

Alternative Psionic Combat System

Version 2.9

Created by: Selwyn Hope (TimeWaster)

With help from:

Eduardo Arancibia (Otakkun)

PsiandCo

Created: 22nd October 2001

Check for updated versions at:

<http://www.geocities.com/zyxabc2001au/pdf.htm>

Character Classes

Psion

Replace **Table 1–1 The Psion** with the following:

Level	Base Attack	Fort Save	Ref Save	Will Save	Power Special	Pts/ Day	Meta				Powers Discovered								
							Pool	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th		
1	+0	+0	+0	+2	five Combat Modes, Bonus Feat	2	1	2+d	d										
2	+1	+0	+0	+3		3	2	2+d	1+d										
3	+1	+1	+1	+3	Combat Mode, Resculpt Mind	4	3	2+d	2+d										
4	+2	+1	+1	+4		7	4	3+d	2+d	d									
5	+2	+1	+1	+4	Combat Mode	10	6	3+d	2+d	1+d									
6	+3	+2	+2	+5	Mental Mastery	15	8	4+d	2+d	1+d	d								
7	+3	+2	+2	+5	Combat Mode	20	10	4+d	3+d	2+d	1+d								
8	+4	+2	+2	+6		27	13	5+d	3+d	2+d	1+d	d							
9	+4	+3	+3	+6	Combat Mode	34	16	5+d	3+d	2+d	2+d	1+d							
10	+5	+3	+3	+7		43	19	6+d	3+d	2+d	2+d	1+d	d						
11	+5	+3	+3	+7	Combat Mode	52	23	6+d	3+d	3+d	2+d	2+d	1+d						
12	+6	+4	+4	+8		63	27	7+d	3+d	3+d	2+d	2+d	1+d	d					
13	+6	+4	+4	+8	Combat Mode	74	31	7+d	4+d	3+d	3+d	2+d	2+d	1+d					
14	+7	+5	+5	+9		87	36	7+d	4+d	3+d	3+d	2+d	2+d	1+d	d				
15	+7	+5	+5	+9	Combat Mode	100	41	7+d	4+d	3+d	3+d	3+d	2+d	2+d	1+d				
16	+8	+5	+5	+10		115	46	7+d	4+d	4+d	3+d	3+d	2+d	2+d	1+d	d			
17	+8	+6	+6	+10	Combat Mode	130	52	7+d	4+d	4+d	3+d	3+d	2+d	2+d	1+d				
18	+9	+6	+6	+11		147	58	7+d	4+d	4+d	4+d	3+d	3+d	2+d	2+d	1+d	d		
19	+9	+6	+6	+11	Combat Mode	164	64	7+d	4+d	4+d	4+d	3+d	3+d	3+d	2+d	1+d	1+d		
20	+10	+7	+7	+12		183	71	7+d	4+d	4+d	4+d	4+d	3+d	3+d	2+d	2+d	1+d		

Bonus Feat

Psions may choose any Feat as their 1st level Bonus Feat. Psions may also choose the **Pet Rock** Feat to gain a Psicrystal.

Class Skills

All six Psion sub-classes gain Craft (any) as a Class Skill. Shapers gain Profession (any) as a Class Skill.

Mental Mastery

A Psion becomes more proficient with his mental attacks. He adds one quarter of his Psion level to the DC of any attack modes he uses.

Meta-Pool

A Psion has a pool of powers points that he can use to power Psionic feats, or Metapsionic enhancements to powers. The Meta-Pool does not count for abilities or feats that require a Power Point Reserve.

Resculpt Mind

A Psion gains the ability to swap Combat Modes for Item Creation, Metapsionic or Psionic Feats. A Psion may only exchange 4 Combat Modes in this manner.

Upgrading Powers (Power Chaining)

A Psion's Primary Discipline is fully open to Power Chaining. This ability allows a Psion to learn additional powers for each power he takes from his Primary Discipline.

When a Psion gains access to a new level of psionic powers, he also can 'trade' all his known Primary Discipline powers of a lower level for additional powers of that level.

For example: Iritos the 6th level Telepathy knows 3x0th level, 2x1st level, 2x2nd level and 1x3rd level Telepathy powers. With Power Chaining he also knows an additional 3x0th level, 2x1st level and 2x2nd level powers from any Discipline. Once he gets 4th level powers, he could also trade in any known 3rd level Telepathy powers.

Psychic Warrior

Replace **Table 1–6 The Psychic Warrior** with the following:

Level	Base Attack	Fort Save	Ref Save	Will Save	Power Special	Pts/Day	Powers Discovered							
							0th	1st	2nd	3rd	4th	5th	6th	
1	+0	+2	+0	+0	Bonus Feat, two Combat Modes	2	2							
2	+1	+3	+0	+0	Bonus Feat	3	3							
3	+2	+3	+1	+1		4	3	1						
4	+3	+4	+1	+1	Combat Mode	5	3	2						
5	+3	+4	+1	+1	Bonus Feat	8	3	3	1					
6	+4	+5	+2	+2	Weapon Specialisation	11	3	3	2					
7	+5	+5	+2	+2	Combat Mode	16	3	3	2	1				
8	+6	+6	+2	+2	Bonus Feat	21	3	3	3	1				
9	+6	+6	+3	+3		26	3	3	3	2				
10	+7	+7	+3	+3	Combat Mode	33	3	3	3	2	1			
11	+8	+7	+3	+3	Bonus Feat	40	3	3	3	3	1			
12	+9	+8	+4	+4		47	3	3	3	3	2			
13	+9	+8	+4	+4	Combat Mode	56	3	3	3	3	2	1		
14	+10	+9	+5	+5	Bonus Feat	65	3	3	3	3	3	1		
15	+11	+9	+5	+5		74	3	3	3	3	3	2		
16	+12	+10	+5	+5	Combat Mode	85	3	3	3	3	3	2	1	
17	+12	+10	+6	+6	Bonus Feat	96	3	3	3	3	3	3	1	
18	+13	+11	+6	+6		107	3	3	3	3	3	3	2	
19	+14	+11	+6	+6	Combat Mode	118	3	4	3	3	3	3	2	
20	+15	+12	+7	+7	Bonus Feat	129	3	4	3	3	3	3	3	

Bonus Feat

The Psychic Warrior may choose any Psionic Feat, as well as any Feat from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack) Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Great Cleave, Improved Bull Rush, Sunder), Quick-Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse and Weapon Focus.

