving throws. This penalty increases by 1 whenever the creature misses an attack or fails a check or saving throw (to -3, -4, and so on), up to a maximum penalty equal to your specialist level. You can only have one creature suffering from a cascade failure at a time; applying this ability to a new creature immediately removes it from its previous victim.

Cold Case (Su): The sabotage you inflict with your burn the evidence proof is no longer immediately obvious, and requires a successful Perception check to be identified as deliberate tampering. In addition, you benefit from constant distortions in your personal pattern that make you hard to notice and research. You gain a +2 bonus on Stealth checks, and the DC of checks made to identify you, research information about you, or otherwise know things about your past or present is increased by 1/2 your specialist level. This does not penalize creatures attempting to pierce one of your disguises, though they might not have any idea who you actually are once they realize you aren't who you're pretending to be. You must have the burn the evidence proof to learn this proof.

Contingency Plan (Ex): You are never surprised and always act during the surprise round of combat if there is one. In addition, you gain Quick Draw as a bonus feat. If you already had Quick Draw, you instead gain a bonus combat feat.

Reality Code (Su): Computers enhanced with your eternity code gain a bonus lockdown countermeasure and a bonus firewall countermeasure, which have no additional cost and do not count against their normal countermeasure limits. Items enhanced by your eternity code are linked to your pattern; you may summon any item enhanced by your eternity code into your hands as a move action, as long as you have enough hands free to hold it, it is small enough for you to lift and carry, and it is on the same plane of existence as you. You can summon such an item if it is not on the same plane of existence as you by expending your psionic focus as part of summoning the item. You must have the eternity code proof to learn this proof.

14th Level

You must be at least 14th level and have the cryptographer inclination to choose these proofs.

Augmentation Enthusiast (Ex): Choose an augmentation slot (such as hand, arm, or throat). You can have an additional augmentation in that slot (usually for a total of two).

Flee the Scene (Su): You know that discretion is the better part of valor. As a full action, you throw a grenade, which has its normal effects, then make a Stealth check as if you weren't being observed. You can maintain your Stealth result without cover or concealment for a number of rounds equal to your key ability score modifier, after which time you need cover or concealment as usual unless you have another ability which lets you hide without them.

Go Loud (Su): You create and detonate two grenades when you use your I'm holding the detonator proof. They do not need to be placed at the same grid intersection or be the same kind of grenade, but each can only be of an item level equal to or less than your character level, and they must still be placed at the grid intersections of any square you have passed through or occupied during your turn. You must have the I'm holding the detonator proof to learn this proof.

IFF Override (Su): You may override the identify friend-foe programming of technological enemies. You can attempt to override the IFF of an android, drone, robot, or creature with the technological subtype within close range as a standard action. That creature must succeed at a Will save or regard you as a friendly being, to be aided and protected, for a number of minutes equal to your specialist level. This otherwise functions as *charm monster*. You must have the implant IFF protocol proof to learn this proof.

Overwatch Mastery (Ex): If you hit with the attack you make as part of your defensive disruption ability, it is automatically a critical hit. You must have the cryptographer's defensive disruption ability to learn this proof.

Infiltrator

The following proofs can be learned by specialists with the infiltrator inclination.

Adaptive Ammunition (Su): You can expend your psionic focus as a move action, or as part of reloading your weapon, to alter a battery or magazine you are touching. Choose an energy type (acid, cold, electricity, fire, or sonic). Half the damage of weapons loaded with the altered battery or magazine is of the chosen type. This does not alter the function of non-weapon items powered by the altered battery. This alteration lasts for up to 10 minutes per specialist level, or until dismissed by you as a move action.

Concealed Weapon Specialist (Ex): You gain Quick Draw as a bonus feat, and can draw concealed weapons as if they weren't concealed. Your advanced synergy bonus applies to Sleight of Hand checks, even if you haven't applied the Skill Synergy feat to it.

Ectoplasmic Ammunition (Su): You can spend 1 power point as a swift action to add up to 5 charges to a battery or 5 rounds to a magazine, up to its usual maximum capacity. You must be able to touch the battery or magazine in question. These charges or rounds are temporary, made primarily from ectoplasm and patterned after the device's usual function; they are lost or fired first, before real charges and rounds, and last for up to one hour or until they are used. You cannot make other forms of ammunition, such as arrows, grenades, or rockets.

Elude Surveillance (Su): You can detect and avoid cameras and sensors with preternatural awareness. You gain a +2 bonus on Perception checks made to detect cameras, sensors, and other magical or technological methods of observation, and may make Stealth checks to hide from such methods of observation even without cover or concealment. You still need cover or concealment to make Stealth checks against creatures, and this ability does not help you hide from androids, drones, robots, or creatures with the technological subtype, nor does it help you hide from living creatures who perceive through magical or technological augmentations such as cybereyes.

Professional Tourist (Ex): You are used to picking up on cultural cues and local laws by observation and inference. You can make Sense Motive checks instead of Culture checks to know or learn about a given culture's customs, fashions, mores, and laws, provided you have had at least an hour to chat with and observe members of that culture within the last year.

Trick Shooter (Su): You are skilled at flashy and unusual attacks that strain plausibility. You suffer no penalty to attack rolls when dealing nonlethal damage with a lethal weapon, or vice-versa. You gain a +1 bonus to attack rolls made against creatures benefiting from cover, which increases to +2 at 6th level.

6th Level

You must be at least 6th level and have the infiltrator inclination to choose these proofs.

Canny Movement (Ex): Long practice at infiltration and exfiltration has paid off. You do not suffer penalties for attempting Acrobatics or Stealth checks at full speed.

Get Out Alive (Ex): You do not provoke attacks of opportunity for movement made as part of your defensive disruption ability, and you do not trigger traps or suffer environmental hazards during that movement. You must have the infiltrator's defensive disruption ability to learn this proof.

Gun Down (Ex): You deal additional damage equal to your character level to creatures that are dazed, flat-footed, or stunned.

Keep it Down (Su): You know how to twist the passage of sound and light to conceal even the most violent of combats. You can spend 10 minutes with a weapon to muffle its sound and light; it loses the bright property, if it had it, and no longer makes noise or bright lights related to its function; such weapons reduce the penalty to Stealth checks made to snipe by 5, and increase the DC to perceive combats they are involved in by 10.

In addition, you can expend your psionic focus at the beginning of combat to project an aura as a spread centered on you, with a radius anywhere from 10 feet to medium range (your choice; once you set the size of this spread, it remains that size for the duration of the combat). Sounds and bright lights twist in this aura, preventing them from escaping as they should; creatures outside of it must succeed at a Perception check with a DC equal to $10 + 1\frac{1}{2}$ your specialist level + your key ability score modifier to realize that combat is going on in that area. Those that fail are under the audible, visual, and olfactory impression that all is as it should be, though if they enter the aura they can perceive the battle as usual.

Polyglot (Su): You can learn a new language in a few sentences of listening, with a combination of preternatural perception and comparisons to other, similar languages. You can speak and understand any language you have heard for at least 1 minute, and can learn the written, tactile, and signed versions of those languages (if any) with a 1 minute to study the appropriate form. Further, your study of linguistic patterns gives you a +4 bonus to Computer, Culture, and Sense Motive checks made to decipher codes or hidden messages. You must have the professional tourist proof to learn this proof.

Sharpshooter (Ex): You gain Weapon Focus (small arms) and Weapon Focus (longarms) as bonus feats.

10th Level

You must be at least 10th level and have the infiltrator inclination to choose these proofs.

Assassin's Refusal (Ex): You know the value of spoiling magic and powers at the right moment. When wielding a ranged weapon, you can expend your psionic focus as a reaction when an opponent in your first range increment casts a spell, manifests a power, or uses a psi-like or spell-like ability to attack that opponent, just as if you'd readied an action to disrupt their attempt.

Elude Automatons (Su): You do not need cover or concealment to make Stealth checks to hide from androids, drones, robots, or creatures with the technological subtype, as well as creatures perceiving you through purely technological means (such as cybereyes). You can make a Stealth check to hide from such creatures, as well as from cameras, sensors, and other magical or technological methods of surveillance, even while being observed. You must have the elude surveillance proof to learn this proof.

Improved Ectoplasmic Ammunition (Su): You now create up to 10 charges or rounds when you use your ectoplasmic ammunition ability. Alternately, you can create 1 rocket, or 1 grenade of an item level equal to or less than $1\frac{1}{2}$ your specialist level. You can maintain up to 2 grenades created with this ability; if you attempt to create more, the oldest fades harmlessly back to unformed ectoplasm. Your ectoplasmic

ammunition lasts for a number of hours equal to your specialist level or until it is used. You must have the ectoplasmic ammunition proof to learn this proof.

Killer Instinct (Ex): You hasten to take advantage of your enemies' inattention. You can take a full turn (one swift action, one move action, and one standard action, or one full action) when you act during a surprise round.

Lab Coat and Clipboard (Su): You exude a constant, low-level psionic suggestion that you belong wherever you are and ought to be doing whatever you are doing. As long as you aren't acting in a threatening manner (such as by wielding a weapon, attacking someone, or using the Intimidate skill; simply having weapons on your person is not sufficiently threatening), creatures that can perceive you and might otherwise be suspicious of your motives must succeed at a Will save or assume that everything is fine and that you have a right to be doing what you're doing, even if what you're doing stretches the bounds of credulity (such as moving an unconscious person or breaking into a bank vault). This impression lasts for 24 hours or until the creature observes you making a threatening action, though the creature is entitled to a second Will save to resist this effect if someone else points out to them that your actions are flagrantly illegal (in the context; a demon cult has different standards than a space station) or otherwise sinister. A creature that succeeds either of these saves is immune to this ability for 24 hours. This is a mind-affecting ability. You must have the social chameleon proof to learn this proof.

14th Level

You must be at least 14th level and have the infiltrator inclination to choose these proofs.

Clone System (Su): You can steal computer systems lock, stock, and barrel by creating a duplicate of their pattern that you can take with you. You can expend your psionic focus as a move action and touch a computer of a tier equal to or less than your specialist level to make a copy of it, which appears as a shimmering device of negligible bulk made of ectoplasm, with a datajack and ports for input devices. You can only have one copied computer at a time, but your copy lasts indefinitely until you create a new copy, or else dismiss it as a swift action. The copy you create has all of the data of the original computer, including countermeasures, but is not connected to any other devices and does not have any of that computer's additional hardware features such as voice input or cameras. You can otherwise attempt to gain access to it and its data as if it were the original computer in all respects.

Disengage (Ex): You can move up to 10 feet with a guarded step.

Elude Prophecy (Su): Your pattern blends in too well with the background space and time around you to be picked out with magic. Clairsentience and divination abilities that would reveal information about you (such as *augury*) instead reveal nothing, just as if you did not exist as far as the effect is concerned, and your alignment is undetectable. This does not provide any bonuses against effects such as *touchsight* that instead add to or enhance the senses of creatures that might be looking for you. You must have the elude automatons proof to learn this proof.

Level-Headed (Ex): You keep your wits about you even when attacked by magical and unusual means. You can spend 1 Resolve Point as a reaction to reroll a failed Will save.

Psychoportive Shot (Su): You can transport your attacks directly into your enemies. You may add an additional -2 penalty to your attack roll when using your pattern disruption ability; if you do, that attack ignores cover, including total cover, that your target benefits from. All other penalties (such as concealment and total concealment) still apply. You must have the trick shot proof to learn this proof.

Morphean

The following proofs can be learned by specialists with the morphean inclination.

