

**Surge Augmentations:** The powers described in this chapter have additional or increased effects if a wild surge is invoked when they are manifested. These effects will be described under ‘Surge Augmentation’, beneath the ‘Augmentation’ section of the power’s description.

### **Biokinetic Endurance**

**Discipline:** Psychometabolism

**Level:** Psion/wilder 3, psychic warrior 3

**Display:** Visual

**Manifesting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

**Power Points:** 5

You alter your body’s rhythms, defending yourself against crippling attacks and turning your skin (as well as fur, feathers, or scales) a pale gray color. Whenever damage would be dealt to one of your physical ability scores by a source other than you, reduce that damage by 2 points, to a minimum of 0. Once this power has prevented an amount of ability damage equal to your manifester level, it ends immediately.

**Augment:** For every 2 additional power points you spend, the ability damage reduced by this power, as well as the maximum amount of damage that can be prevented, increases by 1 point.

**Surge Augmentation:** If you invoke your wild surge while manifesting this power, choose one of the following augmentations:

1. The power’s range changes to close (25 ft. plus 5 ft. per 2 levels) and its target changes to ‘one creature’.
2. You gain DR X/–, where X is equal to your wild surge’s intensity.

### **Melpomene’s Psionic Howl [Sonic]**

**Discipline:** Psychokinesis

**Level:** Psion/Wilder 2

**Display:** Auditory

**Manifesting Time:** 1 standard action

**Range:** 30 ft.

**Area:** 30 ft. radius burst centered on you

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Power Resistance:** No

**Power Points:** 3

You unleash a blast of charged sonic energy that manifests as a howling shriek. Creatures and objects within the area suffer 3d4 points of sonic damage, which ignores the hardness of objects, and creatures that fail their saves become deafened for 1 round per manifester level as the sound persists in their minds, drowning out all others. The deafened effect is mind-affecting.

**Augment:** You may augment this power in one or both of the following ways:

1. For every additional power point you spend, this power's damage increases by one die (d4). For each extra 2 dice of damage, this power's save DC increases by 1.
2. If you spend an additional 4 power points, you may exclude any number of allies and/or objects from the power's effects.

**Surge Augmentation:** If you invoke your wild surge while manifesting this power, double its range and area.

**Special:** A maenad manifesting this power increases its save DC by 1.

### **Sympathetic Drain**

**Discipline:** Psychometabolism

**Level:** Psion/wilder 2, vitalist 2

**Display:** Visual

**Manifesting Time:** 1 standard action

**Range:** Close (25 ft. plus 5 ft. per 2 levels)

**Target:** You and 1 other creature

**Duration:** Instantaneous

**Saving Throw:** Will partial

**Power Resistance:** Yes

**Power Points:** 3

You establish a channel between you and a victim, through which you both bleed life force. When you manifest this power, sacrifice any number of HP up to ½ your full maximum total (you may not sacrifice temporary hp). Your victim loses an equal amount of HP and must succeed at a Will save or be sickened for 1 round.

**Augment:** For every 2 additional power points you spend when manifesting this power, the duration of the sickened effect increases by 1 round and its save DC increases by 1.

**Surge Augmentation:** If you invoke your wild surge when you manifest this power your opponent loses 2 HP for each 1 HP you sacrifice.

### **Kyria's Crystalline Aura**

**Discipline:** Metacreativity

**Level:** Psion/wilder 4, psychic warrior 4

**Display:** Material

**Manifesting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Power Points:** 7

You create a cloud of whirling, razor-sharp crystals around yourself. When you manifest this power, choose defensive or offensive (you may alter this choice as a swift action). While this power is in defensive mode, the shards lock together to protect you from attacks; you gain a +3 shield bonus to AC, as well as a +3 competence bonus to Reflex saves. While this power is in offensive mode, creatures within a 10 ft. radius of you suffer 5d6 slashing damage at the beginning of each round (and whenever they voluntarily enter a space within 10 ft. of you) and must succeed at a Reflex save or suffer 2d6 bleed damage.

**Augment:** You may augment this power in one or both of the following ways:

1. For every 2 additional power points you spend, the bonuses granted by the defensive mode increase by 1, and the damage of the offensive mode increases by 1 die (d6; this includes the bleed damage).
2. For every 2 additional power points you spend, the area of the offensive mode increases by 5 ft.