Class Skills

Psychic Warriors gain Craft (any) as a Class Skill.

Weapon Specialisation

Psychic Warriors get Weapon Specialisation for free at 6th level in any weapon that they have Weapon Focus with. If at 6th level the Psychic Warrior does not have a Weapon Focus, he may *save* his Weapon Specialisation until such time as he acquires Weapon Focus.

Psionic Feats

Feat	Type	Prerequisite
Armour Adaptation	Psionic	Str 13+, Reserve Power Points 3+
*Blind-Fight	General	–
Darksense	Psionic	any 2nd level or higher Clairsentience Power, Blind-Fight, Reserve Power Points 5+
Cerebral Scrutiny	Psionic	any 1st level or higher Clairsentience Power, Reserve Power Points 1+
Mental Awareness	Psionic	any 1st level or higher Clairsentience power, Cerebral Scrutiny, Reserve Power Points 3+, Wis 13+
**Inertial Armour	Psionic	Reserve Power Points 1+
Force Barrier	Psionic	any 2nd level or higher Psychokinesis power, Inertial Armour, Reserve Power Points 7+
Metashaping I	Metapsionic	any Astral Construct power, Manifester Level 3+
Metashaping II	Metapsionic	any Astral Construct power, Metashaping I, Manifester Level 7+
Metashaping III	Metapsionic	any Astral Construct power, Metashaping I, Metashaping II, Manifester Level 13+
Mind's Eye Coordination	Psionic	Reserve Power Points 1+
Animalism	Psionic	any 1st level or higher Psychometabolism Power, Mind's Eye Coordination, Reserve Power Points 3+
Bestial Fury	Psionic	any 3rd level or higher Psychometabolism Power, Mind's Eye Coordination, Animalism, Reserve Power Points 9+
Physical Augmentation	Psionic	–
Psychokinetic Shield	Psionic	any 1st level or higher Psychokinesis power, Reserve Power Points 1+
Kinetic Shell	Psionic	any 1st level or higher Psychokinesis Power, Psychokinetic Shield, Reserve Power Points 3+
Telekinetic Wall	Psionic	any 3rd level or higher Psychokinesis power, Psychokinetic Shield, Kinetic Shell, Reserve Power Points 9+
**Speed of Thought	Psionic	Wis 13+, Reserve Power Points 1+
Mind Slide	Psionic	any 3rd level or higher Psychoportation power, Wis 13+, Speed of Thought
Sidestep	Psionic	any 1st level or higher Psychoportation power, Wis 13+, Speed of Thought, Reserve Power Points 1+
Diving Grace	Psionic	any 4th level or higher Psychoportation Power, Wis 13+, Speed of Thought, Sidestep, Reserve Power Points 11+
Telepathic Breach	Metapsionic	any Psionic Attack Mode, any 2nd level or higher Telepathy power, Psionic Focus (Telepathy), Manifester Level 5+
Telepathic Communication	Psionic	any 2nd level or higher Telepathy power, Cha 13+, Reserve Power Points 5+
Undetectable Psyche	Psionic	any 2nd level or higher Clairsentience or Telepathy power, Empty Mind, Reserve Power Points 11+
Weaponry Attuning	Psionic	Base Attack +1 or higher, Reserve Power Points 1+

* from Players Handbook
 ** from Psionics Handbook

Animalism [Psionic]

Your animalistic nature enables you to make improved unarmed attacks.

Prerequisites: any 1st level or higher Psychometabolism power, Mind's Eye Coordination, Reserve Power Points 3+

Benefit: Whenever you attack with two Claws or fists, you attack at your full attack bonus and deal full Strength damage.

If you attack with a Bite in addition to the Claw or fist attacks, you suffer a –5 penalty to the Bite attack and only deal ½ Strength damage.

If you only make a single Bite attack (making no other attacks), you attack at your full attack bonus and deal one and a half times your normal Strength damage.

Special: Animalism counts as Two-Weapon Fighting for purposes of acquiring Improved Two-Weapon Fighting. Two-Weapon Fighting counts as Animalism for purposes of acquiring Bestial Fury.

Armour Adaptation [Psionic]

You can attune yourself to wear any armour.

Prerequisites: Str 13+, Reserve Power Points 3+

Benefit: You are considered proficient with any armour that you wear. It takes one minute to adapt to the armour that you equip, losing any proficiency once the armour is removed.

Bestial Fury [Psionic]

You can make improved unarmed and bite attacks.

Prerequisites: any 3rd level or higher Psychometabolism power, Mind's Eye Coordination, Animalism, Reserve Power Points 9+

Benefit: You gain an improved unarmed attack progression when using a Bite, Claws or fists. You gain the multiple attacks as a Monk with an equal Base Attack Bonus. Only one of your Bite, Claw or Fist attacks gains the improved attack routine.

Cerebral Scrutiny [Psionic]

You are particularly alert to danger and pay attention to minor details.

Prerequisites: any 1st level or higher Clairsentience power, Reserve Power Points 1+

Benefit: You gain a +2 bonus on all Listen, Sense Motive, Spot and Initiative checks.

Darksense [Psionic]

You gain an intuitive sense of your surroundings.

Prerequisites: any 2nd level or higher Clairsentience power, Blind-Fight, Reserve Power Points 5+

Benefit: You gain the Blindsight ability to a distance of 10'. You must choose one of the following modes that your Blindsight works on: Surface Vibrations, Scent, Acute Hearing, or Echolocation.

Special: You may take this feat multiple times. Each time increases your Blindsight radius by a further 10' and increases the Reserve Power Points by +10 each time.

Diving Grace [Psionic]

You can elude and evade the effects of most area attacks.

Prerequisites: any 4th level or higher Psychoportation power, Wis 13+, Speed of Thought, Sidestep, Reserve Power Points 11+

Benefit: You gain the Improved Evasion ability of a 9th level Monk so long as you are in light or no armour.

Force Barrier [Psionic]

You can project a field of force to protect your body from harm.