Diva Lifestyle (Ex): Long hours burning the midnight oil, training for high-stress situations, and altering your body's physical patterns have given you surprising endurance. You gain Toughness as a bonus feat, and gain a +2 bonus to Fortitude saving throws against diseases, drugs, medicinals, and poisons.

Empathic Coordination (Su): Your allies can tap into your expertise, signaling for mental nudges and suggestions to assist them. An ally in close range can expend their psionic focus when making a skill check to use your ranks and ability modifier for that skill instead of their own. You must have 1 or more ranks in the skill in question. An ally that can communicate with you telepathically (such as through a mystic's telepathic bond class feature) does not need to be in close range to use this ability.

Fatalistic Verve (Su): Even beat down to death you can keep your allies going. You can spend 1 Resolve Point and expend your psionic focus as a reaction whenever you take damage; you flash a grin, cough out a joke, twist the blade in your own wound, or otherwise make light of the injury while releasing a subtle pulse of psionic suggestion to your allies. A number of other allies in close range equal to your key ability score modifier regain Stamina Points equal to the damage that was dealt to you.

Hypnotic Hum (Su): You make opponents move to the rhythm of a subtle hypnotic tune, luring them off-balance. You can begin to make noise in any way (humming is popular, but tapping, drumming on your weapon's handle, or any other regular method of making noise works) and expend your psionic focus as a swift action. Until the beginning of your next turn, any opponent in close range that misses an attack against a creature other than you becomes flat-footed for 1 round. You can continue your hypnotic tune by spending 1 power point as a swift action at the beginning of your next turn and on each subsequent turn that you wish to extend the effect. This is a mind-affecting sonic effect.

Telepathy (Su): You can mentally communicate with any creature within 30 feet that is capable of understanding language, even if you don't share a language. If you already had the limited telepathy ability, increase the range of this ability to 60 feet.

Waking Sleep (Ex): You take no penalties to Perception checks while asleep, though you still can't succeed at purely visual Perception checks while asleep. If an effect would normally work on willing or unconscious creatures with no save, you instead count as unwilling unless you specifically choose to waive your saving throw. You can tell, even if you are asleep or unconscious, if the source of the effect considers you an ally or an enemy before you make your decision, though you learn nothing else about the effect or its source. In addition, you can stand from prone as a swift action that does not provoke attacks of opportunity.

6th Level

You must be at least 6th level and have the morphean inclination to choose these proofs.

Insidious Rhythm (Su): Your mind-influencing rhythms further distort the movements and behavior of your opponents. Creatures rendered flat-footed by your hypnotic hum proof also gain the off-target condition for 1 round. This is a mind-affecting ability. You must have the hypnotic hum proof to learn this proof.

Intrusive Thoughts (Su): You can disguise your telepathy, convincing your victims that your thoughts and desires are their own. You can expend your psionic focus as part of making a Bluff, Diplomacy, or Intimidate check against a creature you're communicating with telepathically. That creature must make a Will save; if they fail, they perceive your telepathic voice as their own thoughts, desires, beliefs, and/or fears, rather than your persuasion. If they succeed, they understand that they have resisted some manner of unwanted intrusion into their mind, with you as its source. This is a mind-affecting effect. You must have the limited telepathy ability, the telepathy ability, or the telepathy proof to learn this proof.

Malicious Intent (Ex): You deal additional damage equal to your specialist level to creatures that are prone, sickened, or under a fear effect (typically, those that are cowering, frightened, panicked, or shaken).

Oneiromachy (Su): You've grown skilled at exacerbating the debilitating effects you inflict on your enemies, enhancing them with hallucinations and empathic scrambling. When you inflict the blinded, dazzled, deafened, flat-footed, off-target, shaken, sickened, or staggered conditions on a hostile creature, extend that condition's duration by 1 round. This does not extend the duration of permanent conditions or conditions with a duration of less than 1 round.

Waking Dream (Su): You can drag the wispy logic of dreams into the minds of your victims. As a standard action you can spend 3 power points and force a waking dream on a creature in close range. That creature must succeed at a Will save or see you as its all-consuming goal. It spends its next turn attempting to get as close to you as possible (creatures capable of language will stagger with an oddly fluid gait and mumble to themselves during this time). A hostile creature affected in this fashion will stop either within range of its melee weapon if it has one, or else just outside of your threatened area, and then attack you or include you in the area of an attack. A non-hostile creature gets as close to you as it can, then stands, bewildered, and otherwise takes no action. Affected creatures awaken from the dream at the end of their turn. Regardless of its success or failure, that creature cannot be affected by your waking dream for 24 hours thereafter. Forcing a waking dream on a creature is a mind-affecting ability. You must have the waking sleep proof to learn this proof.

10th Level

You must be at least 10th level and have the morphean inclination to choose these proofs.

Advanced Telepathy (Su): You are a master of the art of mental communication. The range of your limited telepathy and/or telepathy increases to 100 feet. If it was already 100 feet or more, instead increase its range by 30 feet. You may communicate with animals and other creatures with an Intelligence of 1 or more that are not capable of language, though such creatures can only convey simple concepts

such as “danger”. This allows you to use Intimidate to bully such creatures, and to use any other language-dependent effect of which you are capable against them. You must have the limited telepathy ability, the telepathy ability, or the telepathy proof to learn this proof.

Consuming Daydreams (Su): You leave daydreams in the minds of your distracted opponents, leaving them dizzy and sluggish. Whenever you inflict the flat-footed or off-target conditions on a creature, that creature also becomes dazzled for 1 round. You and your other allies in close range gain a +2 circumstance bonus on saving throws made against effects that originate from dazzled creatures.

Hypnotic Concert (Su): Your mind-influencing rhythms develop in complexity and depth, reshaping the battlefield. When using your hypnotic hum ability, any opponent in close range that misses an attack gains the flat-footed and off-target conditions for 1 round, and your other allies in that range gain a +1 bonus to attack rolls and Reflex saves. You must have the hypnotic rhythm and insidious rhythm proofs to learn this proof.

Advanced Empathy (Ex): You have attuned yourself to the thoughts of even alien and extradimensional intelligences, allowing you to wage war upon their minds. Your mind-affecting specialist class features (including proofs) and specialist powers can affect creatures whose types would normally grant them immunity to mind-affecting abilities, such as undead creatures. Such creatures benefit from a +2 circumstance bonus to their saving throws against your mind-affecting abilities. Other sources of immunity to mind-affecting abilities, including mindlessness or spells, still affect you normally.

Paranoia (Su): You warp a victim’s mind, turning them against their own allies. You can spend 3 power points and 1 Resolve Point as a standard action to induce paranoia in a creature within close range. That creature must make a Will save; failure indicates that it becomes hostile to all creatures for a number of rounds equal to your specialist level, as well as unwilling towards all abilities, powers, and spells that do not originate from itself. It believes its former allies are plotting its imminent betrayal and murder, and reacts to them just as if they were enemy combatants. This is a mind-affecting ability. You must have the intrusive thoughts proof to learn this proof.

14th Level

You must be at least 14th level and have the morphean inclination to choose these proofs.

Cloak of Whispers (Su): Your mind ripples out from yourself, creating a defensive static that shields the minds of you and your allies. You and your other allies in close range add your key ability score modifier to their Will saves. This ability does not function if you are unconscious. You must have the empathic knack proof or the fatalistic verve proof to learn this proof.

Conviction (Ex): You gain 2 additional Resolve Points.

Gates of Horn and Bone (Su): You can move through the minds of creatures whose thoughts are distorted, moving as if in a dream. As a move action, you can teleport to any space adjacent to a creature in long range that is benefiting or suffering from a mind-affecting ability (such as a mind-affecting spell

or a morale bonus). You do not provoke attacks of opportunity for leaving a threatened square as part of this teleportation.

Shell Game (Su): You form a bond with a willing ally, lacing your patterns together in a complex weave. You can designate a willing creature in close range as your bonded partner as a swift action. They remain your bonded partner until you designate another creature or until either of you severs the bond as a swift action. Whenever you or your bonded partner are targeted by an ability, attack, power, psi-like ability, spell, or spell-like ability with a range greater than personal, the other can spend 1 Resolve Point to become the target instead, even if they are out of its range. Resolve the effect normally and as if the new target were within its first range increment, if applicable. You and your bonded partner must be within close range to redirect effects in this fashion.

Waking Nightmare (Su): The minds of your enemies are fragile things, easily crushed beneath your will. You can spend 1 Resolve Point and expend your psionic focus when you attempt to force a waking dream on a creature. If you do and that creature fails its save, it does not awaken from the dream at the end of its turn; instead, it cowers for 1 round. This is a mind-affecting fear effect. You must have the waking dream proof to learn this proof.

Specialist Power List

The following powers are available to specialists.

Talents (0th Level): *Detect hazard, detect psionics, ectoplasmic trinket, empathy, far hand, float, skate, unearthly terror*

1st Level: *Breach, clairvoyant sense, cloud mind, combat precognition, defy gravity, ectoplasmic creation, elfsight, mind link, mind pierce*

2nd Level: *Battlesense, brain lock, concealing amorphia, danger sense, ectoplasmic grapnel, gravity well, object reading, sustenance*

3rd Level: *Anchored navigation, dispel psionics, energy adaptation, gravitational anchor, id insinuation, modify matter, personal gravity, physical acceleration, time hop*

Altered or Replaced Specialist Class Features

For any level at which an archetype provides an alternate class feature, a specialist who takes the archetype alters or replaces the listed class features.

2nd Level: You don't gain the Advanced Synergy bonus at this level. If you later gain it, the bonus is reduced by one.

Multilevel: 4th, 12th, and 18th level; You don't gain a power known at these levels.

6th Level: You don't gain a specialist proof at this level.

9th Level: You don't gain focused disruption at this level. It is instead gained at 10th level, and you do not gain a specialist proof at that level.

Psionic Systems

This section details new skills, feats, and rules relevant to psionic characters. Also included are the rules on manifesting powers and a selection of new powers relevant to the specialist class.

Psionic Focus

Any creature with a maximum power point pool of 1 or higher, or 1 or more psi-like abilities, can enter a state of mental and physical attunement with their psionic potential; this state is known as psionic focus. You can become psionically focused as a full action. Most characters can only have one psionic focus, but some abilities (such as the Deep Focus feat) allow you to maintain an additional psionic focus, which is gained and expended as normal. Among other things, this may mean that you need to spend more than one round regaining all of your foci if you have expended more than one. You don't lose your psionic focus if you become unconscious, paralyzed, or otherwise helpless, though you do if you die. On its own, psionic focus does nothing. However, some abilities have additional effects if you are psionically focused, or require you to expend your psionic focus to use them. Talents (0th-level psionic powers) may be manifested without paying power points if you are psionically focused, though they cannot be augmented if manifested in this fashion.

If an ability, effect, feat, or power requires you to expend your psionic focus to activate it (such as several specialist class features), you can instead spend 1 Resolve Point, even if you aren't psionically focused or are in fact incapable of becoming psionically focused. You cannot expend psionic focus in place of spending Resolve Points unless you have an ability that specifically permits you to do so.

Skills

Though education about psionic powers has become less specialized and esoteric over the years, the ancient practice of Autohypnosis persists. This skill is used by psionicists for a variety of purposes relating to mastery of their mind and body. In addition, the Mysticism skill can be used for identifying psionic powers and effects as well as crafting psionic items, just as it is used to identify magic ones.

Culture or Mysticism can be used to identify a specific manifester from their display alone. Doing so is the same as recalling knowledge, but this is usually a harder task than from direct observation.

Autohypnosis

You have trained yourself to master your own mind and assert its superiority over your body at need. This mastery takes various forms.