**Surge Augmentation:** If you invoke your wild surge while manifesting this power, you may choose to manifest it in both defensive and offensive mode at the same time. If you do so, you may not switch its mode for this manifestation, and its duration is cut in half (rounded down).

### **Mental Contagion [Mind-Affecting]**

**Discipline:** Telepathy

**Level:** Dread 5, psion/wilder 6

**Display:** Mental

**Manifesting Time:** 1 full-round action

**Range:** Close (25 ft. plus 5 ft. per 2 levels)

**Target:** 3 creatures (see text)

**Duration:** 5 rounds

**Saving Throw:** Will negates

**Power Resistance:** Yes

**Power Points:** Dread 9, psion/wilder 11

You join your mind with a creature and seize the afflictions around its mind, spreading them to others. When you manifest this power, choose a creature within range, then choose up to two additional creatures within range. The additional creatures must succeed at a Will save or immediately suffer the effects of all mind-affecting abilities affecting the first creature for 5 rounds, except that you are treated as the caster (or origin, as appropriate) for those effects.

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

1. For every 4 additional power points you spend, the number of additional creatures increases by 2, to a maximum of 6.
2. If you spend 2 additional power points, make a manifester level check against DC 11 + the caster or manifester level of the highest-level mind-affecting ability affecting the initial creature chosen. If you succeed, all mind-affecting abilities affecting that creature are removed.

**Surge Augmentation:** If you invoke your wild surge while manifesting this power you shatter the spirit of its victims; creatures that fail their saves also suffer a penalty equal to your wild surge's intensity on attack rolls, skill checks, caster level checks, and manifester level checks for a number of rounds equal to your key ability modifier.

## **Fracture Pattern**

**Discipline:** Psychometabolism

**Level:** Cryptic 3, psion/wilder 3, tactician 3, vitalist 3

**Display:** Mental

**Manifesting Time:** 1 standard action

**Range:** Medium (100 ft. plus 10 ft. per level)

**Target:** 1 creature or object

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Power Resistance:** Yes

**Power Points:** 5

You brutally rewrite the pattern of your target, leaving them vulnerable to further attack. If your target fails its saving throw, choose bludgeoning, cold, fire, electricity, piercing,

slashing, or sonic damage. Your victim suffers 50% additional damage from sources that deal damage of the chosen type for the duration of this power.

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

1. For every 2 additional power points you spend, your target suffers 1d6 points of untyped damage as their pattern is violently rent by your will.
2. For every 4 additional power points you spend, this power affects an additional target within range.

In addition, for every 2 power points spent on either of the above options, the power's save DC is increased by 1.

**Surge Augmentation:** If you invoke your wild surge when manifesting this power, the damage dealt by its first augment option is of the type chosen when your victim failed their saving throw (and therefore deals 50% more damage).

### **Euterpe's Prophetic Song** [Mind-Affecting] [Sonic]

**Discipline:** Clairsentience

**Level:** Psion/wilder 1, tactician 1

**Display:** Auditory

**Manifesting Time:** 1 standard action

**Range:** 60 ft.

**Area:** 60 ft. radius sphere centered on you

**Duration:** Concentration (up to 1 minute/level)

**Power Points:** 1

You weave your prophetic power into song, using it to bolster your allies with visions of the future. Allies within the area gain a +1 insight bonus to their attack rolls as long as you concentrate on singing, humming, or otherwise making music (allies within the area of *silence* or similar effects, or who are deafened, cannot benefit from this bonus). You cannot manifest this power while unable to make music, such as by being within the area of a *silence* spell.

**Augment:** You may augment this power in the following ways.

1. If you spend 4 additional power points, the insight bonus also applies to skill checks.
2. If you spend 8 additional power points, the insight bonus also applies to weapon damage rolls in addition to the above options.
3. If you spend 12 additional power points, the insight bonus also applies to armor class in addition to the above options.

4. If you spend 16 additional power points, the insight bonus also applies to saving throws in addition to the above options.

In addition, the insight bonus granted by this power increases by 1 for every 2 power points spent on the above options.

**Surge Augmentation:** If you invoke your wild surge while manifesting this power, change its duration to 'concentration plus 3 rounds'.