Prerequisites: any 2nd level or higher Psychokinesis power, Inertial Armour, Reserve Power Points 7+

Benefit: Your psychokinetic might enhances the defences of your Inertial Armour. You may use your Constitution modifier as the armour bonus of your Force Barrier instead of the +4 from Inertial Armour. In addition for every 4 Manifester levels you have obtained you gain a +1 enhancement bonus to your Force Barrier.

Kinetic Shell [Psionic]

Your latent psychokinetic talents deflect incoming missiles.

Prerequisites: any 1st level or higher Psychokinesis Power, Psychokinetic Shield, Reserve Power Points 3+

Benefit: Once per round whenever you would normally be hit with a ranged weapon, you may make a Reflex saving throw against a DC of 20 (if the ranged weapon has a magical bonus to attack, the DC increases by that amount). You must be aware of the attack and not flat-footed. Exceptional ranged weapons, such as boulders hurled by giants or *Melf's Acid Arrows*, can't be deflected.

Mental Awareness [Psionic]

You can foresee danger allowing you to react instinctively to attacks.

Prerequisites: any 1st level or higher Clairsentience power, Cerebral Scrutiny, Reserve Power Points 3+, Wis 13+

Benefit: You gain the Uncanny Dodge ability of a Rogue equal in level to 2 + your Wisdom modifier. This means that you do not lose your Dexterity modifier to AC if caught flat-footed or attacked by an invisible creature, and may allow you to avoid being flanked.

Metashaping I [Metapsionic]

You can imbue your Astral Constructs with greater power.

Prerequisites: any Astral Construct power, Manifester Level 3+

Benefit: You may add an extra Menu A choice to your Astral Constructs by paying an additional 1 power point.

Metashaping II [Metapsionic]

You can imbue your Astral Constructs with greater power.

Prerequisites: any Astral Construct power, Metashaping I, Manifester Level 7+

Benefit: You may add an extra Menu B choice to your Astral Constructs by paying an additional 2 power points.

Metashaping III [Metapsionic]

You can imbue your Astral Constructs with greater power.

Prerequisites: any Astral Construct power, Metashaping I, Metashaping II, Manifester Level 13+

Benefit: You may add an extra Menu C choice to your Astral Constructs by paying an additional 4 power points.

Mind Slide [Psionic]

You can physically follow your mental and ranged attacks.

Prerequisites: any 3rd level or higher Psychoportation power, Wis 13+, Speed of Thought

Benefit: Whenever you make a successful psionic or ranged attack, you can *Dimensional Slide* to the victim's location, appearing in an unoccupied area within 5' of the target. If there is no free space within 5' of the target, you do not move. To use this feat with a psionic attack mode or ranged attack you must pay an additional 5 power points. You may decide to use this feat after discovering the success or failure of your psionic or ranged attack.

Mind's Eye Coordination [Psionic]

Your psychic resolve focuses your coordination.

Prerequisites: Reserve Power Points 1+

Benefit: You suffer no penalties for making off hand attacks. If you manifest a Bite power, you can make an additional off-hand attack.

Special: Mind's Eye Coordination counts as Ambidexterity for purposes of acquiring Improved Two-Weapon Fighting. Ambidexterity counts as Mind's Eye Coordination for acquiring Animalism.

Physical Augmentation [Psionic]

Your innate psionic ability strengthens your body.

Prerequisites: None

Benefit: You gain a +2 psionic bonus to your Constitution score when determining your hit points.

Psychokinetic Shield [Psionic]

Your mastery of forces enables you protect your body from harm.

Prerequisites: any 1st level or higher Psychokinesis power, Reserve Power Points 1+

Benefit: Your mind generates a tangible field of force that provides a +2 cover bonus to your armour class. You lose this bonus to AC if caught flat-footed or flanked.

Sidestep [Psionic]

Your reactions enable you to avoid some area effect attacks.

Prerequisites: any 1st level or higher Psychoportation power, Wis 13+, Speed of Thought, Reserve Power Points 1+

Benefit: You gain the Evasion ability of a 1st level Monk so long as you are in light or no armour.

Telekinetic Wall [Psionic]

You generate a wall of force that slows the movement of your enemies and deflects their blows.

Prerequisites: any 3rd level or higher Psychokinesis power, Psychokinetic Shield, Kinetic Shell, Reserve Power Points 9+

Benefit: You generate a wall of telekinetic force that slows and impedes the movement and attacks of your opponents. Telekinetic Wall provides three quarters cover (+7 AC and +3 on Reflex saves that affect an area), although your own attacks are not impeded. You must be aware of your opponents and not flat-footed to gain the benefits of Telekinetic Wall.

Telepathic Breach [Metapsionic]

Your psychic attacks open the way for your telepathic abilities.

Prerequisites: any Psionic Attack Mode, any 2nd level or higher Telepathy power, Psionic Focus (Telepathy), Manifester Level 5+

Benefit: Whenever you make a successful psionic attack, you impose a -2 penalty to that creature's saves versus your Telepathy powers.

Telepathic Communication [Psionic]

You can communicate telepathically with nearby creatures.

Prerequisites: any 2nd level or higher Telepathy power, Cha 13+, Reserve Power Points 5+

Benefit: You can communicate telepathically with any intelligent creature in a radius equal to your Charisma modifier x 10³.

Undetectable Psyche [Psionic]

You can mask your psyche and psionic potential from observers.

Prerequisites: any 2nd level or higher Clairsentience or Telepathy power, Empty Mind, Reserve Power Points 5+

Benefit: You can generate the Empty Mind psionic defence mode at will, maintaining it indefinitely. In addition any creature attempting to detect any psionic activity on you must make a Manifester check [1d20 + their Level *versus* 11 + your Manifester Level] to overcome your psychic mask.

Weaponry Attuning [Psionic]

You can instantly attune yourself to a weapon, gaining proficiency with that weapon whilst it is held.

Prerequisites: Base Attack +1 or higher, Reserve Power Points 1+

Benefit: You are considered proficient with any weapon that you pick up. You may only be attuned with one weapon at a time, although you may attune yourself to another weapon as a free action once each round.