Autostasis: If you are dying, you may make an Autohypnosis check (DC 10 plus your character level) as a standard action to slow your body's functions and buy yourself some time, even though you normally cannot take actions. You only lose one Resolve every other round for one minute after making this check (you still stop losing Resolve if you are stabilized, as normal). You may not attempt this check again until you have regained consciousness.

Change Display: As you are manifesting any psionic power, you may make an Autohypnosis check as a part of the action used to manifest the power (DC 10 + the number of PP spent on that power). Success means that you significantly alter how your display manifests, increasing the difficulty of any skill check

to identify you by observing the display by 5. If you know the display of another manifester, you can attempt to imitate that display instead. The difficulty of this check is 10 + their manifester level, or your normal DC to change your display, whichever is higher. Successfully changing your display to imitate another manifester means, at the very least, that people cannot reliably identify it as *your* display, and may provide a +2 circumstance bonus to checks made to maintain a disguise or frame the manifester you imitated.

Mental Resistance: You can create a fortress within your mind, giving yourself a reprieve from outside forces. When you come under the effects of any mind-affecting power or condition, you can spend one point of Resolve and make an Autohypnosis check against the original save DC (10 + caster or item level if it didn't originally have a save DC) to delay the effect on yourself for one round. It still lasts for its full duration, you only delay the onset. This is a Reaction, which you can take even if you would not be allowed to normally. If you have at least ten ranks in Autohypnosis, the effect is delayed for two rounds instead.

Snapshot: You perfectly memorize the details of your surroundings, allowing you to recall them later as clearly as if you were still present. You can make an Autohypnosis check as a Standard action to take a mental snapshot of what you are observing. The DC of this check is 15 for a page of text or similar, 20 for a particular person or object, or 25 for an entire room. You can recall this at any point in the future as a standard action by making another Autohypnosis check of the same DC, perfectly recreating it in your mind. Besides allowing you to recall details, you can make skill checks related to observing the surroundings (such as Perception or Sense Motive, but others are possible) as if you were still in the moment. These skill checks take the usual amount of time, during which you concentrate or meditate upon your memory. You can forget a snapshot of your choice as a standard action. You can have a number of mental snapshots stored equal to your ranks in Autohypnosis.

Feats

The Psionics Guide introduces a new category of feats to Starfinder, the Psionic feat. These feats all either grant, utilize, or enhance some kind of psionic resource. While they have no particular prerequisites to take, the majority of characters who will want them are psionic characters.

Deep Focus [Psionic]

You have learned to focus your subconscious mind even while awake.

Prerequisite: Autohypnosis 3 ranks.

Benefit: You can psionically focus your subconscious in the same manner which you gain psionic focus normally. This permits you to hold a second psionic focus, which works like your normal one. Psionically focusing your subconscious works just like focusing your conscious mind.

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 or higher, you can choose to increase your effective manifester level by two, but you take 3d8 points of damage. At 15th level or higher, 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.

Talented [Psionic]

You can overchannel powers with less cost to yourself.

Prerequisite: Overchannel.

Benefit: You can expend your psionic focus as part of manifesting a power of 3rd level or lower. If you do, you do not take damage from using Overchannel to increase its manifester level.

Psionic Powers

Psionics, the supernatural expression of the self, continues to thrive and spread amongst the stars. Whether it is practiced as part of one's cultural heritage, as an unexplained power come without warning or apology, or honed and studied in academies, those who wield psionic power use it to reshape their lives and redefine their worlds. The following section details the mechanical elements of psionics, their interactions with magic, and the telltale signs by which they can be distinguished.

Manifesting Powers

When your character manifests a power, she is expressing her will and self in a way that effects tangible changes in herself, her environment, or others. Though there are many kinds of manifesters (integrators, psions, and specialists being some of the most prevalent) who access and express their power differently, the basic process of manifestation is the same. A manifested power always has obvious effects that are noticeable by nearby creatures; see Displays, below. Information on manifesting powers as psi-like abilities is likewise provided below.

Choosing a Power

Deciding how you want to change the world around you is the first step in manifesting a power. Generally, your class's Powers Known section will describe which class's power list you can learn powers from, how to determine the number of powers you know, the levels at which you learn new powers, and the maximum level of powers you're capable of learning and manifesting. Other abilities, such as feats or class features, might give you access to powers from lists other than those granted by your class; those abilities will provide the necessary details.

You can manifest any power you know, provided that you are capable of manifesting powers of that level or higher and that you can pay its power point cost (and/or other attendant costs as described in the power itself). As long as you can keep paying their costs, you can manifest any power you know any number of

times per day. You can find more information on how to choose which powers you know in your class's powers known entry.

Manifester Level, Power Points, and Augmentation

Any character that can manifest powers will have power points and a manifester level. Usually, your manifester level (ML) is equal to your total level in manifesting classes. For characters with a single manifesting class, this is equal to their class level. Some non-manifesting classes such as aegis, as well as racial features such as an elan's resilience, have power point costs like powers; the manifester level for these abilities is equal to your class level or character level, respectively.

Your manifester level determines how many power points you can spend on any given ability or power (see below), as well as certain level-based variables in the powers you manifest. You can choose to manifest a power at a lower manifester level, but you must decide this before you make any other decisions about its effects, and the chosen manifester level cannot be lower than the minimum number of power points needed to manifest the power. Adjustments to your manifester level, such as from class features, feats, or items, adjust not only those variables and the number of power points you are able to spend, but also any manifester level checks you might make. To attempt a manifester level check, such as to dispel a magical effect, roll 1d20 and add your manifester level.

Add all sources of power points, such as classes and feats that grant them, together to determine your base power point pool per day. If you have at least 1 level in a class that grants power points (such as aegis or specialist), you gain bonus power points equal to your manifester level x your key ability score modifier x 1/2. Table 2-1: Bonus Power Points shows these calculations for manifester levels 1 through 20 and key ability scores from 1 to 31. Do not use your manifester level for racial abilities, if any, to calculate bonus power points.

Table 2-1: Bonus Power Points

Key Ability Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1-11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12-13	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	20
14-15	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
16-17	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	24	25	27	28	30
18-19	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
20-21	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50
22-23	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60

24-25	3	7	10	14	17	21	24	28	31	35	38	42	45	49	52	56	59	63	66	70
26-27	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
28-29	4	9	13	18	22	27	31	36	40	45	49	54	58	63	67	72	76	81	85	90
30-31	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100

You can spend a number of power points equal to your manifester level on any given ability or power.

You can spend less than that amount, provided you meet the minimum costs of the ability or power, but not more. If the power you manifest allows a saving throw to resist its effects, the DC is equal to $10 + 1/2$ the power points you spent to manifest it + your key ability score modifier. You may spend additional power points up to your usual maximum solely to enhance the DC of your power, even if you do not choose to otherwise augment the power. Table 2-2: Power Costs by Level provides the minimum power point costs to manifest powers of a given level.

Table 2-2: Power Costs by Level

Power Level	Base Power Point Cost
0 (Talent)	0 or 1
1	1
2	3
3	5
4	7
5	9
6	11

Many powers have augmentation options; these powers have stronger, additional, or alternate effects if you spend more power points as part of their manifestation. You must decide to augment a power when you manifest it, after determining the manifester level at which you choose to manifest it but before you make any other decisions about its effects. 0th level powers manifested without paying power points cannot be augmented. Unless otherwise noted, you may use as many of a power's augments as you are able and willing to pay for, subject to the limit of spending no more power points than your manifester level, and power points spent to augment a power also enhance its save DC as described above.

Concentration and Disrupted Powers

You must be able to concentrate in order to manifest a power. The length of time you must concentrate is specified in the Manifesting Time entry in the power's description, and during this time your foes can interrupt your manifestation. Because the concentration required to manifest a power is intense, manifesting a power briefly lowers your defenses; if a foe threatens your space when you manifest a

power, you provoke an attack of opportunity unless the power specifies otherwise. If you take damage from an attack that targeted your AC or from an effect you failed your saving throw against while you're manifesting a power, it is disrupted and the manifestation fails. Usually, this will happen because you are manifesting a power with a manifestation time of 1 round or longer, because you provoked an attack of opportunity, or because your foe readied an action to disrupt your manifestation. Ongoing damage, such as if you are on fire, does not disrupt your powers. You still pay any costs associated with a power you attempted to manifest that was then disrupted.

You can also typically manifest powers in harsh conditions such as bad weather or during tricky aerial maneuvers, but extreme conditions such as being sucked into a whirlpool or explosive decompression can prevent the concentration necessary to manifest a power. Additionally, if you attempt to manifest a power in conditions where its characteristics can't be made to conform, such as attempting to manifest a power that targets a creature on an object, it fails. You still pay the costs associated with that power.

Displays

Psionic power is, before anything else, a method of self-expression, of making the reality that is closer to what the manifester thinks it *should be*. These powerful expressions of will, whether in the form of manifested powers, an aegis's astral suit, a mind blade, or other psionic abilities, come with side effects, a kind of mental bleed or ripple known as a display. Each manifester's displays are unique expressions of themselves and as a result no two are quite the same. Regardless of their source, displays are obvious enough that nearby creatures can notice them, making it impossible to clandestinely manifest a power.

Those who study psionics divide displays into five general categories: auditory, material, mental, olfactory, and visual. They are fleeting, transient things, enough to tickle the senses or memories of those who can perceive them but not to deceive or delude them. Displays usually extend out to 15 feet around the manifester of a power, as well as 15 feet around the power's targets or area, but the manifester can extend this radius up to close range if they so desire. A person's unique displays change slowly over time (assuming they change as a person in that time, that is) or in response to severe, life-changing events; otherwise, a manifester can potentially be recognized by their displays. While it is impossible to suppress a display entirely, a manifester may use the Autohypnosis skill to change their displays when they manifest their powers, or even to fraudulently imitate the displays of another manifester; see the Autohypnosis skill entry for more details.

Displays are often revealingly personal. They express important truths about the manifester, things which they associate with the kinds of power being used, ideas about which they are fearful or passionate, or combinations of the above. It is worth spending some time thinking about your character's displays and what those displays might say about their life. Do their metacreativity powers give off the subtle scent of almond and vanilla because they associate cooking with creation? Do their combat powers flare with symbols of their faith or nation, or crawl with panicked screams and mental pleas to be left alone? Do victims of their mental control briefly trail ectoplasmic chains that snap taut in some unseen hand? Your characters' displays add a touch of flavor and personalization to all of your powers, and are a chance to symbolize the way they wish the galaxy to be, or perhaps how they fear it already is.

The Power's Result

Information about your power's range, acceptable targets, and other mechanical details can be found in its description. Once you know which creatures, objects, or areas are affected and whether they have

succeeded at their saving throws (if any), you can apply the power's described results. Powers are grouped into disciplines which describe, in a general sense, the sort of effects they might have, and may also have descriptors such as mind-affecting which influence their interaction with their targets.

Attacks

Like with spells, all offensive actions, even those that don't damage any creatures or objects, are considered attacks when resolving a power's effects. If you make an attack roll to see if your power hits, you are making an attack. Effects that are inoffensive or beneficial to some affected creatures are still attacks if they would be considered offensive to any affected creature. Powers that deal damage, powers which foes can make a saving throw against (and are not harmless), and powers that otherwise harm or hinder subjects are all attacks.