Combat Modes

Combat Mode	Type	Prerequisite
Bodily Barrier	Combat Mode	–
Ego Whip	Combat Mode	–
Empty Mind	Combat Mode	–
Force Feedback	Combat Mode	any 1st level or higher Psychokinesis Power
Future Echoes	Combat Mode	any 2nd level or higher Clairsentience Power
Id Insinuation	Combat Mode	–
Intellect Fortress	Combat Mode	–
Psychic Purge	Combat Mode	Intellect Fortress
Lingering Rage	Combat Mode	any Psionic Attack Mode
Mind Rage	Combat Mode	Id Insinuation, Lingering Rage, Mental Adversary, Mind Blast, Psychic Crush, Manifester Level 5+
Logic Barrier	Combat Mode	any 1st level or higher Metacreativity Power
Logic Trap	Combat Mode	any 1st level or higher Metacreativity Power
Mental Adversary	Combat Mode, Psionic	any Psionic Attack Mode
Disarm Mind	Combat Mode, Psionic	any Psionic Attack Mode, Mental Adversary, Cha 13+
Intellect Behemoth	Combat Mode	any Psionic Attack Mode, Mental Adversary, any 3 rd level of higher Metacreativity Power
Mind Leech	Combat Mode	any Psionic Defence Mode, Psychic Net, any Psionic Attack Mode, Mental Adversary, Con 13+, Manifester Level 7+, Reserve Power Points 5+
Mind Feeder	Combat Mode	any Psionic Defence Mode, Psychic Net, any Psionic Attack Mode, Mental Adversary, Con 13+, Mind Leech, Manifester Level 11+, Reserve Power Points 11+
Mental Barrier	Combat Mode	–
Combat Mind	Combat Mode, Psionic	Mental Barrier
Psychic Rebound	Combat Mode, Psionic	Mental Barrier, Combat Mind
Mental Berserker	Combat Mode	any 1st level or higher Psychometabolism Power
Mental Gymnastics	Combat Mode	any Psionic Defence Mode, any 2nd level or higher Psychoportation Power
Mind Blast	Combat Mode	–
Mind Disrupter	Combat Mode	any Psionic Attack Mode, any Psionic Defence Mode
Mind Flu	Combat Mode	–
Mind Thrust	Combat Mode	–
Past Sight	Combat Mode	any 1st level or higher Clairsentience Power
Psyche Fright	Combat Mode	any 3rd level or higher Telepathy Power
Psychic Babble	Combat Mode	any 1st level or higher Telepathy Power
Psychic Bastion	Combat Mode, Psionic	–
Mind Trap	Combat Mode, Psionic	Psychic Bastion
Psychic Backlash	Combat Mode	Psychic Bastion, Mind Trap, Mental Barrier, Manifester Level 5+
Null Mind	Combat Mode	any three Psionic Defence Modes, Empty Mind, Tower of Iron Will, Psychic Bastion, Manifester Level 5+
Psychic Crush	Combat Mode	–
Crushing Will	Combat Mode, Psionic	Psychic Crush

Psychic Net	Combat Mode, Psionic	any Psionic Defence Mode, Reserve Power Points 1+
*Quicken Power	Metapsionic	–
Mastermind	Metapsionic, Combat Mode	any Psionic Attack Mode, any 4th level of higher Telepathy Power, Quicken Power
Stealth Blast	Combat Mode	any 1st level or higher Psychoportation Power, Hide Skill
Thought Shield	Combat Mode	–
Tower of Iron Will	Combat Mode	–

* from the Psionics Handbook

Bodily Barrier [Combat Mode]

You protect your mind with your body.

Prerequisites: None

Benefit: You gain the Bodily Barrier psionic defence mode. See the Power Description section for more details.

Combat Mind [Combat Mode, Psionic]

Your mind is exceptionally alert to danger and impending psionic attack, and can counter-attack with astounding speed.

Prerequisites: Mental Barrier

Benefit: You may make an additional number of attacks of opportunity equal to your Wisdom Modifier. Combat Mind also allows you to make regular attacks of opportunity using psionic combat modes, although you must pay an additional 2 power points per psionic attack, and the power only affects a single target. Finally, you may raise a psionic defence mode or make attacks of opportunity regardless of being caught flat-footed.

Special: The extra attacks of opportunity granted from Combat Reflexes do not stack with those granted by Combat Mind, use the highest number of attacks instead.

Crushing Will [Combat Mode, Psionic]

Your relentless psionic might blasts away the defences of your foe.

Prerequisites: Psychic Crush

Benefit: Whenever you make a psionic attack, add +2 to the DC for the saving throw.

Disarm Mind [Combat Mode, Psionic]

You can drain the psychic reserves of your foes with psionic attacks.

Prerequisites: any Psionic Attack Mode, Mental Adversary, Cha 13+

Benefit: You deplete a number of power points equal to your Charisma modifier x 4 from your opponent on any successful psionic attack. To use this feat, you must pay an additional 2 power points over the cost of the psionic attack mode. You may decide to use this power after discovering the success or failure of your psionic attack.

Ego Whip [Combat Mode]

Your force of will lashes out against your foes.

Prerequisites: None

Benefit: You gain the Ego Whip psionic attack mode. See the Power Description section for more details.

Empty Mind [Combat Mode]

You hide your mind from Psionic Attack.

Prerequisites: None

Benefit: You gain the Empty Mind psionic defence mode. See the Power Description section for more details.

Force Feedback [Combat Mode]

When psychically assaulted, you can deliver damaging physical feedback.

Prerequisites: any 1st level or higher Psychokinesis power

Benefit: You gain the Force Feedback psionic defence mode. See the Power Description section for more details.

Future Echoes [Combat Mode]

You plague your foes with echoes of future events.

Prerequisites: any 2nd level or higher Clairsentience power

Benefit: You gain the Future Echoes psionic attack mode. See the Power Description section for more details.

Id Insinuation [Combat Mode]

Your insidious psychic attack awakens your target's primal urges.

Prerequisites: None

Benefit: You gain the Id Insinuation psionic attack mode. See the Power Description section for more details.

Intellect Behemoth [Combat Mode]

You can create a terrifying mental construct to harass your foes.