Psionic-Magic Transparency

Though their sources and usage differ, psionics and magic share similarities and interactions. Except in special cases, a power or spell does not affect how another power or spell operates. Whenever a power has a specific effect on other powers or on spells, its description explains that effect. Like spells and other effects, powers that provide bonuses or penalties to attributes such as attack rolls, damage rolls, and saving throws usually do not stack with themselves if multiple effects would apply to the same attribute. As usual, two bonuses of the same type do not stack even if they come from different sources. Damage from multiple powers that deal damage is always cumulative. Powers follow the usual rules for identical effects of different strengths (such as if a spell grants a creature acid resistance 5 and a power grants that creature acid resistance 10) and are treated identically to spells when determining the outcome of multiple conflicting mental control effects. The Mysticism skill is used to identify psionic powers and effects, and to craft psionic items.

Powers cannot be used to counter spells and cannot be countered by spells (though they might be disrupted; see Concentration and Disrupted Powers, above), but they can be dispelled or suppressed by anything that could dispel or suppress a spell, and vice-versa. Powers subject to power resistance must also overcome any spell resistance their target has, and spells subject to spell resistance must overcome any power resistance their target has. In those cases, treat your manifester level as your caster level, and vice-versa (including using a lower level if you manifested the power or cast the spell at a lower ML or CL than normal).

Effects that increase a character's caster level do not increase their manifester level, and vice-versa. If you have levels in both a manifesting class and a spellcasting class, you will have a separate caster level and manifester level.

Psi-Like Abilities

Psi-like abilities are similar to spell-like abilities in that they function in many ways like powers. They differ from powers in that they tend not to be gained through normal means. A psi-like ability has a manifesting time of a standard action unless otherwise noted in the ability or the power description. Usually, a psi-like ability can be used a specific number of times per day, at-will, or can affect a creature constantly. If the power normally requires the expense of credits or Resolve Points as part of manifesting it, a creature that can manifest it as a psi-like ability does not need to pay such costs. Psi-like abilities are

manifested as if a number of power points equal to the user's manifester level were spent to manifest them, even though no power points were spent, and the manifester chooses how those power points are used to augment the power. In all other ways, a psi-like ability functions just like a power.

Because it functions like a power, psi-like abilities provoke attacks of opportunity and can be disrupted. They are subject to power resistance and effects which dispel or suppress powers. They do not function in areas where psionics are suppressed or negated.

A psi-like ability's manifester level determines its power. If no manifester level is specified in its description, its manifester level is equal to the creature's character level or CR. The DC of a psi-like ability is typically equal to $10 + \frac{1}{2}$ its manifester level + the Charisma modifier of the creature using it. If a class grants a psi-like ability that is not based on an actual power, its effective power level is equal to $\frac{1}{3}$ the class level at which it was gained (minimum 0, maximum 6).

Psi-like abilities are denoted with the abbreviation "Ps" in parentheses next to the ability's name.

Power Description Format

The description of psionic powers follow a standard format, as shown in the sample power description below. Each category of information presented in the sample is explained and defined in its own following section. Not every power will contain each entry, but for completeness' sake all entries have been included in the sample, along with a summary of what each entry typically contains.

Power Name

Discipline: psionic discipline [descriptors]; **Level:** class X, class Y

Manifesting Time: action or time

Range: personal, touch, or a specified distance

Area: affected space and its shape (S)

Effect: the power's mechanical effect, if it does not have an area or targets

Targets: the legal targets of the power (often one creature or object, or multiple creatures or objects)

Duration: rounds, minutes, or hours (D)

Saving Throw: none, partial, or negates; **Power Resistance:** yes or no

The power's effects are described here

Augment: The ways you can improve or customize the manifestations of the power are described here, along with their costs.

Power Name

The first entry of every power description gives the most common name for that power (and thus the one by which it will be referenced in all other abilities and supplements). Usually, this name provides some clue as to its effects.

Power Level

The power level for each class that can manifest the power, which will be a number between 0 and 6 that indicates its relative strength. Certain special powers, which cannot be learned normally, do not have a level. Certain abilities add one or more powers to your powers known that are not on the list that your class could normally learn; these abilities will indicate the level at which you know the power. A power's level determines its base power point cost, as noted on Table 2-2: Power Costs by Level.

Discipline and Descriptors

This section details the discipline to which the power belongs. Most powers belong to one of six disciplines, which broadly describe groups of powers with strong commonalities. Many powers also have one or more descriptors, which can affect how they interact with abilities, effects, other powers, and spells. Unless otherwise noted, these descriptors are the same as those that influence spells and other abilities.

Clairsentience

Clairsentience powers are used to gather information from the past, present, or future. Powers of this discipline are similar to divination spells; abilities or effects that provide bonuses against, or immunity to, clairsentience powers also provide those bonuses or immunities against divination spells, and vice-versa.

Metacreativity

Metacreativity powers create objects or creatures, generally out of ectoplasm. Though the raw form of ectoplasm is diaphanous and incorporeal (made, as it is, from the essence of the Astral Plane stained with mortal thoughts and soul-fragments), creatures and objects created through metacreativity powers are corporeal and solid unless stated otherwise. A creature or object brought into being by a metacreativity power must appear in an open location within the power's range and on a surface capable of supporting it. In zero gravity conditions, this can instead be any open location within the power's range that can physically fit the creature or object. Metacreativity powers rely on access to the Astral Plane for their raw material; abilities and effects that would prevent conjuration effects or spells also prevent the use of metacreativity, and vice-versa.

Psychokinesis

Psychokinesis powers create and manipulate energy directly. Psychokinesis is among the flashiest of the psionic disciplines; its powers create spectacular eruptions of energy, melt objects, and telekinetically manipulate the environment around the manifester. Powers of this discipline are similar to evocation spells; abilities or effects that provide bonuses against, or immunity to, psychokinesis powers also provide those bonuses and immunities against evocation powers, and vice-versa.

Psychometabolism

Psychometabolism powers alter the physical properties of creatures, most often the manifester. They may heal creatures, permit dramatic changes of form, or other similar effects. Powers of this discipline are similar to transmutation spells; abilities or effects that provide bonuses against, or immunity to, psychometabolism powers also provide those bonuses and immunities against transmutation spells, and vice-versa.

Psychoportation

Psychoportation powers move creatures and objects through space, time, and even the planes themselves. Though psychoportation has no direct analogue to a school of magic, many of its powers have the teleportation descriptor, with all that implies.

Telepathy

Telepathy powers detect, examine, and influence minds. They alter or control the behavior of creatures in ways beneficial to the manifester. Powers of this discipline are similar to enchantment spells; abilities or effects that provide bonuses against, or immunity to, telepathy powers also provide those bonuses and immunities against enchantment spells, and vice-versa.

Manifesting Time

The majority of powers have a manifesting time of one standard action. Some may require 1 round or more of concentration, while others (or those modified by special abilities) might have a manifesting time of a move action or a reaction.

Like spells, powers that have a manifesting time of 1 round or longer require you to maintain your concentration from the current round to just before your turn in the next round (or just before your turn after the requisite number of rounds, as the case may be). If you lose concentration or take any other action, even a reaction, before the manifestation is complete, the power fails. You still expend all costs associated with manifesting that power.

You pay all costs of a power, including additional power points for augmentation, when you begin manifesting it. You make all other decisions about the power, such as its range, target, area, effect, and selecting specific augmentation options, when it comes into effect. The sole exception to this is augmentation options that change the type of action it takes to manifest a power; these are chosen when you begin manifesting the power.

Range

The power's range indicates how far from you it can reach. Power ranges work just like the ranges for other abilities and for spells.

Area

Powers that affect an area have that area described in the area entry. While they will sometimes define a specified area, most powers that affect an area will be described as a burst, emanation or spread, and further as a cone, cylinder, line, or sphere. Powers whose areas are shapeable will be indicated with an "(S)" after the listed area.

You select the point where the power originates, no matter what shape its area is. The power usually affects all valid targets within its area, though some abilities or powers may permit you to exclude one or more potential targets. To determine if a given creature or object is in the power's area, count the distance from the point of the power's origin in squares, just as you do when moving a character or determining the range of a ranged attack. The only difference is that instead of counting from the center of one square to the center of another, you count from grid intersection to grid intersection.

You can count diagonally, but just as with movement, every second diagonal counts as 2 squares. If the far edge of a square is within the power's area, anything in that square is in the power's area. If the edge of the power's area only touches the near edge of a square, the creatures and objects in that square are *not* in the power's area.

Effect

Some powers create or call things rather than affecting the creatures or objects around the manifester. You must choose the location where these things appear, either by observing the location or defining it. The spell's range limits how far away the effect can appear, but if it is mobile (such as an *astral construct*) its movement after it appears is not restricted by the power's range. For clarity, some powers will note the size or type of effect produced in a separate Effect entry.

Targets

Many powers have one or more targets; you can cast these spells on the creatures or objects defined in its description. You must be able to see or touch the target (but see Powers with Attack Rolls, below) and you must specifically choose the target(s) of the power. You select your targets after you have manifested the power, but before it comes into effect.

If you are the target of a power you manifest (which is the case for all powers with a range of personal), you don't receive a saving throw or the benefit of power resistance against it. The Saving Throw and Power Resistance entries are omitted from personal range powers.

Like spells, some powers can only target willing or unconscious creatures, and a creature can declare itself willing for such powers just like with spells. As usual, characters that are conscious can always choose to be unwilling, even if they are restrained or immobile. Similarly, powers that target "living creatures" cannot target constructs and undead, and such creatures in the power's area do not count against the number of creatures affected. Other powers specify a category of target, such as constructs, fey, or objects. This is resolved just like normal targeting, and the target's power resistance, if any, applies as normal. If a power's effect can be redirected to new targets or areas, redirecting it is a move action.

Powers with Attack Rolls: Some powers require an attack roll to determine if they hit and can thus affect their target. You do not require line of sight to the target of such a power, but you still need line of effect to them. These powers can achieve a critical hit in the same manner as a weapon, and deal double damage, including ability damage if relevant, on a successful critical hit. Any duration such a power has refers to the duration of the effect it produces, not the length of time of the attack itself.

Duration

The Duration entry of a power tells you how long its effects persist. Powers that are dismissible are indicated with a “(D)” after their listed duration. Powers that affect creatures or objects directly travel with their targets for the duration. Effects created by a power last for the duration of that power, and might move or remain still. Such an effect might be destroyed or dispelled before the end of its duration. If the power affects an area, its effect remains within that area for its duration; valid targets for the power become subject to the effect when they enter that area, and are no longer subject to it once they leave.

Saving Throw

Harmful powers generally permit the target to attempt a saving throw to negate some or all of their effects. The Saving Throw entry in the power’s description specifies which type of save is allowed (Fortitude, Reflex, or Will) and describes how the saving throw against the power functions, including for objects and harmless effects. Usually, a successful saving throw negates the power’s effects entirely, halves the damage it causes, or allows the target to suffer only part of the power’s effects. The save DC for a manifested power is equal to $10 + \frac{1}{2}$ the power points spent to manifest it + your key ability score modifier.

Power Resistance

Power resistance (PR) is a defensive ability possessed by some creatures, which functions similarly to armor class. If your power permits power resistance and targets a creature that has it, you must succeed at a power level check ($1d20 + \text{your manifester level}$); you only affect the target if the result of this manifester level check is equal to or greater than the target’s PR. The power’s Power Resistance energy tells you whether or not its power resistance defends against its effects. In most cases, power resistance only applies when the resistant creature is specifically targeted, and not when it encounters a power whose effects are already in place. The terms “object” and “harmless” are the same for power resistance as they are for saving throws. A creature with power resistance must voluntarily lower their resistance as a standard action in order to be affected by such powers without requiring their manifester to succeed at a manifester level check.

Descriptive Text

This section details the power’s effects and how it achieves them. If any of the above entries say “see text”, this is where the information is found.

Augment

Almost all psionic powers can be enhanced through the expense of additional power and will, which is known as augmenting the power. You augment a power by paying additional costs (almost always power points) when manifesting it. As usual, you can spend no more power points on a single manifestation than your manifester level. Once the power comes into effect, you can then assign these power points (or other costs) to one or more of the augments available for that power, provided you spent enough to cover them all; this is done at the same time that you make other decisions about the power, such as its range and targets. Augments that can be purchased more than once per manifestation are indicated in the powers’ descriptions (generally with phrasing similar to “for every X additional power points spent”); otherwise, any given augment may only be used once per manifestation.

Some augments are not assigned and instead happen naturally as the result of spending resources on the power's manifestation. These will be indicated at the end of the power's list of normal augments, usually beginning with the phrase, "in addition to the above options". You can spend additional costs, generally power points, to specifically use such augments if you don't want to utilize any of the power's other augment options.

Power List

Though there will eventually be many more powers available as part of the *Psionics Guide*, the following section details only those relevant to the specialist class. Some, such as *alienation*, are not normally on the specialist list and are instead acquired as part of your inclination or a hobbyist proof. The powers are presented in alphabetical order.

Alienation

Discipline: Telepathy [mind-affecting]; **Level:** Psion 3

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates; **Power Resistance:** yes

Power Points: 5

You close off the centers of the target's mind that deal with communication and social interaction. The subject effectively loses all languages and is treated as illiterate for the duration of the power. They may still "speak", but to everyone else it sounds like gibberish.

The subject is unable to understand anyone at any level, and is unable to distinguish friend from foe. This prevents them from making checks to Aid Another (or other coordinated effort, such as covering fire), making any skill checks involving language or social interaction (such as Sense Motive and most Culture checks), and knowing if a spell targeted at them is harmless or not until it hits them unless they can successfully identify it with Mysticism. As a result, they must attempt to save against any spell they cannot identify.

The target no longer counts as an ally for any class ability, or for flanking.

Augment: You can augment this power in any of the following ways:

1. If you spend four more power points, the target is also violently hostile and sees all nearby creatures as enemies. They react violently to any creature that approaches and will use the most

efficient means of disposing of it. They will prioritize those that attack them, but otherwise will attack anyone nearby.

Anchored Navigation

Discipline: Clairsentience; **Level:** Psion 3, Specialist 3

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 5

You know where you are in relation to a fixed physical point. When you manifest this power, you create an anchored starting point exactly where you are. While this power is in effect, you always know the direction and distance to your starting point, as well as the route you took to get there. You can always retrace your steps through a maze or other difficult route, without needing to resort to a map. You cannot change the anchored point, but you can create another by manifesting this power again. The use of *anchored navigation* is limited to the plane you're on when you manifest the power.

Augment: You can augment this power in any of the following ways:

1. If you spend four more power points, the duration of this power becomes 1 day/level. When used this way, you gain the option to manifest this power again while it is still in effect to refresh the duration instead of making a new starting point.
2. If you spend four more power points, this power is not limited by planar boundaries. If combined with the other augment, this turns your starting point into a powerful personal hyperspace beacon, making the starting location always count as Close Space for the purposes of hyperspace travel as long as you are piloting or navigating.

Battlesense

Discipline: Telepathy [mind-affecting]; **Level:** Integrator 2, Psion 2, Specialist 2

Manifesting Time: 1 standard action

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

Target: 1 willing creature/level

Duration: 1 round/level

Power Points: 3

You link the minds of your allies, dramatically improving their coordination. A mental heads-up display appears to each target, improving group awareness. Each affected member is always aware of the position of all other members, and can use the Aid Another action as a Reaction if it is assisting another member of this manifestation of the power. Recipients need not stay within Close range after the power is manifested, but it does not work across planar boundaries.

In addition, all targets that are also willing members of your collective gain one special ability of your choice from the following list. Your choice affects all members equally.

- +1 circumstance bonus to attack rolls
- +1 circumstance bonus to KAC/EAC
- +2 circumstance bonus to damage
- +5 circumstance bonus to base speed

Augment: You can augment this power in any of the following ways:

1. For every two additional power points you spend, you make make another choice from the list. You may not select the same bonus twice.
2. If you spend two additional power points, you may use this power as though you had the collective class feature as long as all targets are willing.

Brain Lock

Discipline: Telepathy [compulsion, mind-affecting]; **Level:** Psion 2, Specialist 2

Manifesting Time: 1 standard action

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

Target: One humanoid

Duration: Concentration +1 round

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 3

The subject's higher brain function is locked away. They stand dazed, unable to take any action except for the following; flying creatures descend to the nearest safe area below, and swimmers that cannot breathe the liquid they are in ascend to the surface. Affected creatures can attempt another save to end the effect as a full-round action on their turn.

Augment: You can augment this power in any of the following ways:

1. If you spend 2 additional power points, this power can affect animal, fey, magical beast, and monstrous humanoid targets.
2. If you spend 4 more power points, this power can affect aberration, dragon, and outsider targets.

3. If you spend 6 more power points, this power can affect any target that has a mind.

Breach

Discipline: Psychoportation; **Level:** Psion 1, Specialist 1

Manifesting Time: 1 standard action

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

Target: One door or container with an area of up to 10 sq. ft./level

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** no

Power Points: 1

You psionically open stuck, barred, or locked doors, including those sealed magically.

When you manifest this power, attempt a manifester level check against the DC of the lock or the jam. You may use an appropriate ability score check or skill check if it would be better. This power opens secret doors, as well as locked or trick-opening boxes or chests. This also loosens welds, shackles, or chains (provided they serve to hold something shut). If used to open a magically sealed door, the power does not remove the magical seal but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own.

This does not raise gates or similar impediments, it merely unseals and unsticks them. If you possess the correct key, know the correct password, or otherwise have the correct access method, you need not roll for this power to work.

Augment: You can augment this power in any of the following ways:

1. For every two additional power points you spend, this will affect one additional means of preventing access.
2. If you spend 4 more power points, you gain a bonus equal to half your level (round down) on this check.
3. If you expend your Psionic Focus, you may manifest this power as a Swift action.

Clairvoyant Sense

Discipline: Clairsentience; **Level:** Psion 1, Specialist 1

Manifesting Time: 1 standard action

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

Effect: Psionic sensor

Duration: 1 min./level (D)

Saving Throw: none; **Power Resistance:** no

Power Points: 1

You can see or hear (but not both) at distant location, almost as if you were there. You do not need line of sight or line of effect, but the locale must be known. Examples include both places you are familiar with and ones which are obvious, such as around a corner or behind a door you are facing. You cannot use special senses, such as blindsight or darkvision, through the sensor. The sensor you create does not move, but you can rotate it in all directions. This power only functions on the plane of existence you are currently occupying.

Augment: You can augment this power in any of the following ways:

1. If you spend 2 additional power points, you can both see and hear through the sensor
2. If you spend 4 additional power points, the range of this power becomes Long (400 ft. + 40 ft./level).
3. For every 3 additional power points you spend, you may use one special sense you possess through the sensor.

Cloud Mind

Discipline: Telepathy [mind-affecting]; **Level:** Psion 1

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 min./level

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 1

You make yourself completely undetectable to the subject by erasing all awareness of your presence from its mind. This power has the following effects.

First, you are invisible and inaudible to the creature. This includes all special senses; it cannot pinpoint your location by any means.

Second, the subject remains unaware of your actions, provided you do not make any attacks or cause any obvious or directly threatening changes in the subject's environment. If you attack the subject creature, the effect ends.

If you take an action that creates a sustained and obvious change in the subject's environment—for example, attacking a creature aside from the subject or moving a large or attended object the subject can see—the subject immediately gains a new saving throw against the power. An ally of the subject creature that is able to see or perceive you can use a move action to warn the subject and thereby grant it a new saving throw.

Augment: You can augment this power in any of the following ways:

1. For every two additional power points you spend, you may target an additional creature
2. If you spend six additional power points, you may manifest this power as a Reaction

Combat Precognition

Discipline: Clairsentience; **Level:** Psion 1, Specialist 1

Manifesting Time: 1 standard action

Range: Self

Target: You

Duration: 1 minute/level

Saving Throw: none; Power Resistance: no

Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better anticipate enemy actions. Choose one of the following benefits:

- +1 insight bonus to KAC and EAC
- +1 insight bonus on damage rolls. This increases by one for every five manifester levels.
- +1 insight bonus to initiative
- +1 insight bonus on melee attack rolls to attempt a combat maneuver

Augment: You can augment this power in any of the following ways:

1. For every two additional power points you spend, you may choose another one of the benefits to receive.
2. For every three additional power points you spend, increase all insight bonuses you receive from this power by one.
3. If you expend your Psionic Focus, you may manifest this power as a Reaction. When used this way, the duration becomes 1 round/level

Concealing Amorpha

Discipline: Metacreativity; **Level:** Psion 2, Specialist 2

Manifesting Time: 1 standard action

Range: Self

Target: You

Duration: 1 minute/level (D)

Power Points: 3

You weave a semi-real membrane about your body, making yourself much more difficult to see or target. This has two possible modes of use.

In Disruptive mode, the membrane distorts the space around you. This grants you concealment, and does not hinder your ability to see out.

In Chameleon mode, the membrane blends into the colors and textures of nearby objects and surfaces. This gives a +10 enhancement bonus on Stealth checks.

You must choose which mode to use when manifesting this power, and the decision cannot be changed once made.

Augment: You can augment this power in any of the following ways:

1. For every four additional power points you spend, the membrane can spread to affect one additional adjacent creature. If the creature moves away from you, they lose the protection until they are adjacent to you once more.
2. If you spend 4 more power points, you dramatically boost the power of the membrane. In Disruptive mode, this grants you total concealment. In Chameleon mode, the enhancement bonus to Stealth is increased to +15. When augmented this way, the duration becomes 1 round/level
3. If you expend your Psionic Focus, you may manifest this power as a Reaction. When used this way, the duration becomes 1 round/level, or one round if empowered with the second augment. You can use it this way in time to affect a roll you have just made or an attack against you, but it must be manifested before the result is known.

Danger Sense

Discipline: Clairsentience; **Level:** Psion 2, Specialist 2

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 3

You can detect the presence of danger before your physical senses would normally allow it. You gain a +3 insight bonus on saves and AC against traps, including all automated computer defenses.

Augment: You can augment this power in any of the following ways:

1. For every four additional power points you spend, increase the bonuses against traps by one.
2. If you spend 3 more power points, the insight bonus from this power also applies on all skill checks made to detect and disable these traps and defenses.
3. If you spend 5 more power points, you also gain a +4 insight bonus to initiative.
4. If you spend 6 more power points, you are not flat footed when you haven't acted yet in combat.
5. If you expend your Psionic Focus, you may manifest this power as a Reaction. When used this way, the duration becomes 1 round/level. You can use it this way in time to affect a roll you have just made or an attack against you, but it must be manifested before the result is known.

Defy Gravity

Discipline: Psychoportation; **Level:** Psion 1, Specialist 1

Manifesting Time: 1 standard action

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

Target: One willing creature or object (up to 10 Bulk./level)

Duration: 10 minutes/level (D)

Saving Throw: None; **Power Resistance:** Yes (harmless, object)

Power Points: 1

You gain the ability move yourself, another creature, or an object up and down as you wish. A creature must be willing to be affected, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a wall, for example, or push against a ceiling to move laterally (generally at half its base land speed).

An affected creature that attacks with a melee or ranged weapon finds itself unstable. While the first attack suffers no penalty, the subject immediately becomes Off-Kilter. They may spend a full round action to right themselves and end this condition.