Prerequisites: any Psionic Attack Mode, Mental Adversary, any 3rd level or higher Metacreativity power

Benefit: You gain the Intellect Behemoth psionic attack mode. See the Power Description section for more details.

Intellect Fortress [Combat Mode]

You protect your mind from mental intrusion with a screen of self-confidence.

Prerequisites: None

Benefit: You gain the Intellect Fortress psionic defence mode. See the Power Description section for more details.

Lingering Rage [Combat Mode]

Your psionic attacks affect your foes for an extended duration.

Prerequisites: any Psionic Attack Mode

Benefit: The length of time your opponent suffers from the effects of your psionic attacks is increased by 1d4 rounds. To use this feat you must pay 2 extra power points for each psionic attack. You may decide whether or not to use this feat after you determine the success or failure of your psionic attack.

Logic Barrier [Combat Mode]

You protect your mind behind a barrier of mental logic and righteousness.

Prerequisites: any 1st level or higher Metacreativity power

Benefit: You gain the Logic Barrier psionic defence mode. See the Power Description section for more details.

Logic Trap [Combat Mode]

You assault your victim's mind with logic and mind puzzles.

Prerequisites: any 1st level or higher Metacreativity power

Benefit: You gain the Logic Trap psionic attack mode. See the Power Description section for more details.

Mastermind [Combat Mode, Metapsionic]

Your mental attacks are surprising, comprising of several psionic attack modes.

Prerequisites: any Psionic Attack Mode, any 4th level or higher Telepathy power, Quicken Power

Benefit: You can combine two psionic attack modes into one attack. You must pay the cost for both of the psionic attack modes used, and the victim saves separately versus each effect. Using Mastermind prevents you from using any Quickened power in the same round (you are effectively Quickening the extra attack modes).

Mental Adversary [Combat Mode, Psionic]

You can make exceptionally strong psionic attacks.

Prerequisites: any Psionic Attack Mode

Benefit: Whenever you make a successful psionic attack, you drain an extra 1d4 power points from your foe. To use this feat you must pay an extra 1 power point. You decide whether or not to use this feat after determining the success or failure of the psionic attack.

Special: You can gain this feat multiple times, each time you drain an extra 1d4 power points, but the cost increases by 2 each time.

Mental Barrier [Combat Mode]

You can respond to a foe's mental intrusions with a surprise counter-attack.

Prerequisites: None

Benefit: You gain the Mental Barrier psionic defence mode. See the Power Description section for more details.

Mental Berserker [Combat Mode]

Bestial fury empowers your body when your mind is assaulted.

Prerequisites: any 1st level or higher Psychometabolism power

Benefit: You gain the Mental Berserker psionic defence mode. See the Power Description section for more details.

Mental Gymnastics [Combat Mode]

You can redirect a Psionic attack against a nearby mind.

Prerequisites: any Psionic Defence Mode, any 2nd level or higher Psychoportation power

Benefit: Your mental agility allows you to deflect mental attacks at nearby opponents. If you are targeted by a psionic attack mode and make your save, you can deflect the attack at a foe within 25'. To use this ability you must pay 3 power points. You can decide to use this feat after determining the success or failure of the psionic attack.

Mind Blast [Combat Mode]

You blast the minds of all within a 60' cone with your psionic might.

Prerequisites: None

Benefit: You gain the Mind Blast psionic attack mode. See the Power Description section for more details.

Mind Disrupter [Combat Mode]

Your mental attack seeks to disrupt the mental defences of your victim.

Prerequisites: any Psionic Attack Mode, any Psionic Defence Mode

Benefit: You gain the Mind Disrupter psionic attack mode. See the Power Description section for more details.

Mind Feeder [Combat Mode]

Your mental attacks leech away your opponent's mental reserves adding to your own.

Prerequisites: any Psionic Defence Mode, Psychic Net, any Psionic Attack Mode, Mental Adversary, Con 13+, Mind Leech, Manifestor Level 11+, Reserve Power Points 11+

Benefit: Whenever you make a psionic attack that successfully drains power points from the victim, you regain half that many power points. You gain these power points in lieu of the power points you would gain through Mind Leech.

Mind Flu [Combat Mode]

You infect your victims' minds with a virulent mental flu.

Prerequisites: None

Benefit: You gain the Mind Flu psionic attack mode. See the Power Description section for more details.

Mind Leech [Combat Mode]

Your mental attacks drain your foe's mental resolve adding to your own.

Prerequisites: any Psionic Defence Mode, Psychic Net, any Psionic Attack Mode, Mental Adversary, Con 13+, Manifestor Level 7+, Reserve Power Points 5+

Benefit: Whenever you make a successful psionic attack, you gain 1d6 power points and your foe loses a like amount. Non-Psionic creatures or psychic creatures out of power points suffer a penalty to all actions they take next round equal to the amount of power points drained.

Mind Rage [Combat Mode]

You assault your victim's mind with your psionic hatred, leaving their minds reeling.

Prerequisites: Id Insinuation, Lingering Rage, Mental Adversary, Mind Blast, Psychic Crush, Manifestor Level 5+

Benefits: Whenever you make a successful psionic attack, you **stun** your foe for 1d4 rounds in addition to any other effects of your attack. You must pay an additional 5 power points to use this power. You decide whether or not to use this power after determining the success or failure of the attack.

Mind Thrust [Combat Mode]

Your mental attack strikes like a knife into the victim's thoughts and self worth.

Prerequisites: None

Benefit: You gain the Mind Thrust psionic attack mode. See the Power Description section for more details.

Mind Trap [Combat Mode, Psionic]

You can punish psionic attackers.

Prerequisites: Psychic Bastion

Benefit: You deplete power points equal to 10 + your Charisma modifier from your attacker on any psionic attack that you fail to save against. To use this feat you must pay an extra 3 power points. You decide whether or not to pay the extra cost after discovering the success or failure of your foe's attack.

Null Mind [Combat Mode]

You protect your mind from the depravations of psionic and mental attacks.

Prerequisites: any three Psionic Defence Modes, Empty Mind, Tower of Iron Will, Manifester Level 5+

Benefit: You hide your mind from the psychic landscape, becoming immune to all mind affecting powers, spells and effects. It costs 7 power points per round to maintain this effect.