Augment: You can augment this power in any of the following ways:

1. For every additional power point you spend, increase the maximum size by 10 Bulk and the maximum vertical distance moved each move action by 5 feet.

2. If you spend 4 more power points, this may affect any number of willing creatures or objects, so long as they are all touching and their total Bulk does not exceed your limit.

Detect Hazard

Discipline: Clairsentience; **Level:** Psion 0, Specialist 0

Manifesting Time: 1 standard action

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

Target: one creature, one object, or a 5-ft. cube

Duration: Instantaneous

Saving Throw: none; **Power Resistance:** no

Power Points: 1 or 0

By attuning your mind to a particular hazard, you can determine its presence or type. Choose one of the following. You sense the presence or absence of the particular hazard automatically.

- **Poison:** If you sense this hazard is present, you may make a Medicine or appropriate Profession check to identify what kind of poison it is and what its effects are, with a difficulty class equal to its save. This includes drugs.
- **Disease:** If you sense this hazard is present, you may make a Medicine check to identify what kind of disease it is and what its effects are, with a difficulty class equal to its save.
- **Curse:** If you sense this hazard is present, you may make a Mysticism check to identify what kind of curse it is, what its effects are, and its cure, with a difficulty class equal to its save (or 20 if it has no save).
- **Radiation:** If you sense this hazard is present, you may make a Physical Science check to identify it and what its effects are, with a difficulty class equal to its save.
- **Heat and Cold:** This detects temperatures below 40 degrees Fahrenheit or over 90 degrees Fahrenheit. If you sense this hazard is present, you may make a Physical Science check (DC 15) to identify its severity.

Augment: You can augment this power in any of the following ways:

1. For every additional power point you spend, you may add an additional creature, object, or 5-ft. cube to the targets.
2. For every 2 additional power points you spend, you may detect an additional kind of hazard.
3. If you spend 2 additional power points, add Gravity to the list of hazards you may detect. This detects any gravity condition other than standard. If you sense this hazard is present, you may make a Physical Science check (DC 20) to identify its severity.
4. If you spend 4 additional power points, add Hostile Intent to the list of hazards you may detect. When used in this way, the area becomes a 30-ft.-radius emanation centered on you, and the

duration becomes 10 min/level (D). This detects active hostility, not merely vigilance, and alerts you to the general direction the hazard is coming from but not the exact square.

Dimension Swap

Discipline: Psychoportation; **Level:** Psion 2

Manifesting Time: 1 standard action

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

Target: Two allies in range

Duration: Instantaneous

Saving Throw: Will negates (harmless, object); **Power Resistance:** Yes (harmless, object)

Power Points: 3

You warp space, swapping the positions of two allies (one of whom can be yourself if desired). This power affects creatures of up to large size, and there must be room for the targets to appear.

Augment: You can augment this power in any of the following ways:

1. For every two additional power points you spend, this power can affect one size category larger
2. If you spend 2 more power points, this power can affect unattended objects and objects in the possession of willing allies. The swapped objects appear in each other's places (such as stowed or in hand). Objects too large to carry or fit that would appear in the possession of an ally appear on the ground instead.

Dispel Psionics

Discipline: Psychokinesis; **Level:** Psion 3, Specialist 3

Manifesting Time: 1 standard action

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

Target: One creature, object, or power

Duration: Instantaneous

Saving Throw: none; **Power Resistance:** no

Power Points: 5

You douse the target in the psionic equivalent of extreme white noise, causing ongoing effects to dissolve. You can use *dispel psionics* to end one ongoing power that has been cast on a creature or object or to temporarily suppress the psionic abilities of a psionic item. A dispelled power ends as though its duration

had expired. Some powers, as noted in their descriptions, cannot be defeated by *dispel psionics*. *Dispel Psionics* can dispel psi-like abilities just as it does powers. The effect of a power with instantaneous duration cannot be dispelled.

One creature, object, or power is the target of the *dispel psionics* power. You can also specifically end one power affecting an area. You must name or otherwise specify the power effect to be targeted this way or otherwise uniquely identify it. Attempt a dispel check (1d20 + your manifester level) with a DC equal to 11 + the power's manifester level. If you don't specify a power and there is more than one possible power on the target, this attempts to dispel a power at random.

If the target is a force, an object, or a creature that is the effect of an ongoing power, you attempt a dispel check to end the power that conjured it.

If the object that you target is a psionic item, you attempt a dispel check with a DC equal to 11 + the item's level. If you succeed, all the item's psionic properties are suppressed for 1d4 rounds, after which it recovers its psionic properties. A suppressed item becomes nonpsionic for the duration of the effect, but its nonpsionic properties are unchanged. Artifacts and deities are unaffected by mortal powers such as this.

Augment: You can augment this power in any of the following ways:

1. If you spend 2 more power points, this power affects all creatures and objects in a 20 foot radius burst. Attempt one dispel check and apply that check to each creature or object in the area, as if it were targeted by *dispel psionics*. If you don't specify powers and there is more than one possible power on the target, this area dispel attempts to dispel one at random on each target. Psionic items themselves are not affected by this power, but additional psionic effects on them may be dispelled.
2. If you spend 6 more power points, this power attempts to dispel one power per four manifester levels on the target. Additionally, this has a chance to remove curses, even if *dispel psionics* normally cannot. The DC of this check is equal to the curse's DC. This cannot be combined with the first augment.

Ectoplasmic Creation

Discipline: Metacreativity; **Level:** Psion 1, Specialist 1

Manifesting Time: 1 minute

Range: 0ft

Effect: Unattended, non-psionic, non-magical object of nonliving matter, up to 1 cu. ft./level

Duration: 1 hour/level

Saving Throw: none; **Power Resistance:** no

Power Points: 1

You shape raw ectoplasm into a nonmagical, unattended object of nonliving, organic matter (such as wood, bone, or cloth). The volume of the item created cannot exceed 1 cubic foot per manifester level. You must be able to craft a complex item if you wish to create it with this power.

Augment: You can augment this power in any of the following ways:

1. For every additional power point you spend, increase the duration of this power as though your manifester level increased by one.
2. If you spend 8 more power points, you may create mineral objects with this power. This changes the duration of the power. Stone, crystal, or base metals (such as iron or lead) last 1 hour/level. Precious metals (such as gold or silver) last 20 minutes/level. Gems (such as ruby or diamond) last 10 minutes/level. Particularly rare metals (such as adamantite or mithril) last 1 round/level.
3. If you expend your Psionic Focus, you may manifest this power as a Standard action. When used this way, the duration becomes 1 minute/level and cannot be augmented in any other way.

Ectoplasmic Grapnel

Discipline: Metacreativity; **Level:** Psion 2, Specialist 2

Manifesting Time: 1 standard action

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

Target: One creature, object, or structure

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** Yes (object)

Power Points: 1

You launch a blob of adhesive ectoplasm at the target, attached to you by a cable of similar material. Upon striking its target, this cable reels in, pulling your target to you... or you to the target. No attack roll is necessary in order to launch the grapnel, but see below. The cable has hardness equal to your manifester level, HP equal to twice your manifester level, and an AC of 10.

If the target is an unattended object or creature no more than one size category larger than you, you may pull it to a space adjacent to you. Creatures that resist require a Reposition combat maneuver check to move this way.

If the target is an attended object, you may attempt a Disarm combat maneuver to bring it to you.

By spending a move action bracing yourself before manifesting this power, you give yourself a +4 bonus to the combat maneuver checks above. If the target is too large, if it is anchored securely in place, or if

you fail any of the above combat maneuver checks by five or more, you instead pull yourself to the target. You can choose to deliberately fail this combat maneuver check, pulling yourself to the target.

Augment: You can augment this power in any of the following ways:

1. For every power point you spend, gain a +1 bonus to your combat maneuver checks made in conjunction with this power.
2. For every four power points you spend, the cord becomes significantly stronger. You may pull creatures and objects one additional size category larger than you, the cord's hardness and AC increase by 2, and it gains 10 additional hit points.
3. If you spend 2 more power points, the cord does not automatically retract. The duration of this power becomes 1 round/level, and you may retract or extend the cord by up to 30 feet each round (which may trigger the above combat maneuver checks).
4. If you spend 2 more power points, the range of this power increases to Medium (100 ft. + 10 ft./level)
5. If you expend your Psionic Focus, you may manifest this power as a Reaction.

Ectoplasmic Trinket

Discipline: Metacreativity; **Level:** Psion 0, Specialist 0

Manifesting Time: 1 standard action

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

Effect: Nonpsionic, non-magical object of nonliving matter, up to 1 cu. ft.

Duration: 1 min./level (D)

Saving Throw: none; Power Resistance: no

Power Points: 1 or 0

You shape raw ectoplasm into a non-magical object of nonliving matter. The item created cannot exceed 1 cubic foot in volume or 100 credits in value. You must be able to craft a complex item (such as computer cables or an artistic statuette) if you wish to create it with this power. Coins and other objects of rare and precious materials (such as adamantine, cold iron, silver, etc.) cannot be created. Objects created in this manner may be used as tools, but have 1 hp and 0 hardness; they are too fragile to be used as weapons except for arrows, bolts, bullets, darts, and shuriken (manifesting this power will create up to three of such at once). Attempting to use any created object as a material component for spells causes the spell to fail.

Augment: You can augment this power in any of the following ways:

1. For every power point you spend, you increase the hp of the item by 2.

2. For every 2 power points you spend, you may increase the size by up to a cubic foot in volume, or the maximum value by 100 credits.

Elfsight

Discipline: Psychometabolism; **Level:** Psion 1, Specialist 1

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 1

You gain low-light vision and a +2 bonus to all vision-based Perception checks.

Augment: You can augment this power in any of the following ways:

1. For every 4 additional power points you spend, you may also target one willing ally within Close (25 ft. + 5 ft./2 levels) range
2. If you spend 3 more power points, this also grants darkvision with a range of 60 feet.
3. If you expend your Psionic Focus, you may manifest this power as a Reaction. When used this way, the duration becomes 1 round/level

Empathy

Discipline: Telepathy [mind-affecting]; **Level:** Psion 0, Specialist 0

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30ft.-radius spread centered on you.

Duration: Concentration, up to 1min/level

Saving Throw: none; **Power Resistance:** no

Power Points: 1 or 0

You detect the surface emotions of any creature you can see that is in the power's area. You can sense basic needs, drives, and emotions. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and many other kinds of sensations and moods can all be perceived. You gain a +2 insight bonus on any Bluff, Diplomacy, Intimidate, or Sense Motive checks that you make against creatures within range while this power is in effect, and in the round when you cease concentrating on this power.

Augment: You can augment this power in any of the following ways:

1. For every additional power point you spend, increase the radius of the emanation by 5 feet.
2. If you spend 2 additional power points, increase the duration of this power to 1 hour/level, and you need only concentrate to gain its effects.
3. If you spend 2 additional power points, change the Range to Close (25 ft. + 5 ft./2 levels) and the target to one creature. That creature can make a Will save to negate this power. The link is not broken if they leave close range, but it does not function across planes

Energy Adaptation

Discipline: Psychokinesis; **Level:** Psion 3, Specialist 3

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Power Points: 5

You constantly redirect harmful energies around your body, converting some of it to harmless light. You gain resistance 5 against acid, cold, electricity, fire, and sonic damage. Whenever this power prevents damage, you may choose to radiate visible light in a 60-foot radius for a number of rounds equal to the points of damage you successfully resisted. If not, this radiates infrared light instead (which may be detectable to some). This power protects your equipment as well, but does not stack with any other form of energy resistance.

The resistance granted by this power increases by five at 10th manifester level, and every three manifester levels thereafter.

Augment: You can augment this power in any of the following ways:

1. For every two additional power points you spend, increase the resistance gained from this power as though the manifester level increased by one (this does not change anything else about the power)
2. If you spend 8 more power points, you store the redirected energies instead of converting them to light. As a standard action, you may fire a ray that deals any one energy type that you have redirected. If it hits (requiring a ranged attack against the target's EAC), the target takes damage equal to the total that this power has prevented so far, up to a maximum of three times your manifester level. Hit or miss, that damage is subtracted from what you have stored. This power's subtype becomes the same as the type of energy you discharge this way.

3. If you expend your Psionic Focus, you may manifest this power as a Reaction. When used this way, the duration becomes 1 round/level

Far Hand

Discipline: Psychokinesis; **Level:** Psion 0, Specialist 0

Manifesting Time: 1 standard action

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

Target: One unattended object up to 1 Bulk

Duration: Concentration, up to 1 minute.

Saving Throw: none; **Power Resistance:** yes

Power Points: 1 or 0

You exercise the most basic application of telekinesis, mentally moving an object at will from a distance. As a move action, you can propel the object up to 15 feet in any direction. The power ends immediately if the distance between you and it exceeds the range of this power. You cannot exert fine control with this power, so while you could lift a pistol to bring it to you, attempting to pull the trigger would not work.

Augment: You can augment this power in any of the following ways:

1. For every additional power point you spend, increase the size limit by 1 Bulk.
2. For every two additional power points you spend, increase both the range of this power and the distance you can move the object each round by 5 feet.
3. If you pay 3 additional power points, you gain a measure of fine control. You can push buttons, pull triggers, plug wires into specific ports, and perform other tasks of similar difficulty. More complicated tasks, such as splicing cables or shuffling cards, are still beyond the capabilities of this power.

Float

Discipline: Psychoportation; **Level:** Psion 0, Specialist 0

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/lvl

Power Points: 1 or 0

You mentally support yourself in water or similar liquid. You naturally rise to the surface of any liquid, and with this power alone can swim at a speed of 5ft per round along the surface. If you already have a Swim speed from another source, this increases that speed by 5ft per round.

Augment: You can augment this power in any of the following ways:

1. For every additional power point you spend, increase the Swim speed and speed bonus granted by this power by 5 feet.
2. If you spend one additional power point, the target of this power becomes one willing creature you touch.
3. If you spend two additional power points, you can more precisely control your buoyancy. This lets you apply the Swim speed and speed increase even if you are not on the surface of the liquid.
4. If you spend four additional power points, you suspend the target well enough that they can walk on the surface of the liquid as though it were solid land. While doing so, they are not swimming, so the swim speed and speed bonus do not apply. They may still dive if desired.

Gravitational Anchor

Discipline: Psychoportation; **Level:** Psion 3, Specialist 3

Manifesting Time: 1 standard action

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

Target: 10 ft. radius burst

Duration: 1 round/level

Saving Throw: none; **Power Resistance:** no

Power Points: 5

You concentrate gravitons from your surroundings into one area, doubling gravity there. Increase the effects of gravity there by one step (from zero to light to normal to heavy to extreme).

Augment: You can augment this power in any of the following ways:

1. For every two additional power points you spend, increase the radius by five feet.
2. If you spend four more power points, the effects of gravity are halved instead. This reduces the effects of gravity in the area by one step.
3. If you spend 5 more power points, gravity is changed by two categories instead (from normal to extreme, for example)

Gravity Well

Discipline: Psychoportation; **Level:** Psion 2, Specialist 2

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Reflex negates; **Power Resistance:** Yes

Power Points: 3

You manifest a well of artificial gravity on the target, pulling other objects to it. This radiates to 10 feet. All attacks against the target's KAC gain a +2 circumstance bonus on the attack roll as the gravity pulls them towards the target. Attacks against the KAC of other creatures in the area suffer a -2 penalty as they are pulled off-path.

Any attempts to move closer to or around the target are unhindered, but creatures who are moving away from the target treat all squares within the gravity field as difficult terrain.

Augment: You can augment this power in any of the following ways:

1. For every two additional power points you spend, the gravity field radiates an additional 5 feet.
2. If you spend 3 more power points, any attack suffering a penalty from this power that misses has a 25% chance of being redirected at the target. If this occurs, reroll the attack with a -4 penalty with the affected creature as the new target.
3. If you spend 5 more power points, the gravity field intensifies to the point that it affects all attacks, not just those against KAC.

Hustle

Discipline: Psychometabolism; **Level:** Psion 2

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

You speed up your body past its normal limits, gaining an additional move action this turn. You can benefit from this power only once per round, regardless of if you can manifest it multiple times.

Augment: You can augment this power in any of the following ways:

1. If you spend 4 more power points, you may take an additional Standard action instead. This cannot be used to attack or cast a spell.

Id Insinuation

Discipline: Telepathy [compulsion, mind-affecting]; **Level:** Psion 3, Specialist 3

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Concentration +1 round

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 5

You send swift tendrils of thought into the subconscious of the target, rendering them unable to tell friend from foe and inciting hostility in their mind. For as long as the manifester concentrates, the target is confused.

Augment: You can augment this power in any of the following ways:

1. For every two additional power points you spend, this power affects one additional target within range.
2. If you spend 2 additional power points, targets do not become fixated on creatures that attack them, instead rolling a random action every round
3. If you spend 6 additional power points, any time a target rolls for a random action, they must roll twice and take the higher result.

Metamorphosis

Discipline: Psychometabolism; **Level:** Psion 1

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 1

You channel your psionic power, snapping bones and twisting flesh, transforming yourself into a new shape or form. You can take the form of any creature of the same size as yourself, but this is a purely

cosmetic change, your abilities, powers or stats do not change beyond the options selected below. This grants you a +10 bonus on Disguise skill checks.

If you choose to imitate an existing person, you gain an additional +2 circumstance bonus to Disguise checks to convince people that you are that person. If you choose to take on an intimidating, terrifying, or otherwise imposing form, you gain a +2 circumstance bonus to Intimidate checks.

In addition, you gain one choice from Menu A, below, for the duration of the power. Unless otherwise noted, you can never choose the same option more than once. Some augments provide choices from Menu B or C, but choices which provide a similar bonus from different menus do not stack, only the highest applies.

Menu A

- Increase your base land speed by 10.
- Gain a single slam/claw/bite attack (your choice) that deals 1d6 damage. You are considered proficient with it, it is considered a basic melee weapon, and if you are level 3 or higher you gain Weapon Specialization with it.
- Gain 5 temporary hit points
- Gain the Cleave feat, even if you do not meet the prerequisites.
- Gain the Improved Combat Maneuver feat for any one combat maneuver, even if you do not meet the prerequisites.
- Gain a +1 bonus to KAC and EAC
- Gain Resistance 5 to any one of the following energy types: Acid, Cold, Fire, Electricity, or Sonic. You may select this option more than once, but no more than once per energy type.
- Gain a Climb and Swim speed equal to your land speed.

Menu B

- Increase your base land speed by 20.
- Gain a single slam/claw/bite attack (your choice) that deals 3d6 damage. You are considered proficient with it, it is considered an advanced melee weapon, and if you are level 3 or higher you gain Weapon Specialization with it.
- Gain Fast Healing 2
- Gain 15 temporary hit points
- Gain a +3 bonus to EAC and KAC
- Gain damage reduction 5/magic
- Gain a fly speed equal to your base land speed
- Gain a burrow speed equal to your base land speed
- You develop poison glands, which allow you to deliver a deadly venom with any natural attack. This is a Constitution injury poison with a frequency of once every two rounds for one minute and a Fortitude save DC equal to this power's save DC. It is cured by one successful save.

Menu C

- Increase your base land speed by 30.
- Increase the damage of any one natural attack you possess by 1d6 per four manifester levels. This can affect natural weapons granted by the same manifestation of this power
- Gain Fast Healing 5.
- Gain a +5 bonus to EAC and KAC
- Gain 30 temporary hit points

Augment: You can augment this power in any of the following ways:

1. For every two additional power points you spend, you may choose two additional abilities from Menu A.
2. For every four additional power points you spend, you may choose two additional abilities from Menu B. In addition, the free choice from manifesting this power can come from Menu B. Your manifester level must be at least seven to use this augment.
3. For every six additional power points you spend, you may choose two additional abilities from Menu C. In addition, the free choice from manifesting this power can come from Menu C. Your manifester level must be at least thirteen to use this augment.
4. If you expend your Psionic Focus, you may manifest this power as a Reaction. When used this way, the duration becomes 1 round/level

Mind Link

Discipline: Telepathy [mind-affecting]; **Level:** Integrator 1, Psion 1, Specialist 1

Manifesting Time: 1 standard action

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

Targets: You and one other willing creature within range that has Intelligence 3 or more.

Duration: 10 min./level

Saving Throw: None; **Power Resistance:** Yes (harmless)

Power Points: 1

You forge a telepathic bond between your mind and another. You can communicate telepathically so long as you share a common language. This merely allows communication, it does not grant any special power or influence over the target. Once forged, the link is not limited by distance (but will not function across planar boundaries)

Augment: You can augment this power in any of the following ways:

1. For every additional power point you spend, this power may affect another creature within range. All can communicate with each other this way.

2. If you spend 4 more power points, you may target unwilling creatures (Will save negates in this case). The range of this power also becomes Medium (100 ft. +10 ft./level)
3. If you spend 4 more power points, you may communicate even if you do not share a common language.
4. If you spend 6 more power points, you can temporarily borrow the powers of any psionic character targeted by this power. Doing so is a separate standard action that provokes attacks of opportunity, and ends that particular link. The power fades from the target's mind for the remaining duration of the power, and appears in yours if you would be capable of manifesting the power. You may manifest it using your own power points, as normal.
5. If you spend 4 more power points, the duration becomes 1 hour/level

Mind Pierce

Discipline: Telepathy [mind-affecting]; **Level:** Psion 1, Specialist 1

Manifesting Time: 1 standard action

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

Targets: One creature

Duration: Instantaneous

Saving Throw: Will half; **Power Resistance:** yes

Power Points: 1

Among the simplest telepathic powers, you find a vulnerable pathway in the enemy's brain and deliver a massive psionic assault. This power deals 2d10 damage to any one creature.

Augment: You can augment this power in any of the following ways:

1. For every additional power point you spend, this power's damage increases by 1d10
2. If you spend 2 more power points, the target is fatigued for one round on a failed save
3. If you spend 3 more power points, the target is stunned for one round on a failed save
4. If you spend 4 more power points, the target is exhausted for one round on a failed save and fatigued for one round if the save is successful
5. If you spend 2 more power points, this power instead targets all other creatures in a 15 foot radius spread centered on you.

Modify Matter

Discipline: Metacreativity; **Level:** Psion 3, Specialist 3

Manifesting Time: See text

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

Target: Up to 10 cubic feet per level; see text

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** no

Power Points: 5

You shape existing material of one sort into another product made of the same material. Creatures or psionic items cannot be created or transmuted by this effect. The quality of items made by this power is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must possess enough ranks in an appropriate skill to shape a complex or artistic item.

Manifesting requires 1 round per 10 cubic feet of material to be affected by the power. This power may not be used on attended items, nor may it be used to build complex items out of UPB.