Past Sight [Combat Mode]

You force your foe to relive his actions.

Prerequisites: any 1st level or higher Clairsentience power

Benefit: You gain the Past Sight psionic attack mode. See the Power Description section for more details.

Psyche Fright [Combat Mode]

Your mental attacks leave your foes fearing for their lives.

Prerequisites: any 2nd level or higher Telepathy power

Benefit: You gain the Psyche Fright psionic attack mode. See the Power Description section for more details.

Psychic Babble [Combat Mode]

You generate psychic noise that disrupts mental assaults.

Prerequisites: any 1st level or higher Telepathy power

Benefit: You gain the Psychic Babble psionic defence mode. See the Power Description section for more details.

Psychic Backlash [Combat Mode]

When your mind is assaulted with a psionic attack, you reflect part of the damage back at the attacker.

Prerequisites: Psychic Bastion, Mind Trap, Mental Barrier, Manifester Level 5+

Benefit: You partially deflect a psionic attack back at its originator, forcing you both to suffer its effects. You gain a +2 bonus to your save. It costs 5 power points to use this feat.

Psychic Bastion [Combat Mode, Psionic]

You can raise a fortified defence against psionic attacks.

Prerequisites: None

Benefit: Whenever you fail your save versus a psionic attack, you reduce the power point drain by half. You decide whether or not to use this feat after determining success or failure of your foe's attack.

Psychic Crush [Combat Mode]

Your mental might allows you to crush your foe's mental resolve in a vice-like grip.

Prerequisites: None

Benefit: You gain the Psychic Crush psionic attack mode. See the Power Description section for more details.

Psychic Net [Combat Mode, Psionic]

Whenever a foe unsuccessfully attacks you with a psionic attack mode, you absorb some of his psychic energy.

Prerequisites: any Psionic Defence Mode, Reserve Power Points 1+

Benefit: Whenever you are attacked by a psionic attack and make your saving throw, you gain 1 power point to replenish your power point reserve.

Psychic Purge [Combat Mode]

You can shake off the ill effects of a psionic attack.

Prerequisites: Intellect Fortress

Benefit: With an expenditure of 3 power points, you can end any ongoing effects suffered from psionic attacks.

Psychic Rebound [Combat Mode, Psionic]

If you make a successful psionic attack, you may make an additional psionic attack.

Prerequisites: Mental Barrier, Combat Mind

Benefit: If you use a psionic attack mode, and your foe fails his saving throw, you may immediately make another psionic attack. You may target the same foe or another available target. You may only use Psychic Rebound once each round and the second attack only affects one target.

Stealth Blast [Combat Mode]

You can launch stealthy mental attacks.

Prerequisites: any 1st level or higher Psychoportation Power, Hide Skill

Benefit: You gain the Stealth Blast psionic attack mode. See the Power Description section for more details.

Thought Shield [Combat Mode]

You protect your mind by projecting false thoughts and ideas to confront and confuse your mental opponents.

Prerequisites: None

Benefit: You gain the Thought Shield psionic defence mode. See the Power Description section for more details.

Tower of Iron Will [Combat Mode]

Your mental strength protects you and your allies against mental attacks.

Prerequisites: None

Benefit: You gain the Tower of Iron Will psionic defence mode. See the Power Description section for more details.

Psionic Combat

Masters of the Mind, psychic creatures and characters are able to assault the minds of others through sheer force of will. Psychic combat takes place outside of the physical world and only exists in the minds of the attacker and target.

Using a psionic attack mode is a standard action that provokes attacks of opportunity. You can use a psionic defence mode in response to being targeted by a psionic attack mode so long as you are not caught flat-footed. You may also raise a psionic defence mode as a free action in your turn.

Each psionic attack mode has one of two effects, depending on whether the target is psychic or non-psionic. Psychic creatures generally find their psionic ability hampered or reduced whilst under the effects of a psionic attack. Non-psionic creatures may become shaken or terrified from the mental intrusions.

A psychic creature that has exhausted its power point reserve (through psionic combat or using its powers) loses its mental buffer against psionic assaults, and is affected as if it were a non-psionic creature (although any defence modes still active continue to function normally).

While most psionic attack modes specify “*one living creature*” as their target, non-living creatures that have psionic powers may also be targeted and affected normally. This includes all Undead psychic creatures, including beings such as the *Caller in Darkness*.

Power Descriptions

Psionic attack and defence modes are different from normal psionic powers. To learn any of the powers, you must acquire the appropriate Combat Mode feat. In addition you do not need to meet any of the ability requirements (ie 15 Charisma for Mind Blast), although a poor ability score will adversely modify the save DC.

The save DCs for all of the attack modes is equal to 1d20 + mode’s effective level + appropriate ability modifier. There is no non-psionic buffer (except for Id Insinuation), or save modifiers for defence modes.

Bodily Barrier

Defence Mode

Effective Level: Psion/Psychic Warrior 2

Display: Ma

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 3

You protect your mind from the depravations of psionic attacks by sacrificing your bodily health to augment your mental defences.

Whenever you fail to save versus a psionic attack mode that drains power points, you take subdual damage instead.

You can raise Bodily Barrier as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode.

Undead and other creatures that do not take subdual damage suffer hit point damage when using this power.

Ego Whip

Attack Mode (Dex) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 0

Display: Au (mental resonance)

Manifestation Time: 1 action

Range: Close (25’ + 5’/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Power Points: 1

Your mind lashes out, with a whip-like crack, assaulting the victim’s ego, leaving him with feelings of inferiority and worthlessness.

Non-Psionic targets are dismayed and become **shaken** for 2 rounds. Psychic creatures lose faith in their ability and may not use any psionic powers or activate psionic items for 1 round (although they may attack or use other items normally).

Empty Mind

Defence Mode

Effective Level: Psion/Psychic Warrior 0

Display: None

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 minute (see text)

Power Points: 1

Empty Mind allows you to calm your mind and emotions so that you are effectively invisible to psionic attack modes.

When using Empty Mind, you gain total concealment (50% miss chance) from psionic attack modes. If you use a psionic attack mode, this power ends immediately.

You can raise Empty Mind as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode, so long as you have not used a psionic attack mode in the same round.