Augment: You can augment this power in any of the following ways:

1. For every two additional power points you spend, you may include an additional kind of material. Once you have selected this augmentation four times, you can affect UPB freely at a rate of one bulk per 10 cubic feet of normal material.
2. If you spend 6 more power points, multiply the amount of matter you can affect by ten.
3. If you expend your Psionic Focus, you may manifest this power as a Swift action. When used this way, the object created falls apart or otherwise fails after one round per level.

Object Reading

Discipline: Clairsentience; **Level:** Psion 2, Specialist 2

Manifesting Time: 1 minute

Range: Touch

Target: Object touched

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None; Power Resistance: Yes (object)

Power Points: 3

You learn details of an inanimate object's previous owners. Objects accumulate psychic impressions left by their previous owners, which can be read. The amount of information revealed depends on how long you study a particular object. One piece of information is gained for each minute spent studying the object. In order, this power reveals the race, gender, age, and alignment of the previous owner, and lastly

how they acquired it. After those are revealed, it moves on to the next-previous owner, and so on until either the duration is up or the maker is revealed.

This power will not identify casual users as owners (such as a boy who flipped a coin once and handed it back). Anyone who uses an object to attack someone or something is no longer a casual owner. In addition, objects like weapons on a starship will reveal those who controlled them via remote stations, not just those who physically possessed or repaired them.

An object without any previous owners reveals no information. Manifesting this power additional times does not start from a point further back in history, it starts from the previous owner as though using it for the first time.

Augment: You can augment this power in any of the following ways:

1. For every additional power point you spend, you may remove one type of information that would be revealed. For example, you could choose to never find the age of prior owners, and that would be skipped (saving you time and possibly letting you reach further into history)
2. For every four additional power points you spend, you may add one category of information to your research. You can choose birth planet (or station), character level, Theme, or the skill they possess with the highest ranks. These pieces of information are revealed last for each person, in this order if more than one is chosen.
3. If you expend your Psionic Focus, you may manifest this power as a Standard action, and information is gained at one piece per round. When used this way, the duration becomes Concentration, maximum 1 round/level (D), and the power cannot reach more than two previous owners into the past.

Personal Gravity

Discipline: Psychoportation; **Level:** Psion 3, Specialist 3

Manifesting Time: 1 standard action

Range: Creature touched

Target: One willing creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless); **Power Resistance:** yes

Power Points: 5

You bestow upon the subject a significant measure of control over how gravity affects them. They gain a fly speed equal to their ground speed, with clumsy maneuverability. The subject gains a bonus to their Acrobatics checks to fly equal to half your manifester level.

Should the duration expire while the subject is still aloft, the power fails slowly. They float downward 60 feet per round for two rounds. If they reach the ground in time, they land safely. If not, they fall the rest of the distance. Since dispelling a power effectively ends it, this takes place even if the power is dispelled.

Augment: You can augment this power in any of the following ways:

1. For every additional power point you spend, add one round to the time the subject falls safely when the power expires.
2. For every three additional power points you spend, increase the maneuverability by one category (clumsy to average to perfect).
3. If you expend your Psionic Focus, you may manifest this power as a Reaction. When used this way, the duration becomes 0, immediately sending the subject into a controlled fall as the power ends. The range of this power becomes Long Long (400 ft. + 40 ft./level)

Physical Acceleration

Discipline: Psychometabolism; **Level:** Psion 3, Specialist 3

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless); **Power Resistance:** yes (harmless)

Power Points: 5

The targeted creature moves and acts much faster than normal. This extra speed has several effects.

When making a full attack, the targeted creature can also take a separate move action in order to move. The movement can occur before, after, or between the attacks from the full attack. All movement must occur at the same time.

All of the targeted creature's modes of movement (including base, burrow, climb, fly, and swim speeds) increase by 30 feet, to a maximum of twice the targets normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.

Augment: You can augment this power in any of the following ways:

1. For every additional power point you spend, this power can target an additional creature within range.

2. For every two additional power points you spend, increase the enhancement bonus to movement speed by 5 feet. The maximum remains double the creature's normal speed with that form of movement.
3. If you expend your Psionic Focus, you may manifest this power as a Swift action. When used this way, the range becomes personal and the target is you.

Recall Agony

Discipline: Clairsentience [mind-affecting]; **Level:** Psion 1

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half; **Power Resistance:** yes

Power Points: 1

You part the fabric of time, forcing your foe to reexperience wounds it received in the past (or wounds it has yet to receive). That foe takes 2d6 damage as those wounds briefly impinge on the present reality.

Augment: You can augment this power in any of the following ways:

1. For every additional power point you spend, this power's damage increases by 1d6
2. If you spend 2 more power points, the target is rendered off target on a failed save
3. If you spend 14 more power points, this power reveals the wounds which will cause their death. If the target fails its save, it is instead reduced to 0 stamina and 0 health, and is dying (they still take half normal damage if they succeed on their save).

Remote Viewing

Discipline: Clairsentience (scrying); **Level:** Psion 3

Manifesting Time: 1 standard action

Range: See text

Target: One creature

Duration: 1 minute/level (D)

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 5

You send your mind across space and dimensions, forming it into an invisible and intangible quasi-real viewpoint from which you can see and hear your target. The viewpoint forms close enough for you to easily perceive the target, usually within 15 feet. If the target succeeds at their Will save, you cannot attempt to target them with this power for 24 hours. If you have a piece of the target (such as nail clippings, a blood sample, or a lock of hair), they take a -5 penalty to their save.

You can move the sensor in any direction at a speed of 20 feet per round, though if it leaves Close (25 ft. + 5 ft./2 levels) range of the target the power immediately ends. You may speak through the sensor, though your voice is whispery. You may manifest one power through the sensor as though you were at its location, however it costs twice as much as normal (still subject to normal PP limits) and *remote viewing* immediately ends after it resolves.

While the power is in effect, your real body is helpless, unmoving and unaware of its surroundings.

Augment: You can augment this power in any of the following ways:

1. For every two additional power points you spend, increase the maximum speed you can move the sensor by 20 feet per round
2. If you spend 4 more power points, you can target a location (including ships, space stations, or even a particular point in space) instead of a creature. There is no initial save in this case, and you don't have to stay near any particular point. If the sensor comes within 30 feet of a creature, they may make a Will save to negate the power.

Skate

Discipline: Psychoportation; **Level:** Psion 0, Specialist 0

Manifesting Time: 1 hour

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

Target: One willing creature; or one unattended object weighing up to 10 Bulk/level

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless); **Power Resistance:** Yes

Power Points: 1 or 0

You reduce friction's effect on the target and optimize its equilibrium, allowing it to skate gracefully across the ground. If the target is a creature, it gains a 15-foot circumstance bonus to its land speed. This is doubled while going downhill, but does not apply while going uphill. If the target is an object, it can be pushed or pulled across the ground as though it was one tenth of its actual bulk

Augment: You can augment this power in any of the following ways:

1. For every additional power point you spend, you can target one more creature or object.

2. If you spend two additional power points, the friction reduction makes the target difficult to get a grip on. A creature so affected gains a +5 circumstance bonus on Acrobatics checks to escape a grapple or restraints, and a +2 bonus to its AC against grapple combat maneuvers.

Sustenance

Discipline: Psychometabolism; **Level:** Psion 2, Specialist 2

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

You encourage your body to produce its own fuel. You can go without food and water for one day.

Augment: You can augment this power in any of the following ways:

1. For every two additional power points you spend, you may target one additional adjacent willing creature.
2. For every two additional power points you spend, reduce the amount of rest you need overnight that night by one hour, to a minimum of two hours.

Time Hop

Discipline: Psychoportation; **Level:** Psion 3, Specialist 3

Manifesting Time: 1 standard action

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

Target: One creature of no more than Large size, or one object of up to 30 bulk.

Duration: 1 round/level

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 5

You thrust the subject forward through the time stream. In effect, they disappear in a flash of silvery light and reappear in the same orientation and condition once the duration ends. To them, no time has passed. They return in the same place they occupied when they departed. If that space is occupied when they return, they reappear in the closest open space instead (determine randomly if necessary).

Unwilling subjects may attempt a new save each round on what would have been their turn to end the effect early. Success returns them to the regular time stream and ends their turn; they may act normally starting on their next turn.

Augment: You can augment this power in any of the following ways:

1. For every two additional power points you spend, you can affect a creature one size category larger, or double the maximum bulk of an object you can affect.
2. For every two additional power points you spend, you can affect an additional target within range.
3. If you spend 8 additional power points, this can affect any number of willing targets within range. The duration becomes up to 1 hour/level, which you can set upon manifesting the power.

Touchsight

Discipline: Psychometabolism; **Level:** Psion 3

Manifesting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless); **Power Resistance:** no

Power Points: 5

You expand the range which your tactile nerves can detect objects, allowing you to “feel” your surroundings even if your vision is obscured. Your *touchsight* field radiates out to 60 feet from your body. Within this range, you ignore darkness, invisibility, and concealment (though not cover) as long as the creature or object is corporeal and you have line of effect to it. In most cases, comparing this extra sense to your other senses can tell you the difference between visible, invisible, hiding, and concealed creatures. Being effectively in contact with everything comes with a drawback, the presence of particularly strong or distracting sensations (such as open flame, exposed live wires, or toxic sewer sludge) within range imposes a -1 penalty to all attack rolls and skill checks made.

Augment: You can augment this power in any of the following ways:

1. For every two additional power points you spend, expand the radius of the field by 10 feet.
2. If you spend 4 more power points, you can ignore the penalty caused by distracting sensations.
3. If you expend your Psionic Focus, you may manifest this power as a Reaction. When used this way, the duration becomes 1 round/level (D)

Unearthly Terror

Discipline: Telepathy [fear, mind-affecting]; **Level:** Psion 0, Specialist 0

Manifesting Time: 1 standard action

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

Target: One Creature

Duration: 1 round/level

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 1 or 0

You forge a momentary bond with your victim's mind, then use it to bombard them horrifying images and incite fear. Targets of this power who fail their saving throws are shaken for the duration.

Augment: You can augment this power in any of the following ways:

1. For every 2 additional power points you spend, you may target another creature within range.
2. If you spend 4 additional power points, targets who fail their saves are frightened for the duration. Targets who succeed are shaken instead.
3. If you spend 8 additional power points, targets who fail their saves are panicked for the duration. Targets who succeed are shaken instead.
4. If you expend your Psionic Focus, the range of this power becomes Medium (100 ft. +10 ft./level)

Wall of Ectoplasm

Discipline: Metacreativity; **Level:** Psion 3

Manifesting Time: 1 standard action

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

Effect: Solid wall whose area is up to one 5ft. square/level, or a sphere or hemisphere with a radius up to 1ft./level

Duration: 1 minute/level (D)

Saving Throw: None; **Power Resistance:** No

Power Points: 5

You draw roiling ectoplasm into the world, fashioning it into a barrier and imbuing it with solidity. It cannot move once formed, even if its initial placement would defy gravity (such as placing the sphere in midair). It is one inch thick per four manifester levels. Each five-foot square of wall has 10 HP per inch of thickness and hardness 5. A section of the wall whose HP falls to 0 is breached, but this does not take down the rest of the wall. A creature trying to break through the wall can also do so with a Strength check, DC 15 +2 per inch of thickness.

The barrier is solid and opaque, breaking line of sight and line of effect. If you create a flat plane, all segments must be at least partially within range. If you create a sphere or hemisphere, its center must be within range. The wall must be unbroken when manifested. If any creatures or objects are interrupting the surface, the power fails and the power points are wasted.

Augment: You can augment this power in any of the following ways:

1. For every two additional power points you spend, increase the hardness of the wall by 1.
2. If you spend 5 more power points, the range of this power becomes Medium (100 ft. + 10 ft./level).