Force Feedback

Defence Mode

Effective Level: Psion/Psychic Warrior 2

Display: Au (mental resonance)

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 3

You protect your mind inside a force field humming with psychokinetic power that strikes back against those that assault you with psionic attacks.

Whenever you are attacked by a psionic attack mode, your mind responds with psychokinetic force lashing your opponent's mind. You deal an amount of subdual damage equal to the effective level of the attack mode plus your Constitution modifier.

You can raise Force Feedback as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode.

Future Echoes

Attack Mode (Wis) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 2

Display: Vi (mental imagery)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Power Points: 3

You assault the senses of your foe, forcing them to perceive events before they happen.

By letting the undisciplined mind catch random glimpses of the future, you can severely hamper their ability to react to what is occurring in the here and now. Non-Psionic creatures suffer a 50% miss chance when attacking and grant a +4 bonus to saves versus their powers or effects due to their mistimed actions. This effect lasts for 2d4 rounds.

Psychic foes find their minds wandering, and lose [2d4 plus 1 per level] power points as they forcibly 'snap' back to reality.

Id Insinuation

Attack Mode (Str) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 2

Display: Au (mental resonance)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Power Resistance: No

Power Points: 3

Your mental attack, shrieking with a bestial roar, seeks to awaken your foe's primitive subconscious pitting it against his Superego.

For Non-Psionic targets (who receive a +2 *Non-Psionic Buffer* bonus to their save), their subconscious Id – which controls primitive needs, animal drives, cruelty and ferocity – seeks to lash out in a rage of violence and desire, while the Superego – the civilised part of the brain – struggles to maintain control. As such the victim is left in a state of **confusion** for 1d8 rounds.

Psychic targets (whose minds are more disciplined) struggle to repress their primitive desires. For 1d6 rounds, whenever the affected psychic creature attempts to use a psionic power, it must make a *Concentration* check (DC = original save DC + power's level) to subdue the Id. If the check fails, the creature must spend double the normal power points to manifest the power. If the creature doesn't have enough power points, all remaining power points are used and the power fails.

Intellect Behemoth

Attack Mode (Int)

Effective Level: Psion/Psychic Warrior 4

Display: Vi (mental imagery)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates (see text)

Power Resistance: No

Power Points: 7

An Intellect Behemoth is an automated mental construct that besieges the minds of your foes with psionic power. The Intellect Behemoth can appear in any form you decide although it is only visible to you, your victim and other psychic creatures.

Once manifested, the Intellect Behemoth races forth and assaults the victim's mind, clawing away at their mental defences. Each round that the Intellect Behemoth attacks, its victim must make a Will Save to resist the Intellect Behemoth's power.

Against Non-Psionic targets, the Intellect Behemoth's attack **stuns** them for a round. When attacking psychic opponents, the Intellect Behemoth's attack drains [1d6 + 1 per level] Power Points, and disrupts the psychic creature's attempts to manifest their powers. Whenever the psychic creature attempts to manifest a psionic power in the same round that it has been drained by the Intellect Behemoth, it must make a *Concentration* check (DC = 10 + Power Points drained + Power's Level), or fail to manifest the power.

Psionic Attack Modes cannot target an Intellect Behemoth, although a Negate Psionics and similar powers have their normal effect. A victim of an Intellect Behemoth can also move out of the power's range to prevent further attacks.

Once each round as a free action, you can stop an Intellect Behemoth from attacking or designate a new target.

Intellect Fortress

Defence Mode

Effective Level: Psion/Psychic Warrior 2

Display: Vi (mental imagery)

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 minute/level (see text)

Power Points: 3

The strength of your psychic resolve can overcome previous mental assaults, and provide you with a buffer against further attack.

By infusing your mind with a shimmering surge of self-confidence, you can quickly shake off the effects and conditions of mind controlling powers. Whenever you fail a saving throw versus a mind affecting power or effect with a non-instantaneous duration, you are allowed to make an additional save in the following round. If the second save succeeds, you are not affected by the power. If your second save fails, the shock to your confidence crumbles your resolve and Intellect Fortress is dismissed.

You may raise Intellect Fortress as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode.

Logic Barrier

Defence Mode

Effective Level: Psion/Psychic Warrior 0

Display: None

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 1

Your mental might is protected behind layers of logic and righteousness.

You may use your Intelligence modifier instead of your Wisdom modifier when making Will saves. Logic Barrier also grants you an additional +2 *Logic* bonus to spells or effects that attempt to confuse you, such as Maze or Confusion.

You can raise Logic Barrier as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode.

Logic Trap

Attack Mode (Int) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 2

Display: Vi (mental imagery)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Power Resistance: No

Power Points: 3

You assault your victim's mind with puzzles and confusing imagery.

Victims of the attack may make a Will save using their Intelligence modifier rather than their Wisdom modifier. Non-Psionic creatures that fail their save wander off to consider the problems for one minute. Psychic creatures that fail their save may attempt to resolve the mental puzzles. For the next 1d8 rounds the psychic creature must succeed at a *Knowledge: Psionics* check (DC = 12 + Intelligence modifier), or be unable to perform any actions other than moving.

Mental Barrier

Defence Mode

Effective Level: Psion/Psychic Warrior 2

Display: Vi (mental imagery)

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 3

By raising maze-like mental barriers around your mind, you seek to draw in and trap your opponent while you mount a counter attack.

Whenever you are attacked with a psionic attack mode, you may make an immediate attack of opportunity (which counts towards your maximum number of attacks of opportunity in the round) using a psionic attack mode that you know. This psionic attack of opportunity only affects the individual that initiated the attack regardless of the psionic attack mode's normal area of effect.

You may raise Mental Barrier as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode.

Mental Berserker

Defence Mode

Effective Level: Psion/Psychic Warrior 1

Display: Au (mental resonance)

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 1

With a mental growl you can connect with your inner bestial rage, channelling the fury of the psionic attack into your combat prowess.

When you are attacked by a psionic attack mode, you gain a Rage bonus to your melee attack and damage rolls. The Rage bonus starts at +1, and increases by 1 for every 3 Manifester levels you have obtained (max +6).

You can raise Mental Berserker as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode.

Mind Blast

Attack Mode (Cha) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 5

Display: Vi (see text)

Manifestation Time: 1 action

Range: 60'

Area: Cone

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Power Points: 9

The most powerful of the psionic attack modes, Mind Blast causes the very air itself to ripple with the force of your mental attack. All creatures within the cone are blasted by your mental power.

Non-Psionic creatures are staggered and left reeling, unable to react or do anything other than try to collect their thoughts. Such creatures are **stunned** for 3d4 rounds. Psychic creatures blasted by your mental fury find themselves stripped of their resolve, and lose [3d6 plus 1 per level] Power Points.

Mind Blast is particularly effective against Thought Shield and Empty Mind defence modes. Due to the area of effect, Mind Blast targets each of the mental images of a Thought Shield (thus dispelling them), and ignores the concealment of Empty Mind.

Mind Disrupter

Attack Mode (Con) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 1

Display: Vi (mental imagery)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Power Points: 1

Your mental attack seeks to disrupt and dispel the psionic defences of your opponent.

When used against a Non-Psionic opponent, Mind Disrupter has little effect other than making them **shaken** for 2 rounds. When used against a psychic foe, Mind Disrupter ignores any active defence modes (and prevents raising a defence mode in response to the attack). In addition if the psychic creature fails to save against the attack, you may make a **negation check** against all of their active defence modes.

Mind Flu

Attack Mode (Con) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 2

Display: Au (mental resonance)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Power Points: 3

With a burst of mental force, much like a sneeze, you infect your victim with a virulent mental flu.

Against Non-Psionic creatures your attack sickens and **nauseates** them for 1d6 rounds. Psionic targets fare little better, for the next 1d6 rounds they must make a *Concentration* check (DC = original save DC + 5) to attempt to manifest any psionic power. If they fail their check, they are unable to manifest a power as they dry retch, unable to do anything other than a single move equivalent action. If they succeed they can use their power normally (which may entail further concentration checks).

Mind Thrust

Attack Mode (Int) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 1

Display: Vi (mental imagery)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Power Points: 1

Your mental attack stabs at the victim's mind like a scalpel, severing his thoughts and disrupting his actions.

Against a Non-Psionic target, Mind Thrust **dazes** the victim for 1d4 rounds. When used against a psychic target, the victim loses [1d4 plus 1 per 2 levels] Power Points as your attack slices through his mental resolve.

Past Sight

Attack Mode (Wis) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 0

Display: Au, Vi (mental imagery and resonance)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Power Points: 1

Your opponent stands still, reliving the previous moments in his head while the world continues on around him.

Non-Psionic foes are **dazed** for a single round as they replay the events of the previous round in their heads. Psychic foes lose [1d2] power points as their minds 'snap' back to the present.

Psyche Fright

Attack Mode (Cha) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 4

Display: Vi (mental imagery)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Power Points: 7

Your mental attack feeds upon the victim's deepest fears, fooling the victim into thinking you are that fear made manifest.

Non-Psionic foes drop to the ground in abject fear, **cowering** for the next 2d6 rounds. Psychic creatures are also terrified, and for the next 1d6 rounds may not make any attacks or use any powers that target you or your apparent allies. This fear also prevents psychic creatures from making an attack or using a power that could include you or your allies in its effect.

Psychic Babble

Defence Mode

Effective Level: Psion/Psychic Warrior 0

Display: Au (mental resonance)

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 1

You generate psychic noise that disturbs others trying to attack you mentally.

When an opponent attacks you with a psionic attack mode, they must make a *Concentration* check (DC=10 + Charisma Modifier + Attack Mode's Effective Level) to manifest the attack normally.

You can raise Psychic Babble as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode.

Psychic Crush

Attack Mode (Wis) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 3

Display: Vi (mental imagery)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Power Points: 5

With this power you seek to envelop your victim's mind, and crush out all resistance to your mental might with a vice-like grip.

When used against a Non-Psionic creature, the constricting nature of your attack **panics** the creature for 2d6 rounds. When used against a psychic target, your crushing mental power reduces their psychic potential to a mere trickle, preventing them from using more than 5 power points per round for 1d6 rounds.

Progressive attacks against a psychic foe further stifle their psychic energy, reducing expenditure to 3, then 1, then no power points a round. Each successful attack also increases the duration by a further 1d6 rounds.

Stealth Blast

Attack Mode (Dex) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 2

Display: None

Manifestation Time: 1 action

Range: Medium (100' + 10'/level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (see below)

Power Resistance: No

Power Points: 3

Your mental attack strikes without warning disrupting the thoughts and tactics of the victim.

Against a Non-Psionic target, Stealth Blast **stuns** the victim for 1d3 rounds. Psychic targets are treated as though they are *'bare-brained'* (they do not get the benefit of any Feats or active psionic defence modes and cannot raise a defence mode in response to the attack) when resisting the Stealth Blast, and lose [1d4 plus 1 per level] Power Points if they fail their save.

Using Stealth Blast does not negate your Empty Mind defence, unlike other psionic attack modes.

Thought Shield

Defence Mode

Effective Level: Psion/Psychic Warrior 1

Display: Vi (mental imagery)

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 minute/level (see text)

Power Points: 1

By raising a Thought Shield, you attempt to protect your mind from invasion by projecting false thoughts and ideas to lure away your attacker.

When using Thought Shield, you project another 1d4 mental images of your mind to protect your real psyche. Psychic attackers randomly determine which 'mind' is targeted. Your real psyche and the images interchange and interact to confuse an attacker that has found the real target. Images are dispelled when subject to a psionic attack mode.

You can raise Thought Shield as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode.

Tower of Iron Will

Defence Mode

Effective Level: Psion/Psychic Warrior 3

Display: Vi (mental imagery)

Manifestation Time: See text

Range: Personal

Target: 10' radius emanation, centred on you

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Power Resistance: No

Power Points: 5

When activated, Tower of Iron Will protects your mind and emotions as well as the minds of all allies nearby, by protecting them behind a towering fortress of impregnable psychic might.

You and all allies within 10' gain a +4 bonus to saves versus Mind-Affecting powers and effects.

You may raise Tower of Iron Will as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode.