

The Mind's Eye

Expanded Classes, Part One

Psychic Warrior, Soulknife, Wilder
By Dark Psion and Mark A. Jindra

The [Players Handbook II](#) introduces us to expanded classes, which is a way to enhance the basic classes of **D&D**. In this series, we present some expanded class options for the base psionic classes detailed in the *Expanded Psionics Handbook*.

Expanded Classes: Psychic Warrior

You are a warrior in both mind and body, combining physical precision with mental discipline. You realize that just wielding a sword doesn't make you a warrior -- you must be the weapon, body and soul. You have learned to draw upon a power within yourself, some call it psionics, others call it *kior chi*, but by whatever name you call it, that power sets you apart from other fighters. You can do things others only dream of; run across walls, summon weapons to your empty hand, and enhance your strength and endurance when you really need it. You have learned to combine your combat skills with your powers, creating very unique fighting styles. You tend to be very creative in your tactics because you can do things others cannot. And perhaps because of that creativity, you also maintain a very optimistic attitude because you know there are always options yet undiscovered.

Suggested Backgrounds (choose one): Ascetic, Drifter, Gladiator, Mariner, Noble Scion, Soldier, Tribal Origin.

Suggested Personality Archetypes (choose one): Agent, Challenger, Crusader, Daredevil, Mercenary, Renegade, Savage.

Character Themes

One or more of the following character themes could apply to you.

Armory: With you, it is all about the weapons -- and not just the ones you carry. You can summon weapons right to your hands with a thought. You also use powers to enhance your weapons, infusing them with fire, poison, or even stygian darkness. You may focus on a specific type of weaponry or may choose to master as many weapons as you can. For example, as an archer, you might seek out exotic new ranged weapons to learn. You have a tactical mind, always examining the world from a strategic point of view of strength and weakness. You are also a craftsman, and you forge most of your own weapons, including those with psionic power sleeping within them.

"You are only as strong as your steel, and it lies broken at your feet."

Defender: You live to protect your home village, a traveling caravan, or a specific person. You think and fight defensively and do not have a problem with retreating if it saves lives. Your powers are also built to defend, and you use them to armor yourself so that you can defend those you love. You also have a code of conduct and tend to expect others to follow it as well. You wear the strongest armor and carry a big shield with you and tend to hide your emotions as well, as if your personality was something to be shielded as well.

"Everyone behind me! Don't worry, I can handle this."

Feral Fighter: You tap into the power of the beast within you. You draw upon an affinity for animals and grow claws, razor sharp teeth, and even move like an animal, pouncing on your enemy. You may have a totem animal, one with whom you most identify. You trust your instincts and intuition over logic and you make decisions based on experience instead of book-learned knowledge. You often feel more comfortable with animals than with people. You may have come from a tribal origin or just grew up on a farm, or perhaps you went feral when you were forced to survive in the wilderness all on your own.

"Grrrrrrrrrr"

Ki Warrior: You favor power over technique, showing off with great displays of flashy power. You grow to the size of a giant, move with blinding speed, or emulate a dragon's breath. Your fighting style incorporates your unusual powers so that you always keep your opponents guessing. You are a very imaginative person, coming up with unusual solutions to problems. Okay, they may not always work as you plan, but you have another, even better idea for any complications that result from your current plan.



"By the Breath of the Black Dragon, I will defeat you!"

Mantled Warrior

You have unlocked access to a single psionic mantle.

Level: 2nd, and see below.

Replaces: You lose your bonus feat at 2nd level.

Benefit: You must choose a mantle by 2nd level. In place of your 2nd-level feat, you gain your chosen mantle's granted ability. You also have access to the powers in your chosen mantle, but are not required to take any of them.

Soulbound Weapon

You can summon a specific weapon to your hand that is bound to your very soul.

Level: 1st and 2nd.

Replaces: You lose your 2nd-level bonus feat.

Benefit: You must choose a soulbound weapon at 1st level and you gain the Weapon Focus feat with this weapon. Also, the first power you learn must be *call weaponry*. You can summon your chosen soulbound weapon to your hand using *call weaponry*.

At 2nd level, you gain the soulbound weaponclass ability, and the weapon you summon using *call weaponry* is of the same type as you chose at 1st level. Its physical appearance slowly changes, growing in power as you do. You must manifest the power *call weaponry* to obtain your soulbound weapon; you retain the weapon for the duration of the power. You may still use the *call weaponry* power as normal if you wish. This is a specific weapon every time you summon it, and it automatically gains a weapon enhancement at the following levels:

4th +1 weapon

8th +2 weapon

12th +3 weapon

16th +4 weapon

20th +5 weapon

Also, add the following augmentation to your *call weaponry* power:

Augmentation: When you manifest your soulbound weapon, for each additional 5 power points you spend, you may add a weapon enhancement of +1 value to the weapon. For example, if you spend an additional 10 power points, you could add two +1 weapon enhancements or a single +2 weapon enhancement.

Starting Packages

Package 1: The Vanguard

Half-Giant Psychic Warrior

Ability Scores: Str 17, Dex 10, Con 12, Int 10, Wis 14, Cha 9.

Skills: Autohypnosis, Concentration, Ride, Swim.

Languages: Common.

Feats: Endurance, Psionic Body(B).

Weapons: Greataxe (1d12/x3), longsword (1d8/19-20), five javelins (1d6, 30 ft.).

Armor: Scale mail (+4 AC), heavy steel shield (+2 AC).

Other Gear: Standard adventurer's kit, 10 gp.

Power Points: 3.

Powers: Vigor.

Package 2: The Archer

Human Psychic Warrior

Ability Scores: Str 10, Dex 17, Con 10, Int 8, Wis 14, Cha 13.

Skills: Autohypnosis, Climb, Concentration, Craft, Search.

Languages: Common.

Feats: Point Blank Shot (human), Precise Shot, Psionic Shot (B).

Weapons: Longbow with 20 arrows (1d8/x3, 100 ft.), 2 short swords (1d6/19-20), 4 daggers (1d4/19-20, 10 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, 17 gp.

Power Points: 1.

Powers: Force screen.

Package 3: The Feral Fighter

Thri-Kreen Psychic Warrior

Ability Scores: Str 14, Dex 16, Con 13, Int 8, Wis 17, Cha 8.
Skills: Autohypnosis, Climb, Jump, Search, Swim.
Languages: Common, Thri-Kreen.
Feats: Deflect Arrows (racial), Thri-Kreen Carapace (racial), Up the Walls (B), Run.
Weapons: Gythka (1d10/x2), 5 chatkchas (1d6/18-20, 20 ft.).
Armor: Natural armor (+4).
Other Gear: Standard adventurer's kit, 7 gp.
Power Points: 2.
Powers: Hammer.

Expanded Classes: Soulnife

You are an enigma to others. On one hand your focus is such that you can forge a weapon from your very will alone, but when you wield your mind blade, you become more grandiose and flamboyant, showing off your skill and power. You are very confident in the face of danger, perhaps because your mind blade is only a thought away, but you rarely lose your temper or give into fear. Most do not understand that your mind blade is truly a part of you -- often its color and shape reflects your mood at the time of its manifestation.

You tend to approach combat differently than others; your weapon is always at hand and if you are disarmed, it will reform a moment later. You do not need to forge a weapon for each enemy you face, because your mind blade can be manifested in different forms with a variety of enhancements. You also find it amusing that your companions must leave their weapons behind, but you know yours can never be taken away from you.

There are two class abilities below. One is a common house rule that provides the soulnife with a little more psionic flavor and makes each soulnife you encounter unique. The other replaces raw power with skill and technique, which also allows for much greater customization of character.

Suggested Backgrounds (choose one): Ascetic, Gladiator, Noble Scion, Soldier.

Suggested Personality Archetypes (choose one): Agent, Challenger, Mercenary, Royalty, Simple Soul, Strategist, Wanderer.

Character Themes

One or more of the following character themes could apply to you.

Bodyguard: All nobles have many servants: aides to dress them, ladies in waiting, and a multitude of cooks, guards and other hired specialists. But what if one was actually a guard who can summon a weapon with a thought? You live to serve; perhaps you guard the heir to a noble house, serve as a courier, or are a spy sent to watch an enemy. There are several ways for you to become an adventurer, especially if your charge decides to seek adventure. You may have to follow to keep him or her safe. You are not flamboyant, and you do not wish to outshine your charge or bring shame to your employer. You are serious about your duty -- honor is everything to you. Alternatively, you may have already failed in your duty and now wander in search of redemption or forgiveness.

"You will never get close enough to touch my lady!"

"Why do I wander? Why do I risk danger? Because I failed her."

Duelist: You do not skulk in shadows or meditate on mountains. You were trained in the dueling circle to be a master of combat and the epitome of style, and perhaps one day you can establish your own dueling school. You may want to use the "bonus feat" alternate class feature so that you can use your mind blade with much greater versatility. There are as many techniques as there are schools of combat and the individual styles can vary greatly. Perhaps you are a weapon master, altering your mind blade into different forms. Or maybe you prefer a finesse approach, fighting under a cloak and disarming those with *metal* weapons.

"Shall we postpone our duel until you learn which end of your sword to hold?"

Hunter: You may be a bounty hunter, a tomb raider, a monster slayer, or just an assassin. You may walk into a bar room, apparently unarmed, and demand the surrender of the toughest man there, waiting to see the look on his face when your mind blade manifests and grows to bastard sword size under his nose. You recognize the value of tactics and knowledge, so you plan ahead, learning all you can about your target's weaknesses so that you can exploit them with your mind blade's enhancements.



"I know you will not listen, but I will ask you to surrender your weapons and come peacefully or I will have to hurt you."

Mercenary: Your loyalty depends on the person has the most gold. You travel the land from one job to another: a caravan guard last month, and a bar room bouncer this month. Maybe next month you will rob that very caravan you previously guarded. From time to time you join adventuring parties if they appear to be competent and have a line on some good treasure.

"First you say where, then I will tell you how much."

"Yes, you paid me well, but he paid me more."

Hidden Talent

Your psionic talent is strong enough to manifest a single power.

Level: 1st

Replaces: Wild Talent class ability

Benefit: You gain the Hidden Talent feat instead of the Wild Talent feat at 1st level (see *Expanded Psionic Handbook*, page 67). You gain 2 psionic power points, can now learn any psionic feat for which you meet the prerequisites, can expend your psionic focus, and can gain a single 1st-level power from any list.

Special: Normally the Hidden Talent feat can be taken only once at 1st level, but a soulknife with this class ability can take this feat multiple times, each time gaining an additional 2 psionic power points and another 1st-level power.

The most common powers chosen with this class ability are *force screen* and *inertial armor* since they fit the theme of a soulknife, but many choose other powers.

Bonus Feats

You sacrifice power for skill and technique.

Level: 3rd, 7th, 11th, 15th, and 19th.

Replaces: You lose all psychic strike class abilities at the above levels.

Benefit: In place of the psychic strike class ability, you gain a bonus feat at each level above. You may choose any feat designed for soulknives (such as those in *Complete Psionic*) or any feat that your mind blade can benefit from, such as Power Attack or Improved Critical (also see the mind blade feats in *Dragon Magazine* #341 in the "Class Acts: Adventurer" article). You must meet any prerequisites for the feat you choose.

Starting Packages

Package 1: The Skulk

Xeph Soulknife

Ability Scores: Str 14, Dex 17, Con 10, Int 10, Wis 13, Cha 9.

Skills: Autohypnosis, Hide, Move Silently, Spot, Tumble.

Languages: Common, Xeph.

Feats: Speed of Thought.

Weapons: Morningstar (1d6/x3), sling with 10 bullets (1d4, 50 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, 10 gp.

Package 2: The Duelist (using the hidden talent class ability)

Human Soulknife

Ability Scores: Str 10, Dex 17, Con 10, Int 14, Wis 8, Cha 13.

Skills: Autohypnosis, Concentration, Jump, Spot, Tumble.

Languages: Common, Elven, Draconic.

Feats: Hidden Talent (1 human, 1 bonus), Psionic Body.

Weapons: Spiked gauntlet (1d3/x3), rapier (1d6/18-20), 4 daggers (1d4/19-20, 10 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, 17 gp.

Power Points: 4 power points.

Powers: Inertial Armor, Force Screen.

Package 3: The Hunter

Maenad Soulknife

Ability Scores: Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8.

Skills: Autohypnosis, Climb, Concentration, Knowledge, Spot.

Languages: Common, Maenad.

Feat: Track.

Weapons: Dagger (1d4/19-20, 10 ft.), short spear (1d6/x2, 20 ft.), masterwork light crossbow with 20 bolts (1d8/19-20, 80 ft.).

Armor: Hide (+3 AC).

Other Gear: Standard adventurer's kit, 7 gp.

Expanded Classes: Wilder

Most who develop psionic power master it through discipline and meditation, but you are not like most people. You never had any formal training; you didn't even know it was called psionics until recently. You had to find your own path, letting your emotions fuel your power and trusting your instincts and intuition to guide you. You have learned that strong emotions do not hinder psionic power, but can actually boost it in ways other psychics never dream of, although there is a risk of being overwhelmed by your own power and emotions. As might be expected, you are a very emotional person; to reign in your feelings would reduce your power and you cannot allow that. You never do anything in moderation; it is all or nothing for you. And due to your overachieving personality, you do not like to be outdone by anyone. You believe that any problem can be overcome with psionic energies, though perhaps you use them a bit excessively in some situations.

Suggested Backgrounds (choose one): Artisan, Drifter, Gladiator, Guttersnipe, Mariner, Tribal Origin.

Suggested Personality Archetypes (choose one): Challenger, Daredevil, Explorer, Martyr, Orphan, Rebel, Savage, Trickster, Wanderer.

Character Themes

One or more of the following character themes could apply to you.

Destroyer: You are an angry person, quick to take offense and quicker to strike out at people. Even you do not fully understand why you have so much anger, but you have learned to harness it and unleash it in a fury of psionic energy. You are well known to be a "loose cannon," often leaving destruction in your wake, but also making a definite impression on, and in, the world around you. You may be a mercenary for hire, an enforcer for a guild or noble, or just a time bomb waiting to go off.

"You won't like me when I'm angry. You probably won't like me when I'm happy either."

Pretender: You know what you do is not magic in any form and that scares you, but you don't know why. Your mom and dad told you to keep it secret. You might be in trouble if "they" found out about you. So you hide what you do by pretending to be something else. Sometimes you sing and tell tales like a bard; other times you just blast your enemies while mumbling nonsense like a sorcerer. And while you do on occasion ask yourself why you hide, you can't help it. It is fear that drives your powers and your personality, so you continue to hide in one disguise after another and move from one town to another.

"Abra-ka-zappy"

Professional: Your life is defined by what you do, and your powers are based around that theme. As an artist, you might use creation powers, or, as a con-artist, charms and compulsions. For you it is passion for your profession that drives you and fuels your power. You are one of the best at what you do and that knowledge only makes you better. Of all wilders, you are the most likely to discover and use a psionic mantle.

"It is not quite finished yet, so please delay the goblins for a few more minutes."

Survivor: If it was not for your powers, you would not be alive today. Death was at your throat, but from somewhere deep inside you, power erupted to save your life. But the incident left you scarred body and soul. You are always alert for danger, almost to the point of paranoia. You always take note of the exits and hazards in a room; you have several survival kits prepared and possibly a few safe houses set aside. Also, you always keep a potion of healing in your pocket.

"Please leave that window open, just in case. . . ."

Wild Psychic: Perhaps if you had a tutor, you might have been a psion. If you had known what psionics was, you could have been a psychic warrior, but you had no teacher, and no idea of what was within you. You knew only that you had strange powers deep within yourself and had to trust your instincts on how to use them. You have a very mercurial personality, trusting everything to instinct and first impression. And while you may be wrong often, you are still alive due to your intuition. You also push yourself to your limits, having learned that survival is often found at the edge of exhaustion.

"I don't think I like you, so go away!"



Educated Wilder

You have had formal psionic training.

Level: 5th, 9th, 13th, and 17th.

Replaces: You lose the volatile mind class ability at all levels listed above.

Benefit: You have received some formal psionic training and as such, you have unlocked psionic powers most wilders never dream of. You gain the Expanded Knowledge feat at all of the above levels. But due to the training involved, your mind is not as untamed as most wilders and you lose the defensive ability volatile mind.

Mantled Wilder

Your focus allows you access to a psionic mantle.

Level: 1st and see below.

Replaces: You lose your elude touch class ability; also see below.

Benefit: You gain access to a single psionic mantle from *Complete Psionic*. You replace the elude touch class ability at 2nd level with the mantle's granted ability and gain access to the powers on the mantle list. In fact you must take those powers at your first opportunity. If you chose the Creation mantle, you would have to learn *astral construct* and *minor creation* at 1st and 2nd level, for example. You are free to choose all other powers from the psion/wilder list.

Starting Packages

Package 1: The Pretender

Human Wilder

Ability Scores: Str 8, Dex 14, Con 10, Int 12, Wis 13, Cha 16.

Skills: Autohypnosis, Bluff, Escape Artist, Intimidate, Sense Motive.

Languages: Common, Elven.

Feats: Able Learner (*Races of Destiny*), Inquisitor.

Weapons: Quarterstaff (1d6), dagger (1d3/19-20, 10 ft.), light crossbow and 20 bolts (1d8/19-20, 80 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, disguise kit 10 gp.

Power Points: 5.

Powers Known: *Telepathic projection*.

Package 2: The Professional

Dromite Wilder

Ability Scores: Str 9, Dex 13, Con 10, Int 16, Wis 10, Cha 17.

Skills: Autohypnosis, Concentration, Craft, Knowledge, Profession.

Languages: Common, Dwarven, Gnome, Terran.

Feats: Psicrystal Affinity.

Weapons: Longspear (1d6/x3), sling and 20 bullets (1d3, 50 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, 18 gp.

Power Points: 5.

Powers Known: *Far hand*.

Package 3: The Destroyer

Elan Wilder

Ability Scores: Str 10, Dex 15, Con 14, Int 12, Wis 10, Cha 15.

Skills: Autohypnosis, Bluff, Concentration, Intimidate, Listen, Spot.

Languages: Common, Draconic.

Feats: Elan Repletion, Enhanced (*Complete Psionic*).

Weapons: Longspear (1d8/x3), morningstar (1d8), light crossbow with 20 bolts (1d8/19-20, 80 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, 6 gp.

Power Points: 4.

Powers Known: *Energy ray*.

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Expanded Classes, Part Two

Egoist, Kineticist, Nomad
By Dark Psion and Mark A. Jindra

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Expanded Class: Psion (Egoist)

You are a very physical person, but at the same time you use your mental faculties to enhance your physical self beyond normal limits. You can use your abilities to become another person, another race, or even another creature. You are a believer in self-improvement, always seeking ways to become stronger, faster, and better. As such, you believe that everyone has the ability to change and grow beyond what they are at the moment. You are the person most likely to allow an enemy the chance at redemption or at least an opportunity for atonement. You tend to expect others to seek the same self improvement that you strive for, and that can get on others' nerves, but you realize that is just another area in which they need improvement.

Suggested Backgrounds (choose one): Ascetic, Drifter, Gladiator, Soldier, Tribal Origin.

Suggested Personality Archetypes (choose one): Challenger, Daredevil, Mercenary, Savage, Trickster.

Character Themes

One or more of the following character themes could apply to you.

Bio-Sculptor: For you, physical perfection outweighs all other considerations. You work out with exercises, go running and swimming to keep yourself in shape, but also use your psionic ability to push yourself to limits others can only dream of. You can surge your physical and mental abilities, plus you can alter your form to walk on water, cling to walls and adapt to almost any environment. You are always looking for the next challenge to overcome, the next opponent to defeat, and the next opportunity to improve yourself.

"No, I am not strong enough . . . but now I am."

Feral Fighter: You are a fighter and you have learned to unleash the beast within to assist you in your fighting. You start off with tooth and claw, but you one day hope to transform into fearsome creatures that will haunt your enemies' nightmares. You revel in your beast forms and the savagery that comes with them.

"If you think these claws are impressive, wait till I show you what creature they came from."

Healer: Perhaps you lost someone dear to you, or maybe you almost died but were saved because someone knew how to heal you. Regardless of how things happened, you find that you prefer to focus on healing others. You are sensitive to the suffering of those around you and will do whatever is necessary to alleviate pain. While you possess skills in many different types of healing, from basic tending of wounds to using herbs and natural cures, you find that when you unlock access to the psionic mantle of healing that you feel like more of a true healer.

"First you have burns, now broken bones. After I heal you, perhaps you should stay away from both ends of the dragon this time?"

Shapeshifter: You are rarely what you appear to be, even to the point of rarely showing your true personality. You could use altered forms to hide your confidence games by taking on a different appearance each time you work. You could be a gladiator, using exotic forms to excite the crowd. Or you could just be a master of many forms, seeking understanding by becoming that which you seek to know.

"You would treat your horse better if you knew just how much that bit hurts."

Change Shape

You gain the minor change shape ability, like that of a changeling.

Level: 1st.

Replaces: The bonus feat at 1st level.

Benefit: You gain the minor change shape ability that is possessed by changelings.

True Healer



Minor Change Shape (Su): Changelings have the supernatural ability to alter their appearance as though using a *disguise self* spell that affects their bodies but not their possessions. This ability is not an illusory effect, but a minor physical alteration of a changeling's facial features, skin color and texture, and size, within the limits described for the spell. A changeling can use this ability at will, and the alteration lasts until she changes shape again. A changeling reverts to her natural form when killed. *A true seeing* spell reveals her natural form. When using this ability to create a disguise, a changeling receives a +10 circumstance bonus on Disguise checks. Using this ability is a full-round action.

Life Mantle

Granted Ability: If you expend your psionic focus as a swift action as you manifest a power from this mantle, your manifester level for that power is considered 1 higher (thus increasing the number of power points you can spend on the power, among other benefits).

- 1 Touch of Health
- 2 From the Brink
- 3 Body Purification
- 4 Stygian Ward

You gain access to the Life mantle.
Level: 5th.
Replaces: The bonus feat at 5th level.
Prerequisite: You must have 8 ranks in the Heal skill.
Benefit: You gain access to the Life mantle and you may now choose from these powers when choosing new powers known.
Starting Packages
Package 1: The Feral Fighter
Shifter Psion (Egoist)
Ability Scores: Str 15, Dex 17, Con 13, Int 17, Wis 10, Cha 8.
Skills: Autohypnosis, Balance, Climb, Concentration, Tumble.
Languages: Common, Elven, Halfling, Sylvan.
Feats: Healing Factor.
Weapons: Dagger (1d4/19-20, 10 ft.), morning star (1d8).
Armor: Chain shirt (+4 AC).
Other Gear: Standard adventurer's kit, 17 gp.
Power Points: 3.
Powers: Hammer, thicken skin, vigor.
Package 2: The Problem Solver
Halfling Psion (Egoist)
Ability Scores: Str 8, Dex 10, Con 12, Int 17, Wis 12, Cha 14.
Skills: Autohypnosis, Bluff, Concentration, Sense Motive.
Languages: Common, Dwarven, Elven, Gnome, Halfling.
Feat: Inquisitor.
Weapons: Dagger (1d3/19-20, 10 ft.), light crossbow with 20 bolts (1d6/19-20, 80 ft.).
Armor: Chain shirt (+4 AC).
Other Gear: Standard adventurer's kit, 10 gp.
Power Points: 3.
Powers: Attraction, catfall, vigor.
Package 3: The Shapeshifter
Human Psion (Egoist)
Ability Scores: Str 13, Dex 17, Con 10, Int 16, Wis 13, Cha 10.
Skills: Autohypnosis, Concentration, Heal, Psicraft.
Languages: Common, Celestial, Dragon.
Feats: Psionic Fist, Psionic Body[B].
Weapons: Longspear (1d8/x3).
Armor: Chain shirt (+4 AC).
Other Gear: Standard adventurer's kit, 7 gp.
Power Points: 3.
Powers: Hammer, primal fear, thicken skin.

5 Psionic Revivify
6 Mend Wounds
6 Restoration, Psionic
8 True Metabolism

Expanded Class: Psion (Kineticist)
You are a hyperactive powerhouse just full of energy. Nothing about you is subtle -- your clothing, style of speech, and actions all gain attention. You make a grand entrance, remain in the spotlight all evening, and then make an unforgettable exit. You feel a need to be in every conversation, to be part of every plan, and to have a hand in every project.
Suggested Backgrounds (choose one): Artisan, Gladiator, Guttersnipe.
Suggested Personality Archetypes (choose one): Agent, Mercenary, Orphan, Renegade, Wanderer.
Character Themes
Animator: You bring the inanimate to life, projecting your will into objects, elements, and even organic forms. Unlike a shaper, you are not interested in the artistic merit of your work, just that it does what you tell it to do. And you do not limit your manipulations to just your powers, since you tend to have a "user" personality, making use of all the people around you to your benefit as well.
"You have me alone? Why, yes, it is just me here, and a table and four chairs. . . ."
Energist: You manipulate energy the way others weave cloth. You call forth lightning from the still air, create fire or ice with a thought, or unleash sound in a destructive scream. You are a very energetic person -- easy to excite or anger and quick to strike at those who do anger you. Your clothing is bright and some would say garish, as is your choice in food and entertainment. You never blend in with the crowd, unless that crowd is an out-of-control bar fight.
"Okay, if fire does not work, let's try a little lightning."
Force Weaver: You are a master of telekinesis, and you manipulate force into a field and use it to move objects, shield yourself and others, or unleash an incredible concussive force. To you, force is a pure energy and not as messy as fire or as unpredictable as electricity. You can even strike at those untouchable by normal means, such as ghosts. You are most likely artistic, practicing your telekinetic skills on clay or learning to fold paper into origami shapes by will alone.
"Ghosts do not scare those who cannot be touched by them."
Savant: Where others unleash massive energies into the world, you know how to shut them down, dispelling their psionic energies, dampening those fires, and just resisting all powers manifested against you. You are all about control and you expect all others to control themselves. If they do not, you will have to do it for them. You are most likely a city officer in charge of keeping order, especially among adventurers.
"You will learn to respect my authority."
Energy Snap
You can manifest a small burst of energy.
Level: 1st.
Replaces: The bonus feat at 1st level.
Benefit: By expending your psionic focus, you can create a small burst of energy. You can use it as a weapon; treat it as a psi-like ability and consider

it a 1st-level power for power resistance. You have to succeed on a melee touch attack as you expend your focus and, if successful, it does 1d3 point of damage of the type of energy manifested.

This ability is used more often on objects for other effects, depending on the type of energy manifested, and you must expend your psionic focus every time you use it.

Fire: This can warm food, provide a distraction, and of course start a fire.

Cold: This can chill food or a drink, make sure a campfire is out, and numb a bruise.

Electricity: This can give someone a jolt, startle an animal, or start a fire.

Sonic: This can startle someone up close or get someone's attention from far away.

Greater Animator

You can animate much larger objects.

Level: 5th.

Replaces: The bonus feat at 5th level.

Prerequisite: You must know the control object power.

Benefit: Your control object power gains the following augmentation.

Augment: For each additional power point you spend, you can target an object weighing an additional 25 lbs.

Starting Packages

Package 1: The Artillery

Gnome Psion (Kineticist)

Ability Scores: Str 8, Dex 14, Con 12, Int 17, Wis 10, Cha 12.

Skills: Autohypnosis, Concentration, Intimidate, Spot.

Languages: Common, Draconic, Dwarven, Gnome, Ignan.

Feats: Point Blank Shot.

Weapons: Longspear (1d6/x3), dagger (1d3/19-20, 10 ft.), light crossbow with 20 bolts (1d6/19-20, 80 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, 10 gp.

Power Points: 3.

Powers: Energy arc, energy ray, force screen.

Package 2: The Force Weaver

Dromite Psion (Kineticist)

Ability Scores: Str 10, Dex 17, Con 10, Int 17, Wis 15, Cha 10.

Skills: Autohypnosis, Concentration, Intimidate, Psicraft.

Languages: Common, Dwarven, Gnome, Terran.

Feat: Dromite Ray.

Weapons: Quarterstaff (1d4), dagger (1d3/19-20, 10 ft.), light crossbow with 20 bolts (1d6/19-20, 80 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, 17 gp.

Power Points: 5.

Powers: Deflection field, far hand, inertial armor.

Package 3: The Problem Solver

Human Psion (Kineticist)

Ability Scores: Str 12, Dex 15, Con 10, Int 17, Wis 10, Cha 13.

Skills: Autohypnosis, Concentration, Disable Device.

Languages: Aquan, Common, Draconic, Dwarven, Elven.

Feats: Focused Skill User (Concentration, Diplomacy, Sense Motive)[B], Imprint Stone.

Weapons: Morningstar (1d8), dagger (1d4/19-20, 10 ft.), light crossbow with 20 bolts (1d8/19-20, 80 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, 7 gp.

Power Points: 3.

Powers: Conceal thoughts, far hand, inertial armor.

Expanded Class: Psion (Nomad)

You are always moving -- in fact, you seem to have trouble standing still for even 5 minutes. You have a bad case of wanderlust and always feel a need to travel over the next hill, to the next town, or even to other planes of existence. You love to learn about other cultures, try new foods, and just experience a new land. Though sometimes you may travel alone and perhaps serve as a courier on horseback -- or even a griffon -- you may also serve with others as a sailor on a cargo vessel or a corsair and just go where the sea sends you. You may eventually grow beyond the world of your birth and travel the many planes in search of even greater adventure.

Suggested Backgrounds (choose one): Ascetic, Drifter, Mariner.

Suggested Personality Archetypes (choose one): Challenger, Crusader, Explorer, Seeker, Wanderer.

Character Themes

One or more of the following character themes could apply to you.

Kinetic Master: The science of movement fascinates you. You observe how a bird flaps its wings, how a fish uses its fins, and all other methods of moving. During your research, you also learn how to impede movement, slow creatures, bind the wings of flying dragons, and stop a burrowing bulette from emerging from the ground. You may craft systems to move water or defenses that can stop arrows, but you are at heart a sage of the science of movement.

"Lead, follow, or just get out of my way!"

Planewalker: For some, there is no greater adventure than the infinite planes that exist beyond our perception. At first, you may just be an explorer, traveling where you have never been before. Over time you may become a guide, courier, or agent for a planar faction, since many exist throughout the planes. You may start with traveling the Astral and Ethereal, but eventually you want to visit all the Outer and Inner Planes.

"There is much 'beyond your imagination' and most of it is for sale in Sigil."

Transporter: Your job is to go from one place to another, transporting something as you go. You may be a courier -- carrying letters, packages or court decrees. You could drive a coach, taking people from one town to another. You could be a sailor, traveling a trade route from port to port. You have a

strong sense of honor, and you abide by rules that you have set for yourself due to past experiences as well as those of any job you agree to take on. Over time, your route may get larger as you start using teleportation and extraplanar travel, but you remain bound by the rules (both your own and those of your current job).

"The rules are the rules, and I was contracted to take you here and no further."

Temporal Traveler: There is one thing we all travel in, but few of us recognize it: time! You have learned that moving through time does not have to be one way and that you can learn several temporal tricks. Because of your interest in time, you also have an interest in history as well. You may be an expert in a specific area or just have general knowledge in a certain time frame.

"Run out of time? Time is infinite, so we can't run out of time, but time can run out on us."

Personal Space

You have an extradimensional storage pocket available.

Level: 1st.

Replaces: The bonus feat at 1st level.

Benefit: You gain an extradimensional storage space within your body. You can access it as a psi-like ability by expending your psionic focus. You may send an item to it or retrieve an item as you wish. The size of the storage space grows with your own power. At 1st level it is equivalent to a belt pouch, at 5th level it equals a sack, at 10th level it is the size of a backpack, at 15th level it is the size of a chest, and at 20th level it is the size of a Medium creature.

You cannot store anything that has extradimensional properties, such as a bag of holding, within your personal space. Any attempt will fail.

Temporal Grace

You can resist effects that use extradimensional, temporal, or movement spells or powers.

Level: 5th.

Replaces: The bonus feat at 5th level.

Benefit: Your power over movement allows you to resist effects that inhibit any form of movement. Anytime you fail a save against an effect that would slow, prevent, or otherwise affect your ability to move, you may expend your psionic focus to get another saving throw, adding +1 for every 5 manifester levels you possess.

Starting Packages

Package 1: The Planewalker

Githyanki Psion (Nomad)

Ability Scores: Str 10, Dex 17, Con 12, Int 17, Wis 13, Cha 10.

Skills: Autohypnosis, Concentration, Knowledge (the planes), Survival.

Languages: Abyssal, Common, Draconic, Gith, Infernal.

Feats: Combat Manifestation.

Weapons: Quarterstaff (1d6), dagger (1d4/19-20, 10 ft.), light crossbow with 20 bolts (1d8/19-20, 80 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, 17 gp.

Power Points: 6.

Powers Known: Astral traveler, entangling ectoplasm, mind thrust.

Package 2: The Problem Solver

Xeph Psion (Nomad)

Ability Scores: Str 10, Dex 16, Con 12, Int 17, Wis 14, Cha 10.

Skills: Autohypnosis, Climb, Concentration, Survival, Swim.

Languages: Common, Elven, Dwarven, Gnome, Xeph.

Feats: Xeph Celerity.

Weapons: Longspear (1d6/x3), dagger (1d3/19-20, 10 ft.), light crossbow with 20 bolts (1d6/19-20, 80 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, 10 gp.

Power Points: 5.

Powers Known: Catfall, déjà vu, float.

Package 3: The Transporter

Human Psion (Nomad)

Ability Scores: Str 12, Dex 17, Con 10, Int 15, Wis 13, Cha 10.

Skills: Autohypnosis, Climb, Concentration, Jump, Ride.

Languages: Common, Dwarven, Elven.

Feats: Dodge, Inquisitor [B].

Weapons: Morningstar (1d8/x3), two daggers (1d4/19-20, 20 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, 7 gp.

Power Points: 3.

Powers Known: Eidetic lock, synchronicity, urban strider.

The Mind's Eye

Expanded Classes, Part Three

Seer, Shaper, Telepath
By Dark Psion and Mark A. Jindra

The [Players Handbook II](#) introduces us to expanded classes, which provide us with a way to enhance the basic classes of **D&D**. In this series, we present some expanded class options for the base psionic classes detailed in the *Expanded Psionics Handbook*.

Expanded Class: Psion (Seer)

You are a serene soul, always patient, always seeming to be expecting whatever comes next. Some think you are just lucky, always in the right place at the right time. Some think you are a pacifist, but you just know when to get out of the way. Some call you an oracle and prophet; you just wave them off, not taking credit but helping people with what they need. You choose your moves carefully since you know that the world can change on a butterfly's wing. You recognize the value of knowledge and learn everything you can about everything you encounter. And you continue down the road, just a few steps ahead of everybody else.

Prophecy plays a part of being a seer and *Player's Handbook II*, page 43, has a sidebar on how to use prophecy in your game.

Suggested Backgrounds (choose one): Ascetic, Drifter, Tribal Origin.

Suggested Personality Archetypes (choose one): Companion, Daredevil, Prophet, Sage, Seeker, Strategist, Theorist.

Character Themes

One or more of the following character themes could apply to you.

Lore Seeker: They say "knowledge is power" and if that is true, one day you will be among the most powerful in the world. You may be a historian, unlocking secrets of the past with clairsentient powers. You might be a scholar of the present, watching history unfold around you, trying to be in the right place to see great things with your own eyes. You may follow the path of the sage, seeking knowledge in specific fields -- perhaps dragons, or maybe elven goldfish. You might be a relic hunter, seeking lost artifacts in forgotten tombs. No matter what path you follow, you seek knowledge the way a thief seeks gold.

"I believe I read something about this once. . . ."

Daredevil: It is the fear of failure, and the consequences it brings, that keep most people from risking their lives on dangerous stunts. But what if you knew exactly when to jump, the moment when the rope would break and when that log was going to wash by in the river? You use your powers to see just that and that allows you to take risks that others would not dare. Some do it for the thrill of adventure, some do it for god and country, and some really don't know what drives them, but they know that every challenge faced must be overcome. You live every moment like it is your last, enjoying every dance, relishing every meal, and just savoring life as it comes to you.

"Last one in is a neo-otyugh!"

Oracle: You are what most people expect in a seer: You divine the future, read people's fortunes, and occasionally make prophecies. You study ancient prophecies, seeking to understand them and hoping that understanding will help you make your own prophecies. As you discover lost prophecies, you help some come to pass and stop others from becoming true. But most of the time, you just try to help people as a simple fortune teller, trying to guide them from harm. You are not quick to make decisions; usually you need to divine the future to decide your path. You are a student of history, trying to understand how past prophecies actually did come true.

"I knew you would say that and yes, I know you will kill me if I keep saying that."

Fate Weaver: Some people are very manipulative by nature; they might use power, money, sex, or magic to control the world around them. You don't



waste time manipulating people, because you can manipulate fate itself. You weave probabilities like a tailor weaves threads. You are selfish by nature, trying to make your life easier and better, but you recognize the danger of karma, and try to always send the bad stuff someone else's way.

"We can do this the hard way or the very hard and much more humorous way."

Counterseer: With all the people looking in crystal balls and divining the future, you realize that someone needs to "fog the mirror." You are a little paranoid since you realize just how easy it is to scry into a private room or to foresee the proper moment to rob someone. You learn the tricks to stop scrying, learn the powers that block it, and learn how to hide from those "looking." You might become a professional security expert, being hired to keep conversations and business deals secret. Or maybe you just live in fear of being watched, and possibly you have a reason to fear. Maybe someone powerful is looking for you because of something your family did or some magic item you have -- or perhaps some strange prophecy sent them after you. It doesn't really matter why; you just know you need to hide.

"If knowledge is power, you will never have any power over me."

Psychic Knowledge

You gain bits and pieces of knowledge from all the divinations you do.

Level: 1st.

Replaces: You lose the bonus feat at 1st level.

Benefit: You gain the psionic equivalent of bardic knowledge. It functions just like a bard's class ability, except you use your manifester level in place of bardic level.

Fate Points

You have the ability to change your fate due to your knowledge of the future.

Level: 1st.

Replaces: You lose the bonus feat at 1st level.

Benefit: The ***Eberron Campaign Setting*** introduced action points (see page 45) with the setting. If you play outside of Eberron, action points can be used for seers and diviners as an ability to see the future and get out of its way. You can use a fate point to improve the results of an attack roll, a skill check, an ability check, a level check or a saving throw. When you spend an action point, you add the result of a roll of 1d6 to your d20 roll to help you meet or exceed the target number for the roll. You can declare the use of a fate point after you have made the roll, but before the Dungeon Master reveals whether you succeeded or failed. See the ***Eberron Campaign Setting*** and ***Magic of Eberron*** for more information and feats that work with action points.

If you are playing in the **Eberron** setting or using action points already, you gain the Action Boost and the Action Surge feats at 1st level. These allow you to be a master of your own fate.

Starting Packages

Package 1: The Prophet

Half-Elf Psion (Seer)

Ability Scores: Str 10, Dex 10, Con 13, Int 17, Wis 14, Cha 9.

Skills: Autohypnosis, Concentration, Gather Information, Knowledge, Listen, Psicraft.

Languages: Celestial, Common, Draconic, Elven.

Feats: Focused Skill User (Autohypnosis, Concentration, Psicraft), Psicrystal Affinity[B].

Weapons: Club (1d4), light crossbow and 20 bolts (1d8/19-20, 80 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, 10 gp.

Power Points: 3.

Powers: *Call to mind, déjà vu, precognition.*

Package 2: The Daredevil

Human Psion (Seer)

Ability Scores: Str 14, Dex 17, Con 10, Int 14, Wis 9, Cha 13.

Skills: Autohypnosis, Concentration, Gather Information, Listen, Spot, Tumble.

Languages: Common, Goblin, Halfling.

Feats: Mental Leap, Psionic Body (human), Up the Walls[B].

Weapons: Quarterstaff (1d6), dagger (1d4/19-20, 10 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, 7 gp.

Power Points: 3.

Powers: *Catfall, float, synchronicity.*

Package 3: The Problem Solver

Synad Psion (Seer)

Ability Scores: Str 8, Dex 12, Con 10, Int 17, Wis 16, Cha 13.

Skills: Autohypnosis, Concentration, Knowledge, Listen, Psicraft, Spot.

Languages: Common, Dwarven, Elven, Orc.
Feats: Enhanced Synad Multitask, Quicken Power[B]
Weapons: Shortspear (1d6), dagger (1d4/19-20, 10 ft.).
Armor: Chain shirt (+4 AC).
Other Gear: Standard adventurer's kit, 17 gp.
Power Points: 6.
Powers: Deflection field, mind thrust, precognition.

Expanded Class: Psion (Shaper)

You have the soul of an artist -- creating is your life. Even without your powers, you spend hours crafting a new bow for your ranger, repairing the armor of your fighter, or whittling a whistle for the innkeeper's son. Even dealing with others, you are always making new friends and acquaintances, and exploring new ideas. On the other hand, you can be temperamental while you are creating and crafting items, always striving for perfection in your work. As a craftsman, you tend to use tools a lot and not just when crafting. You use your constructs to fight for you, you use your powers in creative ways to aid your allies and impede your enemies, and you are the one most likely to craft new wondrous items for your friends to wield.

Suggested Backgrounds (choose one): Artisan, Ascetic, Drifter, Gladiator, Noble Scion.

Suggested Personality Archetypes (choose one): Agent, Daredevil, Mercenary, Rebel, Renegade, Seeker, Strategist, Trickster.

Character Themes

One or more of the following character themes could apply to you.

Psychemist: Like an alchemist, you craft using chemicals and reagents; the only difference is that you can create your lab with a thought. Your favorite power is *fabricate* -- with this one you can bypass the lab and just create whatever you need at a moment's notice from the raw ingredients at hand. In the field, you are a problem solver; whatever is needed, you just pull out of thin air: a rope to climb down into a pit, a bag of flour for that invisible foe, or the tools you need to use your craft.

"No, I cannot make you some gems out of thin air!"

Constructor: You are defined by a single power: *astral construct*. But despite that, you feel no limitations because each construct you craft is a unique work of art. You may master the ectopic forms (see *Complete Psionic*), you may have your own mental list of preconstructed constructs just waiting to be manifested, or perhaps you truly are an artist in ectoplasm, crafting each as needed with no two alike. You tend to have a manipulative personality expecting others to do what you tell them as your constructs do.

"I call you, Ebony Stinger!"

Crystal Weaver: Your focus is in the crystals, you most likely have a psi-crystal, and most of your psionic items are crystal-based as well. You wield crystal as a weapon and a tool, but you don't just create weapons -- all of your created items have a crystalline aspect to them. Your personality has many facets as well, but all aspects are organized and in their proper place. In fact you are a very organized person -- possibly too organized for others to bear -- but you expect everything to be in its proper place.

"But I thought you wanted some crystal from the thin air?"

Ectomancer: You prefer to use raw ectoplasm with your powers; most of your constructs tend to have an "oily" look to them, dripping with extra ectoplasm. You can entrap, entangle, and even entomb your enemies in ectoplasm. You can use it to protect yourself and stop those following you. Your personality is malleable as well, never making waves; you just go along with the flow of things.

"Mind the puddles."

Trinkets

You can create little items by sacrificing your psionic focus.

Level: 1st.

Replaces: The bonus feat at 1st level.

Benefit: By sacrificing your psionic focus, you can create a temporary item as a move action. It is like *minor creation*, except the object you create is smaller and you create it more quickly. You can create one unattended, nonmagical object of nonliving plant matter, up to 1 cubic inch. For instance, you could create a wooden ring, a piece of paper, a handkerchief, a thin glove, or other item. You cannot create a dried herb, a poison, or other distillate of dead plant matter that has special secondary effects. The created object has a duration of 1 minute and can be recognized as a "created" object easily. This ability is considered a psi-like ability and treated as a 1st-level power for purposes of dispelling the effects.

Personal Construct

You have a favored astral construct form that you can summon at a moment's notice.

Level: 5th.

Replaces: The bonus feat at 5th level.

Prerequisite: You must know the *astral construct* power.

Benefit: You can create a specific astral construct that you have chosen as your favored as if you had the Quicken Power feat, by only sacrificing your psionic focus. This personal construct, once chosen, always has the same abilities and appearance every time you summon it. Each time you gain a level, you may change the abilities and appearance of your favored construct.

Starting Packages

Package 1: The Summoner

Halfling Psion (Shaper)

Ability Scores: Str 8, Dex 10, Con 12, Int 17, Wis 14, Cha 12.

Skills: Autohypnosis, Concentration, Craft, Use Psionic Device.

Languages: Common, Elven, Gnome, Goblin, Halfling.

Feats: Boost Construct.

Weapons: Morningstar (1d6), light crossbow with 20 bolts (1d6/19-20, 80 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, 10 gp.

Power Points: 3.

Powers: *Astral construct*, *force screen*, *psionic grease*.

Package 2: The Problem Solver

Human Psion (Shaper)

Ability Scores: Str 12, Dex 17, Con 10, Int 15, Wis 10, Cha 13.

Skills: Autohypnosis, Bluff, Concentration, Craft.

Languages: Common, Giant, Orc.

Feat: Encode Stone, Intuitive Craftsman[B].

Weapons: Longspear (1d6/x3), dagger (1d4/19-20, 10 ft.), light crossbow with 20 bolts (1d8/19-20, 80 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, 7 gp.

Power Points: 3.

Powers: *Astral construct*, *bolt*, *minor creation*.

Package 3: The Support

Githzerai Psion (Shaper)

Ability Scores: Str 10, Dex 17, Con 10, Int 17, Wis 15, Cha 10.

Skills: Autohypnosis, Bluff, Concentration, Craft, Disguise.

Languages: Common, Draconic, Giant, Gith, Groll.

Feats: Quicken Power.

Weapons: Spear (1d8/x3), dagger (1d4/19-20, 10 ft.), 5 javelins (1d6/30 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, 17 gp.

Power Points: 5.

Powers: *Astral construct*, *crystal shard*, *entangling ectoplasm*.



Expanded Class: Psion (Telepath)

You can hear what other people are thinking. You hear when they lie and then think the truth. You hear when they fantasize about doing bad things while they are doing good things. You hear when they daydream, but you probably didn't hear what they just said because of all the other noise in you head. You are a student of the mind, knowledgeable in ego and id, aware of the conscious and subconscious minds, and a librarian of memory. As a telepath, you can't help but be a bit of a voyeur, listening to people gossip, watching when others turn away. You tend to be very diplomatic with people since you already know what they want and you have learned to read faces and body language better than most since you can see what they are thinking as they move in that manner or make that face. Sometimes you just have to be alone, away from all the thoughts of others before they overwhelm you.

Suggested Backgrounds (choose one): Artisan, Ascetic, Drifter, Noble Scion.

Suggested Personality Archetypes (choose one): Agent, Companion, Explorer, Leader, Orphan, Sage, Seeker, Simple Soul, Theorist, Wanderer.

Character Themes

One or more of the following character themes could apply to you.

Charmer: Even without your powers, you are a charming individual. You can talk yourself into and out of the most dangerous situations. But when you need a little bit more, that's when you resort to using your powers to charm, confuse, and eventually dominate your opponents. Personally, you do not like to fight, so that's what your friends are for -- well that and helping you achieve your goals and pleasures.

"Why, yes, I do need some help. It is so nice of you to offer."

Mind Spy: You are a listener, always paying attention to what those around you have to say. You have learned the value of information and know that one person's secret is worth gold to another. With your powers, you can now listen to their very thoughts or, if necessary, pry the information from their brain if you have to. Often you are hired to spy on someone, but you also keep your ears open for any useful bit of gossip that could provide you with more money and maybe a new client.

"Does this involve that illegal trade route of yours or the three mistresses you keep?"

Diplomat: You are a peacemaker, always stepping between those fighting to stop them. You are sensitive to the emotions of all and are not above manipulating them to stop violence. Your telepathic powers allow you to better understand both parties in a dispute so that you can make sure that any treaties are fair to all involved.

"There are always alternatives to war!"

Chameleon: You are an actor and a master of disguise to start with. When you add in your powers, you become a true chameleon, actually becoming the people you pretend to be. Your specialty is replacing someone, perhaps to fool an assassin or to hide a kidnapping, but your telepathic abilities allow you to understand your target better than even their own relatives could.

"Sorry, the prince is elsewhere, but I will try to provide you with the attention you deserve."

Mental Warrior: You are a warrior; you have trained yourself to be unstoppable in battle -- an overwhelming force to those that oppose you and an indestructible enemy to those that attack you. But none of this is perceived by those around you because your battlefield is the mind. The weapons you wield are thought and ego, your armor is will and imagination, and your battles can take place without others even realizing combat is happening.

"Have I fought many battles, eh? I have fought two in front of you tonight."

Telepathic Communication

You gain the supernatural ability to communicate with any creature with your telepathy.

Level: 5th.

Replaces: The bonus feat at 5th level.

Benefit: You gain the supernatural ability telepathy from page 316 of the *Monster Manual*. You can communicate telepathically with any other creature that has a language within 5 feet per manifester level. You can address multiple creatures at once telepathically, although maintaining telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Harbinger

Your mental attacks have a specific symbolism to them that aids you in your mental combat.

Level: 5th.

Replaces: The bonus feat at 5th level.

Prerequisite: You must also take the power *false sensory input* at 5th level.

Benefit: You have learned to incorporate symbolism into your psionic attacks and defenses. When you manifest powers that specifically target another's mind or defend your mind, you gain an augmentation option.

Augment: If you spend an additional 5 power points, you can add a mental illusionary aspect to your attack. This takes the form of a harbinger, a mental symbol that conveys a confusing or threatening message to the target's mind and momentarily distracts or disables them. The target gets a Will save to negate the effects of the harbinger. If the target fails the Will save, the power you manifest is considered 1d3 levels higher than its actual level for purposes of DC.

The form of the harbinger can vary wildly. An offensive power could have a harbinger of a sword, a flame, or a spider. A defensive power could have a harbinger of a shield, a wall, or brambles with thorns.

Starting Packages

Package 1: The Diplomat

Psi-Forged Psion (Telepath)*

Ability Scores: Str 10, Dex 10, Con 10, Int 17, Wis 14, Cha 12.

Skills: Autohypnosis, Concentration, Diplomacy, Sense Motive.
Languages: Common, Dwarven, Elven, Gnome, Halfling.
Feats: Psi-Forged Body*.
Weapons: Quarterstaff (1d6).
Armor: Chain shirt (+4 AC).
Other Gear: Standard adventurer's kit, 10 gp.
Power Points: 5.
Powers Known: *Empathy, mindlink, telepathic projection.*
* See *Magic of Eberron*.

Package 2: The Mind Spy

Human Psion (Telepath)
Ability Scores: Str 11, Dex 13, Con 10, Int 16, Wis 10, Cha 17.
Skills: Autohypnosis, Bluff, Concentration, Hide.
Languages: Common, Goblin, Orc.
Feats: Chain Power, Psionic Body[B].
Weapons: 4 daggers (1d4/19-20, 10 ft.), light crossbow with 20 bolts (1d8/19-20, 80 ft.).
Armor: Chain shirt (+4 AC).
Other Gear: Standard adventurer's kit, 7 gp.
Power Points: 3.
Powers Known: *Attraction, eidetic lock, sense link.*

Package 3: The Mental Warrior

Elven Psion (Telepath)
Ability Scores: Str 10, Dex 17, Con 10, Int 17, Wis 15, Cha 10.
Skills: Autohypnosis, Concentration, Psicraft.
Languages: Celestial, Common, Draconic, Elven, Sylvan.
Feats: Mental Juggernaut.
Weapons: Quarterstaff (1d6), 2 daggers (1d4/19-20, 10 ft.).
Armor: Chain shirt (+4 AC).
Other Gear: Standard adventurer's kit, 17 gp.
Power Points: 3.
Powers Known: *Empty mind, mind thrust, psionic daze.*

The Mind's Eye

Expanded Classes, Part Four

Ardent, Divine Mind, Lurk, and Erudite

By Dark Psion, Slagger the Chuul, and Mark A. Jindra

The [Players Handbook II](#) introduces us to expanded classes, which provide us with a way to enhance the basic classes of **D&D**. In this article, we will discover some expanded class options for the psionic classes presented in *Complete Psionic*, including the erudite.

Expanded Class: The Ardent

While some categorize psionics into disciplines, others employ a more esoteric method when using psionic abilities. They see paths of power, where they organize their powers by concept or ideal and then form them into mantles that they can then assume. As they live their lives by those ideals, so too do the ideals guide their psionic development. They seek out others who share those philosophies, often by way of a religion, but also in organizations or cults. Some even build their own groups to spread their teachings.

Ardents embrace their beliefs wholly and completely, letting them guide every aspect of their lives. Some perceive them as either very dedicated to a cause or as zealots who endlessly seek to convert others to their beliefs.

Suggested Backgrounds (choose one): Artisan, Ascetic, Tribal Origin.

Suggested Personality Archetypes (choose one): Crusader, Martyr, Prophet, Sage, Savage, Simple Soul, Theorist.

Character Themes

One or more of the following character themes could apply to you.

Idealist: You believe in an ideal, be it truth, beauty, or justice. Your belief gives you the focus to manifest your psionic powers. Of course your belief in "justice" may manifest as a law enforcement officer guarding the streets or as a vigilante dealing your own idea of justice in the alley. Your belief in "truth" may be found in painting or in an interrogator's chair. Your ideal is your guiding light in your life, and you may have more than one compatible ideal, such as truth, justice, and the dwarven way.

Professional: You are defined by your profession, and your powers are just another tool for doing your job. You may be a healer, so you focus yourself on helping people with psionic powers others cannot achieve. You also may be a metalsmith, working metal with your tools and mind. You may be accused of being single-minded when it comes to your craft, but you realize that to be the best at your profession requires that kind of focus. You may have become an adventurer to find the materials you need for a chosen accomplishment, such as special ores, rare herbs, or parts of exotic beasts.

Tribal Ardent: Among more primitive societies psions are very rare, so those with psionic ability usually become wilders or ardents. As a tribal ardent you focus on the basic concepts of nature, such as the elements of fire, water, air and earth. Your ideals are primitive in nature, possibly involving animal totems, spirits, and superstitions. Because of these beliefs, you lose the class skill of Psicraft but gain the skill Survival. You can still learn Psicraft, but only as a cross-class skill because it conflicts with your primitive nature.

Zealot: You are a follower, be it a cause, a religion or a nation, but you are a true believer in it. You have shaped your life around your cause and seem surprised when others do not share your zeal in doing the same. You may serve a special purpose, such as a witch hunter for a church, or you might be an ambassador to foreign lands. Your cause is your life's focus and almost nothing can change your course if you believe it is part of your goal. If you ever lose your "zeal," you cannot advance in this class and might even become a "fallen ardent," losing access to your mantle's special abilities.

Dominant Ideal



An ardent develops her power by embracing philosophical concepts, with her two primary mantles serving as the core of her beliefs, and the secondary mantles providing peripheral views of the world. For some, one specific ideal outshines even its primary companion, and secondary considerations are little more than a distracting shadow of doubt. If you want to make a single mantle the focus of your ardent, selecting the dominant ideal alternative class feature allows you to use its powers more effectively. In exchange for this stronger focus, you must give up access to a new psionic mantle, reducing your overall power selection.

Replaces: If you select this class feature, you do not assume an additional secondary psionic mantle at 10th level.

Benefit: At 10th level, you choose one of your primary mantles to become the dominant ideal in your philosophy, deepening your connection to this fundamental principle. You do not need to expend your psionic focus when applying metapsionic feats to powers you manifest from your chosen primary mantle, and the power point cost of augmenting or applying metapsionic feats to these idealized powers is reduced by 2 (to a minimum of 0). The reduction in cost applies only to the additional power points spent on augmentation or metapsionic feats; the power's normal power point cost is not reduced.

If you later decide to make the primary mantle for which you have selected this alternative class feature into a secondary mantle, you must also swap this feature, allocating it to one of your primary mantles.

Elemental Mantles

There are four recognized elements, yet only a single mantle for them. Here are mantles for each element. If you use these, you will need to remove the Elements mantle from the game. Note that some powers are modified or limited to a single elemental aspect or energy.

Air Mantle

Granted Ability: When you are psionically focused, you can treat any fall as if the distance were 20 feet less.

- 1 Deflection Field*:** Provides +4 deflection bonus to AC.
- 2 Control Air [A]:** You have control over wind speed and direction.
- 3 Telekinetic (Air) Thrust [A]:** Hurl objects with the force of the wind.
- 4 Fly, Psionic:** You fly at a speed of 60 ft.
- 5 Telekinetic (Air) Buffer*[A]:** Use the wind to force creatures away from you.
- 6 Overland Flight, Psionic:** You fly at a speed of 40 ft. and can hustle over long distances.
- 7 Ethereal Jaunt, Psionic:** Become ethereal for 1 round/ level.
- 9 Tornado Blast [A]:** Vortex of air subjects your foes to 17d6 damage and moves them.

Earth Mantle

Granted Ability: When you are psionically focused, you gain a +4 bonus on Balance checks and checks to resist bull rush attempts.

- 1 Stomp [A]:** Subjects fall prone and take 1d4 nonlethal damage.
- 2 Earth Walk*[A]:** Move easily in all directions while on earthen surface.
- 2 Crystalstorm *[A]:** Crystal spray deals 2d4 damage + 1d4 Con damage.
- 4 Inertial Barrier:** Gain DR 5/--.
- 5 Hail of Crystals [A]:** A crystal explodes in an area, dealing 9d4 slashing damage.
- 5 Major (Earth) Creation, Psionic:** As *psionic minor creation*, but stone and metal only.
- 7 Eyes of the Basilisk*:** Turn one creature per round to stone with a glance.
- 8 Iron Body, Psionic:** Your body becomes living iron.

Fire Mantle

Granted Ability: When you are psionically focused, your melee attacks deal an extra 1 point of fire damage.

- 1 Control Flames [A]:** Take control of nearby open flame.
- 2 Energy (Fire) Emanation*[A]:** Deal 1d6 points of fire damage to surrounding creatures.
- 3 Energy (Fire) Burst [A]:** Deal 5d6 fire damage in a 40-ft. burst.
- 3 Energy (Fire) Wall:** Create a wall of fire.
- 5 Energy (Fire) Current [A]:** Deal 9d6 fire damage to one foe and half to another foe as long as you concentrate.
- 5 Fiery Discorporation [A]:** Cheat death by discorporating into a nearby fire for one day.
- 6 Energy (Fire) Barrage*[A]:** Decimate foes with a barrage of fire explosions.
- 7 Energy (Fire) Wave [A]:** Deal 13d4 fire damage in a 120-ft. cone.

Water Mantle

Granted Ability: When you are psionically focused, you gain a swim speed equal to your base land speed.

- 1 Float [A]:** You can buoy yourself in water or other liquid.
- 1 Control Object (Water):** Telekinetically animate a small amount of water or ice.
- 2 Body Equilibrium:** You can walk on nonsolid surfaces.
- 3 Energy (Ice) Lance*[A]:** Lance of cold deals 5d6 damage plus chills target.
- 4 Energy (Ice) Flash*[A]:** Touch deals 5d6 cold damage to foe.
- 5 Energy (Ice) Current [A]:** Deal 9d6 cold damage to one foe and half to another foe as long as you concentrate.
- 6 Breath of the Black Dragon [A]:** Breathe acid for 11d6 damage.
- 8 True Metabolism:** You regenerate 10 hit points/round.

* Found in *Complete Psionic*.

Substitute Powers

Considering the esoteric nature of mantles, different ardents may have the same mantle but have different powers available to them. A mantle can have no more than ten powers in it, and if it has fewer, add further powers to fill the gaps if that mantle has no powers of that level. The powers need t fit the theme of the mantle at the DM's discretion. Otherwise, you can substitute a power of equal or lesser level. For example, the *sense danger** power could be added to the Fate mantle as a 3rd-level power since only seven powers and no 3rd-level powers are in it, or the *faint memory** power could replace *escape detection* in the Deception mantle.

*Found in *Magic of Eberron*.

Starting Packages

Package 1: The Guardian

Human Ardent

Ability Scores: Str 10, Dex 14, Con 10, Int 8, Wis 17, Cha 13.

Skills: Autohypnosis, Concentration, Heal, Knowledge (religion).

Language: Common.

Feats: Psionic Body, Speed of Thought.

Weapons: Morningstar (1d8), longspear (1d6/x3), dagger (1d4/19-20, 10 ft.).

Armor: Chain shirt (+4 AC), heavy wooden shield (+2 AC).

Other Gear: Standard adventurer's kit, 17 gp.

Power Points: 3.

Mantles: Fate, Force.

Granted Abilities: Expend your focus to add a bonus on one d20 roll equal to your level in the class that allowed access to this ability; while focused gain a +1 deflection bonus to AC.

Powers: *Defensive precognition*, *force screen*.

Package 2: The Healer

Half-Elf Ardent

Ability Scores: Str 12, Dex 16, Con 13, Int 10, Wis 17, Cha 8.

Skills: Autohypnosis, Concentration, Diplomacy, Heal, Psicraft.

Languages: Common, Elven.

Feat: Empower Power.

Weapons: Quarterstaff (1d6), club (1d6).

Armor: Chainmail (+5 AC).

Other Gear: Standard adventurer's kit, 7 gp.

Power Points: 3.

Mantles: Guardian, Life.

Granted Abilities: Expend focus to take the damage inflicted on an adjacent ally; expend focus to manifest Life powers at +1 level.

Powers: *Thicken skin*, *touch of health*.

Package 3: The Totemist

Halfling Ardent

Ability Scores: Str 14, Dex 10, Con 12, Int 10, Wis 17, Cha 9.

Skills: Autohypnosis, Concentration, Heal, Survival.

Languages: Common, Halfling.

Feat: Endurance.

Weapons: Longspear (1d6/x3), dagger (1d3/19-20, 10 ft.).

Armor: Hide (+3 AC), heavy wooden shield (+2 AC).

Other Gear: Standard adventurer's kit, 10 gp.

Power Points: 3.

Granted Abilities: Wild Empathy, expend psionic focus for +2 to Str, Dex, or Con for 1 round.

Powers: *Chameleon*, *vigor*.

Expanded Class: Divine Mind

Not all followers of a religion are clerics and priests. Many wizards, fighters, and rogues are as devoted to their faith as clerics are, and the same is true for psionic practitioners. Some feel that they must take an active part of their faith -- as a leader, a defender, or even an avenger -- and so they follow the path of the divine mind.

While a divine mind is as dedicated to his or her faith as a paladin, one key difference is that a divine mind is much more "people friendly." They recognize that there is strength in numbers and as such they almost always serve as leaders of their groups. They have learned to use their psychic auras to benefit others around themselves and as such they share their mantle with those who follow them.

Suggested Backgrounds (choose one): Ascetic, Drifter, Noble Scion, Soldier, Tribal Origin.

Suggested Personality Archetypes (choose one): Agent, Crusader, Leader, Martyr, Rebel, Seeker, Strategist.

Character Themes

One or more of the following character themes could apply to you.

Avatar: It is not enough to follow the scriptures of your church -- you are following the literal path of your deity. You dress as she does. You wield the same weapons and try to do everything she did according to the story of her path to divinity. Most deities have many legends and stories about them, and you have studied all of them and know them by heart. You try to model your life around them -- even try to reenact them if possible. You also share the same dislikes as your deity and oppose her enemies with force of arms as necessary.

Battle Strategist: To you, life is a game and you are going to win. You are a master of strategy and a crafter of plans -- you're always looking for the next game to play. You have studied the tactics of the great wars, the legendary battles, and the impossible victories. You are likely to be fond of games as well, be it simple card games, chess-like games of strategy, or even athletic games. To you everything is a game of chance and strategy, and you are always looking for the winning move in all of life's challenges.

Diplomat: Not everyone wants to start wars -- some are here to stop them. Preventing them by using diplomacy is preferred, but force of arms may become necessary. You are a very charismatic person, but wisdom tempers your charisma. You seek to end conflicts in a way that benefits all, listening to all complaints and trying to bring their conflict to a close. But at the same time, if they will not listen to you, then you are prepared to end the conflict by defeating them yourself. You recognize that some respond only to strength, and your strength comes from your faith and force of will. You know you will prevail.

Guardian of the Faith: Your job is to defend the faith from heretics, opposing faiths, tomb raiders, and anyone who would harm it. But this duty doesn't mean that you spend time just guarding temples and the faithful -- you are a guardian of the philosophies of your deity as well. You watch over young mages if you follow a god of magic, or rescue caught thieves if you follow a god of rogues. You may watch over a holy site, be a bodyguard to a priest, or venture forth to retrieve lost relics.

Ectopic Ally

You gain the ability to manifest a single type of ectopic construct as an ally to aid you in your cause. You must choose a single type of ectopic construct that represents you and your faith, and this cannot be changed once chosen.

Replaces: You do not gain psychic aura at 1st level, but you gain it at 3rd level, though with a 5-foot reduction in size. For example, this ability would be 5 feet at 3rd, 10 feet at 5th level, 15 feet at 7th, and 20 feet at 9th.

Benefit: You can manifest the *astral construct* power as a psi-like ability once per day for every two levels. You may sacrifice an additional daily use to augment the power one level per use/day that is sacrificed. The power manifests at your class level.

Stygian Path

Many faiths deal with undead either by creating them or destroying them. Those who follow the stygian path gain the weapons needed to face the undead.

Replaces: You lose the 4th-level divine grace ability.



Benefit: You gain the ability to turn undead, and you must expend your psionic focus to activate this ability. You can use this ability 3 + your Charisma modifier times per day; you turn undead as a cleric three levels lower.

Hidden Talent

If your campaign has an established history of psionics, you can replace the Wild Talent bonus feat with the Hidden Talent feat (see page 67 of the *Expanded Psionic Handbook*).

Replaces: You lose the free Wild Talent feat at 1st level.

Benefits: You gain the Hidden Talent feat, but with the following modifications. The 1st-level power gained must come from your first mantle's list and the power is manifested using your Wisdom instead of your Charisma.

Starting Packages

Package 1: The Avatar

Gnome Divine Mind of Garl Glittergold
Ability Scores: Str 14, Dex 15, Con 15, Int 13, Wis 16, Cha 13.
Skills: Autohypnosis, Concentration, Knowledge (religion), Swim.
Languages: Common, Gnome.
Feat: Gnome Foe Killer (see *Races of Stone*).
Weapons: Battleaxe (1d6/x3)
Armor: Studded leather (+3 AC).
Other Gear: Standard adventurer's kit, 17 gp.
Power Points: 2.
Mantle: Deception.
Psychic Aura: 5 ft.
Granted Ability: You and your allies gain a +2 bonus on Bluff checks when feinting in battle, and you can expend your focus to feint as a move action.
Powers: None.

Package 2: The Protector

Human Divine Mind of Helm
Ability Scores: Str 15, Dex 10, Con 16, Int 10, Wis 16, Cha 10.
Skills: Autohypnosis, Concentration, Knowledge (religion), Ride.
Language: Common.
Feats: Mental Juggernaut, Psionic Weapon.
Weapons: Longspear (1d8/x3), longsword (1d8/19-20), dagger (1d4/19-20, 10 ft.).
Armor: Half-plate (+7 AC).
Other Gear: Standard adventurer's kit, 10 gp.
Power Points: 2.
Mantle: Guardian.
Psychic Aura: 5 ft.
Granted Ability: While focused, you grant all allies in range of your aura damage reduction 1/--.
Powers: None.

Package 3: The Strategist

Elven (Drow) Divine Mind of Eilistraee
Ability Scores: Str 10, Dex 11, Con 9, Int 18, Wis 17, Cha 14.
Skills: Autohypnosis, Climb, Concentration, Jump, Knowledge (religion).
Languages: Common, Elven, Drow.
Feat: Up the Walls.
Weapons: Longsword (1d8/19-20), two short swords (1d6/19-20).
Armor: Chain shirt (+4 AC).
Other Gear: Standard adventurer's kit, 7 gp.
Power Points: 2.
Mantle: Freedom.
Psychic Aura: 5 ft.
Granted Ability: You and your allies gain a +2 bonus on Escape Artist checks and to resist grapple checks.
Powers: None.

Expanded Class: Lurk

According to legend, the first lurk learned her skills while hiding in the shadow of the first



psychic warrior. There may be some truth to that legend since the two classes do share several similarities, but it is more likely that some psychic warriors chose to use their skills in stealthier ways and sought to unlock psionic methods to enhance their ambush skills. Some lurks are just thieves with psionic powers while others are hunters, spies, and even covert fighters.

Suggested Backgrounds (choose one): Artisan, Drifter, Gladiator, Guttersnipe, Soldier.

Suggested Personality Archetypes (choose one): Agent, Challenger, Companion, Daredevil, Mercenary, Rebel, Seeker, Strategist, Trickster, Wanderer.

Character Themes

One or more of the following character themes could apply to you.

Hunter: You are hunting something or someone and will not let anything get in your way. You may be a bounty hunter, a tomb raider, or just someone who retrieves "lost" goods. As a hunter, you are defined by what you hunt. Maybe you hunt monsters as a freelance exterminator, or perhaps you lead expeditions of nobles after some creature in the jungle. Maybe you hunt objects simply to find them and add them to your own collection, or perhaps you act as a retrieval agent who searches for something specific that was lost. And of course you could be a bounty hunter who seeks out some of the most dangerous prey of all: intelligent beings.

Psychic Rogue: You are a thief in psionic clothes. Be it a pickpocket, con artist, or burglar, you use your psionic abilities to be a better thief and to give you an edge over other rogues. You may work alone or maybe even be part of a guild of psychic thieves, wilders, and psions. In some settings, psionics is forbidden or psychics are in hiding. In such a setting, you have the advantage since you are an expert at hiding, though you may also probably be on someone's wanted list.

Sneak Fighter: You are a dirty fighter and you admit it. The only rule of combat you recognize is to get it over with as quickly as possible and by any means necessary. Combat is not about rules, strategy, or honor. It is about survival. It does not matter what is required of you as long as you survive to fight again. Your life has been one struggle after another -- perhaps you grew up on the streets or got lost in the wilderness -- but you have endured it. You are the kind of person that always has a way out, you maintain several secret supply caches in case of emergency, and you always sit with your back against the wall. You choose your friends carefully and are unforgiving to those who betray you. You do not take at all well to anything that interferes with your survival.

Vigilante: You are the justice in the night; you may be working alone, as part of a guild, or maybe even as an agent for a government or organization. Not all law enforcement takes place in the day. Some infiltrate criminal organizations and take them down from within. Sometimes when a person is a victim of a crime, she may decide to take justice into her own hands and deal with the criminals directly. You might also be an agent of a government, such as a spy sent into enemy territory to gain information or possibly to strike a blow for your liege and country.

True Thief

You are more thief than warrior and, as such, have a different set of lurk augments available to you.

Replaces: Use the table below to replace the lurk augments on page 15 in *Complete Psionic*.

Benefits: Use the following table of lurk augments:

- 1st Additional sneak attack*
- 1st Psionic trapfinding
- 3rd Stunning attack*
- 3rd Psionic uncanny dodge
- 5th Ignore concealment*
- 5th Psionic trapsense +1
- 8th Deceptive attack*
- 8th Sneak attack undead*
- 8th Psionic trapsense +2
- 11th Ghost touch*
- 11th Psionic skill mastery
- 11th Psionic trapsense +3
- 14th Sneak attack constructs*
- 14th Psionic improved evasion
- 17th Synaptic disconnect*
- 17th Opportunist
- 20th Death attack

* As per the normal lurk augments.

Psionic Trapfinding: As long as you have your psionic focus, you gain the rogue ability of trapfinding. Minimum level 1st.

Psionic Uncanny Dodge: As long as you have your psionic focus, you gain the rogue ability of uncanny dodge. Minimum level 3rd.

Psionic Trapsense: As long as you have your psionic focus, you gain the rogue ability of trapsense with the bonus listed. Minimum level 5th.

Psionic Skill Mastery: As long as you have your psionic focus, you gain the skill mastery special ability of a rogue. Minimum level 11th.

Psionic Improved Evasion: As long as you have your psionic focus, your evasion ability becomes improved evasion. If you lose or sacrifice your psionic focus, it returns to regular evasion. Minimum level 14th.

Opportunist: At the cost of a lurk augment, you gain the rogue special ability of opportunist. Minimum level 17th.

Death Attack: At the cost of a lurk augment, you gain the assassin ability of a death attack. You must still observe your target for 3 rounds and cannot use any additional lurk augments during the 3 rounds unless you activated them at the same time as the death attack.

Tracker

You are a hunter, trained to track down your prey, and you have a different set of lurk augments available to you.

Replaces: Use the table below to replace the lurk augments on page 15 in *Complete Psionic*.

Benefits: Use the following table of lurk augments:

- 1st Psionic tag
- 1st Psionic tracker
- 3rd Locate trail
- 3rd Stunning attack*
- 5th Ignore concealment*
- 5th Mental assault*
- 8th Locate target
- 8th Reach attack*
- 8th Psionic stride
- 11th Ghost touch*
- 11th Power drain*
- 11th Binding attack
- 14th Crippling attack
- 14th Stygian weapon*
- 17th Metafaculty tag
- 17th Synaptic disconnect*
- 20th Greater power drain*

* As per the normal lurk augments.

Psionic Tag: The lurk's next touch or melee attack will "tag" a creature or object with a psionic signature. You get a +1 bonus, plus an additional +1 bonus for every five manifester levels you possess, to tracking or locating this creature or object. You can have only one tag active for every five manifester levels you have and you must release one to create another. The tag's duration is a number of days equal to your lurk level. *Nondetection* and similar spells and psionics will conceal a tag, and *dispel psionics* or an *antimagic field* removes this tag.

Psionic Tracker: As long as you have psionic focus, you gain a +2 bonus on all tracking attempts.

Locate Trail: At the cost of a lurk augment use, you can locate a lost trail. If there is not an actual trail there, you will discover that but still use an augment use.

Locate Target: At the cost of a lurk augment use and by sacrificing your psionic focus, you can use *locate objectas* a psi-like ability to find an object or creature that has been "tagged."

Binding Attack: At the cost of a lurk augment use and with a successful attack, you can require a Reflex save to avoid being tangled or bound in the process of your attack. You might bind a foe in her cloak, pin her with your blade or wrap her with a spiked chain.

Crippling Attack: At the cost of a lurk augment use, you can use the rogue special ability crippling strike.

Metafaculty Tag: At the cost of a lurk augment and by sacrificing your psionic focus, you can manifest*metafaculty* as a psi-like ability, targeting a "tagged" creature or object.

Starting Packages

Package 1: The Assassin

Halfling Lurk

Ability Scores: Str 14, Dex 16, Con 13, Int 17, Wis 11, Cha 8.

Skills: Autohypnosis, Bluff, Concentration, Hide, Jump, Move Silently, Spot, Tumble.

Language: Common.

Feat: Extra Lurk Augment.

Weapons: Longspear (1d6/x3), dagger (1d3/19-20, 10 ft.), light crossbow with 20 bolts (1d6/19-20, 80 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, 7 gp.

Power Points: 2.

Power: *Extend range.*

Package 2: The Bounty Hunter

Half-Orc Lurk

Ability Scores: Str 12, Dex 17, Con 10, Int 16, Wis 14, Cha 13.

Skills: Autohypnosis, Bluff, Concentration, Hide, Jump, Move Silently, Spot, Tumble.

Languages: Common, Orc.

Feat: Ranged Lurk Augment.

Weapons: Club (1d6), morningstar (1d8), light crossbow with 20 bolts (1d8/19-20, 80 ft.)

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, 17 gp.

Power Points: 2.

Power: *Conceal thoughts.*

Package 3: The Dirty Fighter

Human Lurk

Ability Scores: Str 12, Dex 15, Con 12, Int 15, Wis 14, Cha 14.

Skills: Autohypnosis, Bluff, Concentration, Hide, Jump, Move Silently, Spot, Tumble.

Language: Common.

Feats: Mental Leap, Reckless Offense.

Weapons: Rapier (1d6/18-20), dagger (1d4/19-20, 10 ft.), shortbow with 20 arrows (1d6/x3, 60 ft.)

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, 10 gp.

Power Points: 2.

Power: *Skate.*

Expanded Class: Erudite

You are a different type of psionic user. You are not limited in the number of powers you can learn; in fact you seem to pick them up from other manifesters quite frequently. Perhaps it is a bloodline ability shared by all in your family, maybe you have an unusual ancestor, such as a sapphire dragon or other psionic creature, or perhaps it is just a cosmic twist of fate that gave you this skill, but it means you are different even among those already considered different. Unlike most psionic users, you can learn almost any power you come across; some are more difficult than others, but that just makes things more interesting.

Suggested Backgrounds (choose one): Artisan, Ascetic, Noble Scion.

Suggested Personality Archetypes (choose one): Challenger, Explorer, Prophet, Royalty, Sage, Seeker, Simple Soul, Strategist, Theorist, Wanderer.

Character Themes

One or more of the following character themes could apply to you.

Savant: You are a gifted psionic user, which was recognized early on, but only now do they realize you are an erudite. You excel in learning new powers and have twice the repertoire of other psions you know. But at the same time, you have a lot of pressure on you to achieve greatness. Others seem to expect you to create all-new powers, craft never-before-seen psionic items, and to become a living legend. Maybe you became an adventurer to achieve this destiny, or maybe you are trying to run away from it.

Archivist: You are seeking to learn all that is learnable. While others trailblaze new psionic powers, you seek out old ones lost in the past. Ancient tales and historical stories



fascinate you, and you always have your nose in an old book. You have a list of places you want to visit, people you want to meet, and things you want to do before you die.

Psionicist: You consider yourself a generalist in psionics. To you, all psionic powers are learnable, and you plan to learn them all. You don't understand how someone could focus on just one discipline, on just one mantle, or on a select number of powers. You are the one to ask when anyone has a question about psionics, and you intend to one day be a metapsionic master.

Blasters: You focus on offensive powers and are a master of the military use of psionics. To you, your powers are weapons and it is your job to wield them against the enemy. You have an array of powers to call upon. Rays are your favorite types of attacks, and you have created several new powers based off the many ray spells you have seen used in battle. You think in tactical terms and choose your actions carefully.

Favored Discipline

Unlike most erudites, you have a discipline that you favor above all others.

Replaces: You lose your 1st-level bonus feat.

Benefit: You choose a single discipline and all powers of that discipline, no matter what class list they are on, are considered general psion/wilder powers for purposes of learning.

Mantled Erudite

You have learned to use a single psionic mantle.

Replaces: You lose your 1st-level bonus feat.

Benefit: You gain access to a single psionic mantle. You gain the granted ability of the mantle, and the powers of that mantle are considered general psion/wilder powers for the purpose of learning.

Convert Spell to Power

Your training has included basic magical theory as well as the usual psionic training.

Replaces: You lose your 1st-level bonus feat.

Benefit: You add Spellcraft to your class skill list, which allows you to attempt to convert an arcane spell into a power you can add to your repertoire. You treat the spell as a discipline power for the basis of learning it, and you must first succeed on a Spellcraft check (DC 15 + the spell's level) and then a Psicraft check as per the normal rules of learning a discipline power (see page 154 of *Complete Psionic*).

Each spell costs a certain number of power points to manifest. The higher the level of the spell, the more power points it costs. The table below describes each spell's cost.

Note: If this system intrigues you, you can see a spell point variant system starting on page 153 of *Unearthed Arcana*.

Spell Level	Power Point Cost
0	0*
1	1
2	3
3	5
4	7
5	9
6	11
7	13
8	15
9	17

* 0-level spells cost no power points to manifest. Instead you may manifest a number of 0-level spells each day equal to three + the number of power points gained by that class at 1st level.

The erudite uses her manifester level for determining the effects of the spell being manifested, with one significant exception. Spells that deal a number of dice of damage based on caster level (such as *magic missile*, *searing light*, or *lightning bolt*) deal damage as if cast by a character of the minimum level of the class capable of casting the spell. Spells whose damage is partially based on caster level, but that don't deal a number of dice of damage based on caster level (such as *produce flame* or an *inflict* spell) use the erudite's normal manifester level to determine damage. Use the erudite's normal manifester level for all other effects, including range and duration.

For example, a *fireball* deals a number of dice of damage based on the erudite's manifester level, so when manifested it deals 5d6 points of damage (as if cast by a 5th-level wizard, which is the minimum level of wizard capable of casting *fireball*).

An erudite can pay additional power points to augment the dice of damage dealt by a spell. Every 1 extra power point spent at the time of manifesting increases the spell's effective caster level by 1 for purposes of dealing damage. The damage-dealing spell's caster level cannot be increased above the erudite's manifester level, or above the normal maximum allowed by the spell.

For example, even at 7th level, our erudite's *lightning bolts* deal only 5d6 points of damage (just like a 5th-level wizard) unless she spends extra power points. If she spends 1 extra power point (making the *lightning bolt* cost 6 points rather than 5), the spell deals 6d6 points of damage. A second extra power point would increase the damage to 7d6 points, but she can't spend more points than this, since her manifester level is only 7th. Were she 10th level or higher, she could spend a maximum of 5 extra power points on this spell, raising the damage up to 10d6, the maximum allowed for a *lightning bolt* spell.

Similarly, her *magic missile* spell shoots only one missile unless she spends extra power points. An extra 2 power points increases the caster level from 1st to 3rd, granting her one additional missile. She can spend a maximum of 6 additional power points in this manner, increasing her effective caster level to 7th for damage purposes and granting her a total of four missiles. If she were 9th level or higher, she could spend a maximum of 8 extra power points, granting her five missiles (just like a 9th-level caster).

Spells that allow a character to recall or recast a spell cannot be learned.

Because the spells are now effectively psionic powers, they are no longer affected by metamagic feats. However, metapsionic feats can affect them as they would a psionic power.

As with casting a spell, manifesting a spell may require certain components (see page 174 of the *Player's Handbook*). Some of the components remain unchanged, such as verbal, somatic, and XP cost. Spells with expensive material components (non-negligible) require you to spend an additional 2 power points when manifesting the spell in lieu of the material components. If you happen to have the material components, no additional power point cost is assessed. Spells with a focus are treated the same as those with a material component. If the spell has an expensive material component and a focus, the additional power point cost would be 4.

Starting Packages

Package 1: The Blaster

Dwarven Erudite

Ability Scores: Str 14, Dex 16, Con 13, Int 18, Wis 11, Cha 8.

Skills: Concentration, Craft, Knowledge (psionics), Psicraft.

Languages: Common, Dwarven.

Feat: Point Blank Shot.

Weapons: Shortsword (1d6, 20 ft.), light crossbow with 20 bolts (1d8/19-20, 80 ft.).

Armor: None.

Other Gear: Standard adventurer's kit, 7 gp.

Power Points: 4.

Powers: *Crystal shard*, *deflection field**, *energy ray*, *entangling ectoplasm*, *mind thrust*.

Package 2: The Savant

Human Erudite

Ability Scores: Str 7, Dex 10, Con 12, Int 17, Wis 16, Cha 15.

Skills: Concentration, Craft, Knowledge (psionics), Psicraft.

Language: Common.

Feats: Empower Power, Extend Power, Psicrystal Affinity.

Weapons: Quarterstaff (1d6), dagger (1d4/19-20, 10 ft.)

Armor: None.

Other Gear: Standard adventurer's kit, 10 gp.

Power Points: 3.

Powers: *Astral construct*, *energy arc**, *far hand*, *inertial armor*, *vigor*.

Package 3: The Scholar

Synad Erudite
Ability Scores: Str 10, Dex 11, Con 10, Int 17, Wis 14, Cha 13.
Skills: Concentration, Craft, Knowledge (psionics), Psicraft.
Languages: Common, Synad.
Feat: Improved Psicrystal.
Weapons: Quarterstaff (1d6), dagger (1d4/19-20, 10 ft.)
Armor: None.
Other Gear: Standard adventurer's kit, 17 gp.
Power Points: 3.
Powers: *Call to mind, detect psionics, precognition, primal fear*, psionic charm, synchronicity*.*

* Powers from *Complete Psionic*.

New Psionic Feats

Powergrace [Psionic]

You are more resistant to psionic powers than most people are.
Prerequisite: Must possess a repertoire of powers.
Benefit: You gain a +1 bonus on all saves against psionic powers and psi-like abilities.
Special: You can take this feat multiple times, adding an additional +1 bonus.

Psychic Sight [Psionic]

You can enhance an already existing ability to detect psionic energies.
Prerequisite: Must have *detect psionics* on your list of known powers.
Benefit: Once per day, you can expend your psionic focus while manifesting *detect psionics* and gain the psionic equivalent to the *arcane sight* spell.

Arcane Sight
Divination
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a *detect magic* spell, but *arcane sight* does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the *detect magic* spell. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + one-half caster level for a nonspell effect.)

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

Arcane sight can be made permanent with a *permanency* spell.

The Mind's Eye Psychic Rogue

Alternative Psionic Class (v.3.5)

By Scott Brocius and Mark A. Jindra

Designers' Notes: When we started working on a psionic version of the core rogue, our goal was simply to add the ability to manifest psionic powers to the rogue and in return remove a few things that would help balance it. After initial testing, we decided to add a little more psionic flavor to the class in the hopes that we would have a decent psionic alternative, with a distinct flavor, that was balanced with the core rogue.

Adventures: Unlike their nonpsionic cousins, psychic rogues have discovered their innate talent for psionics and how to best put it to use in their chosen way of life. Understandably they follow a slightly different path that foregoes some of the standards of typical rogue training in favor of developing their psionic prowess.

Characteristics: While skilled in stealthy movement and other arts requiring subtlety, the psychic rogue also depends on his psionic abilities to deal with whatever the world brings his way. Those attracted to the ways of stealth and darkness may find the psychic rogue an attractive choice. Their use of psionic powers also attracts those who have a wish to enhance their mental abilities. The combination of his skills and psionic powers make for a dangerous foe, so those who claim any psychic rogue as an enemy had best watch out for unusual tactics.

Alignment: As with rogues, psychic rogues look for the next opportunity and do not often hold tight to specific ideals. As a result, psychic rogues can be of any alignment.

Religion: Diversity is one of the keys to the psychic rogue, so while common choices of worship include Olidammara (god of thieves) or Nerull (god of death), these choices are but a small percentage of the actual variety of deities worshiped by psychic rogues. In fact, some psychic rogues choose not to worship a deity at all.

Background: Psychic rogues can learn their skills in a variety of ways. Some work with organizations that utilize the skills of psychic rogues during the course of their activities. In this case, the psychic rogue can learn skills while working with a mentor or from a series of mentors. Others learn their skills while on the streets of a city where psionic powers are not uncommon. Again, a mentor or series of tutors may provide the skills a psychic rogue possesses. In any case, psychic rogues prefer not to tout their skills to the public at large given the nature of their skillset.

Races: Psychic rogues are commonly humans, duergar, elans, elves, halflings, gnomes, xephys, or half-elves. Dwarves, githzerai, half-giants, maenads, thri-kreen, and half-orcs are rarely psychic rogues, but sometimes one will feel drawn to the class.

Other Classes: Psychic rogues, like rogues, work well with those who can serve as distractions or who can provide a buffer in combat, such as a soulknife, psychic warrior, or fighter. Other psionic characters and arcane or divine casters may complement the powers of the psychic rogue. They prefer to stay away from those who have obvious problems with stealthy methods, such as paladins and clerics. At times, they dislike dealing with large groups due to the sheer numbers, and sometimes they find themselves irritated at another group member's inability to move a bit more quietly in situations that call for silence.

Role: Because the psychic rogue has access to psionic powers, he can bolster his own abilities. Depending on the skills and focus the psychic rogue chooses to follow in this class, this could make the character great at conning others, superb at gathering information, or excellent at moving through a dungeon without being noticed. In combat, the psychic rogue has a few options for both attacking personally (though usually opportunistically) or with psionic capability. This makes the psychic rogue quite adaptable to a variety of situations. His ability to detect and disable traps can also assist a party as a whole in moving through an area controlled by an enemy that has no qualms about placing deadly obstacles in the way.

Game Rule Information

Abilities: As with the rogue, psychic rogues find Dexterity to be of high importance on their chosen path both for the ability to gain extra protection and due to the skills they favor. Also, Intelligence provides the psychic rogue with more skill points to spread among his skills, and high scores in both Intelligence and Wisdom assist with other skills psychic rogues find useful.

Alignment: Any.

Hit Die: d6.

Class Skills

The psychic rogue's class skills (and the key ability for each skill) are Appraise (Int), Autohypnosis (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Knowledge (psionics) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Psionic Device (Cha), and Use Rope (Dex).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All the following are class features of the psychic rogue.

Weapon and Armor Proficiency: Psychic rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Psychic rogues are proficient with light armor, but not with shields.

Power Points/Day: A psychic rogue's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table: The Psychic Rogue. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items. A 1st-level psychic rogue gains no power points for his class level, but he gains bonus power points (if he is entitled to any) and can manifest the single power he knows with those power points.

Powers Known: A psychic rogue begins play knowing one psychic rogue power of your choice. With the exception of 4th, 8th, 12th, 16th, and 20th levels, each time he achieves a new level, he unlocks the knowledge of a new power.

Choose the powers known from the psychic rogue power list. (*Exception:* The feats Expanded Knowledge and Epic Expanded Knowledge do allow a psychic rogue to learn powers from the lists of other classes.) A psychic rogue can manifest any power that has a power point cost equal to or lower than his manifest level.

The total number of powers a psychic rogue can manifest in a day is limited only by his daily power points.

A psychic rogue simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against psychic rogue powers is 10 + the power's level + the psychic rogue's Intelligence modifier.

Maximum Power Level Known: A psychic rogue begins play with the ability to learn 1st-level powers. As he attains higher levels, he may gain the ability to master more complex powers.

To learn or manifest a power, a psychic rogue must have an Intelligence score of at least 10 + the power's level.

Sneak Attack: If a psychic rogue can catch an opponent when she cannot defend herself effectively from his attack, he can strike a vital spot for extra damage.

Basically, the psychic rogue's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the psychic rogue flanks his target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every three psychic rogue levels thereafter. Should the psychic rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a psychic rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon to execute a sneak attack.

A psychic rogue can sneak attack only living creatures with discernible anatomies -- undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The psychic rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A psychic rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding: Psychic rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic or psionic trap has a DC of 25 + the level of the spell or power used to create it.

Psychic rogues can use the Disable Device skill to disarm magic and psionic traps. Magic and psionic traps generally have a DC of 25 + the level of the spell or power used to create them.

A psychic rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his

party) without disarming it.

Evasion (Ex): At 2nd level and higher, a psychic rogue can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the psychic rogue is wearing light armor or no armor. A helpless psychic rogue does not gain the benefit of evasion.

Danger Sense (Su): At 5th level, a psychic rogue gains the ability to augment his ability to sense danger. When active, this ability grants the psychic rogue the effects of the *danger sense* power. This ability is active as long as the psychic rogue maintains psionic focus.

At 7th level, the psychic rogue's danger sense ability gains the effects of a single augmentation and he is granted the effects of the uncanny dodge ability. While his danger sense ability is active, the psychic rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a psychic rogue already has uncanny dodge from a different class (a psychic rogue with at least two levels of barbarian, for example), he automatically gains improved uncanny dodge (see below) instead.

At 9th level, he gains a second augmentation and is granted the effects of the improved uncanny dodge ability. While his danger sense ability is active the psychic rogue cannot be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies another rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the target does. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Special Abilities: On attaining 11th level, and at every three levels thereafter (14th, 17th, and 20th), a psychic rogue gains a special ability of his choice from among the following options.

Blind Spot (Ps): The psychic rogue can use this ability once per day. While in effect, the psychic rogue can attempt to make himself completely undetectable to any single creature as if manifesting the *cloud mind* power with a manifester level equal to his psychic rogue level. If the target creature fails its save, the psychic rogue can remain hidden as long as he maintains concentration on this ability.

Decoy (Ps): Once a day, the psychic rogue can create an illusory duplicate of himself. The illusion functions as a *project image* spell with a caster level equal to his psychic rogue level, except that it lasts as long as he maintains concentration, to a maximum of 1 round per caster level.

Enhanced Sneak Attack (Su): When the psychic rogue has psionic focus, he adds psionic damage to his sneak attacks. This ability increases his sneak attack damage by +1d6. (For example, an 11th-level psychic rogue would deal +5d6 damage with a sneak attack instead of +4d6). This ability may be selected up to three times.

Improved Evasion (Ex): This ability works like evasion, except that while the psychic rogue still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless psychic rogue does not gain the benefit of improved evasion.

Mind Cripple (Su): A psychic rogue with this ability has learned to focus psychic energy into his sneak attacks, which disrupts the mental capability of his foe. An opponent damaged by one of his sneak attacks also takes 2 points of Intelligence damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Shadow Jump (Ps): The psychic rogue gains the ability to travel between shadows. This ability works like the *psionic dimension door* power with a manifester level equal to his psychic rogue level, except as follows: The transport must begin and end in an area with at least some shadow. A psychic rogue can jump up to a total of 60 feet each day in this way; this can be a single jump of 60 feet or he can split the total distance he can jump each day among many jumps, but each one, no matter how small, counts as a 10-foot jump.

The psychic rogue can select this ability up to three times and he adds 60 feet to the daily total each time he selects it.

The psychic rogue can expend his psionic focus to use this ability as a move action.

Skill Mastery: The psychic rogue becomes so certain in the use of specific skills that he can use them reliably even under adverse conditions. Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so. A psychic rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind (Ex): This ability represents the psychic rogue's ability to wriggle free from magical or psionic effects that would otherwise control or compel him. If a psychic rogue with slippery mind is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same Difficulty Class. He gets only this one extra chance to succeed on his saving throw.

Feat: A psychic rogue can gain a bonus feat in place of a special ability.

Table: The Psychic Rogue

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	PP/ Day	Powers Known	Maximum Power Level Known	Special
1st	+0	+0	+2	+0	0*	1	1st	Sneak attack +1d6, trapfinding
2nd	+1	+0	+3	+0	1	2	1st	Evasion
3rd	+2	+1	+3	+1	2	3	1st	--
4th	+3	+1	+4	+1	4	3	1st	Sneak attack +2d6
5th	+3	+1	+4	+1	6	4	2nd	Danger sense
6th	+4	+2	+5	+2	8	5	2nd	--
7th	+5	+2	+5	+2	10	6	2nd	Sneak attack +3d6, Danger sense (uncanny dodge)
8th	+6/+1	+2	+6	+2	12	6	2nd	--
9th	+6/+1	+3	+6	+3	16	7	3rd	Danger sense (improved uncanny dodge)
10th	+7/+2	+3	+7	+3	20	8	3rd	Sneak attack +4d6
11th	+8/+3	+3	+7	+3	24	9	3rd	Special ability
12th	+9/+4	+4	+8	+4	28	9	3rd	--
13th	+9/+4	+4	+8	+4	32	10	4th	Sneak attack +5d6
14th	+10/+5	+4	+9	+4	40	11	4th	Special ability
15th	+11/+6/+1	+5	+9	+5	48	12	4th	--
16th	+12/+7/+2	+5	+10	+5	56	12	4th	Sneak attack +6d6
17th	+12/+7/+2	+5	+10	+5	64	13	5th	Special ability
18th	+13/+8/+3	+6	+11	+6	76	14	5th	--
19th	+14/+9/+4	+6	+11	+6	88	15	5th	Sneak attack +7d6
20th	+15/+10/+5	+6	+12	+6	100	15	5th	Special ability

*The psychic rogue gains no power points from his class at 1st level. However, he does add any bonus power points he gains from a high Intelligence score, his race, and feats or other sources to his reserve. She can use these points (if any) to manifest his powers.

Psychic Rogue Power List

1st Level	2nd Level	3rd Level
Astral Traveler	Animal Affinity	Body Adjustment
Attraction	Aversion	Body Purification
Bolt	Body Equilibrium	Concealing Amorpha, Greater
Burst	Chameleon	Control Air
Catfall	Cloud Mind	Dimension Slide
Compression	Concealing Amorpha	Escape Detection
Conceal Thoughts	Control Object	Hustle
Control Light	Control Sound	Keen Edge, Psionic
Create Sound	Darkvision, Psionic	Mental Barrier
Déjà Vu	Detect Hostile Intent	Microkinesis
Detect Psionics	Feat Leech	Telekinetic Force
Detect Secret Doors, Psionic	Find Traps, Psionic	Ubiquitous Vision
Detect Snares and Pits, Psionic	Knock, Psionic	4th Level
Dimensional Pocket	Levitate, Psionic	Correspond
Disable	Object Reading	Dimension Door, Psionic
Distract	Read Thoughts	Freedom of Movement, Psionic
Elfsight	Sustenance	Steadfast Perception
Empathy	Thought Shield	Telekinetic Maneuver

Empty Mind
Entangling Ectoplasm
Far Hand
Float
Force Screen
Know Direction and Location
My Light
Precognition, Defensive
Precognition, Offensive
Prescience, Offensive
Sense Link
Skate
Vigor

Tongues, Psionic
Wall Walker

Wall of Ectoplasm
5th Level
Adapt Body
Feather Weight
Power Resistance
Remote Viewing
Retrieve
True Seeing, Psionic

Psychic Assassin (Prestige Class)

Based on the Core Assassin Prestige Class (v.3.5)

By Scott Brocius and Mark A. Jindra

Much like their nonpsionic cousins, the psychic assassin is a master of dealing death. Their skills are much the same but the style in which they practice their art varies based on the individual.

Hit Die: d6.

Requirements

To qualify to become a psychic assassin, a character must fulfill all the following criteria.

Alignment: Any evil.

Skills: Disguise 4 ranks, Hide 8 ranks, Move Silently 8 ranks.

Psionics: Manifestor level 5th.

Special: The character must kill someone for no other reason than to join the assassins.

Class Skills

The psychic assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (psionics)(Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Psionic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the psychic assassin prestige class.

Weapon and Armor Proficiency: Psychic assassins are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Psychic assassins are proficient with light armor but not with shields.

Powers Known: At 2nd, 4th, 5th, 6th, 8th, and 10th levels, a psychic assassin gains additional power points per day and access to new discovered powers as if she had also gained a level in whatever psionic manifesting class she belonged to before she added the prestige class. The psychic assassin does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of psychic assassin to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifestor level accordingly.

If a character had more than one manifesting class before she became a psychic assassin, she must decide to which class she adds the new level of psychic assassin for the purpose of determining power points per day, powers known, and manifestor level. The psychic assassin may choose any new powers she discovers from the psychic rogue power list.

Sneak Attack: This is exactly like the psychic rogue ability of the same name. The extra damage dealt increases by +1d6 every other three levels (1st, 4th, 7th, and 10th). If a psychic assassin gets a sneak attack bonus from another source, the bonuses on damage stack.

Death Attack: If a psychic assassin studies her victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (psychic assassin's choice). While studying the victim, the psychic assassin can undertake other actions so long as her attention stays focused on the target and the target does not detect the psychic assassin or recognize the psychic assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the psychic assassin's class level + the psychic assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the psychic assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the psychic assassin has completed the 3 rounds of study, she must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the psychic assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before she can attempt another death attack.

Poison Use: Psychic assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Save Bonus against Poison: The psychic assassin gains a natural saving throw bonus to all poisons gained at 2nd level, and it increases by +1 for every two additional levels the psychic assassin gains.

Danger Sense (Su): At 3rd level, a psychic assassin gains the ability to augment her ability to sense danger. When active, this ability grants the psychic rogue the effects of the *danger sense* power. This ability is active as long as the psychic assassin maintains psionic focus.

The psychic assassin's danger sense ability also gains the effects of a single augmentation and she is granted the effects of the uncanny dodge ability. While her danger sense ability is active, the psychic rogue can react to danger before her senses would normally allow her to do so. She retains his Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized. If a psychic assassin already has uncanny dodge from a different class (a psychic assassin with at least two levels of barbarian, for example), she automatically gains improved uncanny dodge (see below) instead.

At 5th level, she gains a second augmentation and is granted the effects of the improved uncanny dodge ability. While her danger sense ability is active, the psychic rogue cannot be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Special Abilities: At 5th and 9th levels the psychic assassin gains a special ability of her choice from the psychic rogue special ability list, seen below

Blind Spot (Ps): The psychic assassin can use this ability once per day. While in effect, the psychic assassin can attempt to make herself completely undetectable to any single creature as if manifesting the *cloud mind* power with a manifester level equal to her psychic assassin level. If the target creature fails its save, the psychic assassin can remain hidden as long as she maintains concentration on this ability.

Decoy (Ps): Once a day, the psychic assassin can create an illusory duplicate of herself. The illusion functions as a *project image* spell with a caster level equal to her psychic assassin level, except that it lasts as long as he maintains concentration, to a maximum of 1 round per caster level.

Enhanced Sneak Attack (Su): When the psychic assassin has psionic focus, she adds psionic damage to her sneak attacks. This ability increases her sneak attack damage by +1d6. (For example, an 11th-level psychic assassin would deal +5d6 damage with a sneak attack instead of +4d6). This ability may be selected up to three times.

Improved Evasion (Ex): This ability works like evasion, except that while the psychic assassin still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless psychic assassin does not gain the benefit of improved evasion.

Mind Cripple (Su): A psychic assassin with this ability has learned to focus psychic energy into her sneak attacks, which disrupts the mental capability of her foe. An opponent damaged by one of her sneak attacks also takes 2 points of Intelligence damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Shadow Jump (Ps): The psychic assassin gains the ability to travel between shadows. This ability works like the *psionic dimension door* power with a manifester level equal to her psychic assassin level, except as follows: The transport must begin and end in an area with at least some shadow. A psychic assassin can jump up to a total of 60 feet each day in this way; this can be a single jump of 60 feet or she can split the total distance she can jump each day among many jumps, but each one, no matter how small, counts as a 10-foot jump.

The psychic assassin can select this ability up to three times and she adds 60 feet to the daily total each time she selects it.

The psychic assassin can expend her psionic focus to use this ability as a move action.

Skill Mastery: The psychic assassin becomes so certain in the use of specific skills that she can use them reliably even under adverse conditions. Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A psychic assassin may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind (Ex): This ability represents the psychic assassin's ability to wriggle free from magical or psionic effects that would otherwise control or compel him. If a psychic assassin with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again round later at the same Difficulty Class. She gets only this one extra chance to succeed on her saving throw.

Feat: A psychic assassin can gain a bonus feat in place of a special ability.

Hide in Plain Sight (Su): At 8th level, a psychic assassin can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a psychic assassin can hide herself from view in the open without having anything to actually hide behind. She cannot, however, hide in her own shadow.

Table: The Psychic Assassin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Discovered
1st	+0	+0	+2	+0	Sneak attack +1d6, death attack, poison use	--
2nd	+1	+0	+3	+0	+1 save against poison	+1 level existing manifesting class
3rd	+2	+1	+3	+1	Danger sense (uncanny dodge)	--
4th	+3	+1	+4	+1	Sneak attack +2d6, +2 save against poison	+1 level existing manifesting class
5th	+3	+1	+4	+1	Danger sense (improved uncanny dodge), special ability	--
6th	+4	+2	+5	+2	+3 save against poison	+1 level existing manifesting class
7th	+5	+2	+5	+2	Sneak attack +3d6	--
8th	+6	+2	+6	+2	+4 save against poison, hide in plain sight	+1 level existing manifesting class
9th	+6	+3	+6	+3	Special ability	--
10th	+7	+3	+7	+3	+5 save against poison, sneak attack +4d6	+1 level existing manifesting class

The Mind's Eye

New Feats & Powers

By Scott Brocius and Mark A. Jindra

New feats

Focused Body [Psionic]

Your meditations assist your body control.

Benefit: When you have psionic focus you gain a +2 bonus on Balance, Climb and Tumble checks.

Psionic Feint [Psionic]

Prerequisite: Improved Feint.

Benefit: You may expend your psionic focus to feint as a swift action.

Psionic Tumble [Psionic]

Your tumbling is enhanced by your powers of concentration.

Prerequisite: Focused Body, Dex 15.

Benefit: You can ignore the Tumble DC modifiers for difficult surfaces and accelerated tumbling when you expend your psionic focus. (You are still granted the bonus from Focused Body on the action you expend your focus.)

New Powers

Delay Poison, Psionic

Psychometabolism

Level: Egoist 2, psychic rogue 2

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 3

As *delay poison* (see page 217 of the *Player's Handbook*) except as noted above.

Detect Secret Doors, Psionic

Clairsentience

Level: Psychic rogue 1

Display: Visual

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level

Power Points: 1

As *detect secret doors* (see page 220 of the *Player's Handbook*) except as noted above.

Augment: If you pay 4 additional power points, this power's duration is changed to 1 hour. During the 1-hour duration, you must concentrate on the power to gain information from it (as noted in the *detect secret doors* spell description), but a lapse in concentration doesn't end the power.

Detect Snares and Pits, Psionic

Clairsentience

Level: Psychic rogue 1**Display:** Visual**Manifesting Time:** 1 standard action**Range:** 60 ft.**Area:** Cone-shaped emanation**Duration:** Concentration, up to 1 min./level**Power Points:** 1

As *detect snares and pits* (see page 220 of the *Player's Handbook*) except as noted above.

Augment: If you pay 4 additional power points, this power's duration is changed to 1 hour. During the 1-hour duration, you must concentrate on the power to gain information from it (as noted in the *detect snare and pits doors* spell description), but a lapse in concentration doesn't end the power.

Dimensional Pocket

Psychoportation

Level: Psychic rogue 1**Display:** Mental**Manifesting Time:** 1 standard action**Range:** Touch**Target:** One unattended object, weighing up to 1 lb./level**Duration:** 1 hour/4 level (D)**Saving Throw:** None**Power Resistance:** No**Power Points:** 1

Your touch transfers an unattended object to an extradimensional pocket hidden in the palm of your hand. The dimensional pocket is invisible and weightless, regardless of its contents. When the power ends or is dismissed, the object returns to your hand, or next to your hand if you cannot hold it

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

1. For every 2 additional power points you spend, you can store an additional pound per level (but still only one object).
2. If you spend 4 additional power points, the duration increases to one day, regardless of your manifester level.

Feather Weight

Psychoportation

Level: Psychic rogue 5**Display:** Visual**Manifesting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 1 minute/level**Power Points:** 9

Your body seems light as a feather, though your weight does not actually change. This power has no effect on your equipment. If you fall while this power is in effect, you suffer 1d6 point of damage for every 60 feet you fall; you take no damage from falls of less than 60 feet.

While this power is in effect, you gain a +8 bonus on Climb checks you make to climb any vertical surface (not a ceiling or negative slope), and you climb at half your normal speed (or your normal speed if you make an accelerated climb). You retain your Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against you.

Also while this power is in effect you gain a +8 bonus on Move Silently checks.

Augment: If you spend 4 additional power points, the duration becomes 1 hour.

Find Traps, Psionic

Clairsentience

Level: Psychic rogue 2**Display:** Visual**Manifesting Time:** 1 standard action**Range:** Personal

Target: You
Duration: 1 min./level
Power Points: 3

With this power, you can make Search checks to locate traps even without any ranks in the Search skill. You gain a +2 bonus on your Search checks when looking for traps.

Augment: For every additional power point you spend, you gain an additional +1 bonus on your Search checks when looking for traps.

Microkinesis
Psychokinesis
Level: Psychic rogue 3
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Duration: 1 round/level
Saving Throw: None (object)
Power Resistance: Yes (object)
Power Points: 5

You can use telekinesis to replace your standard tools when using your Open Locks and Disable Device skills.

Augment: For each additional 2 power points you spend, you gain a +1 bonus on your Open Locks and Disable Device checks made with this power.

The Mind's Eye

Variant Pyrokineticist

Prestige Class (v.3.5)

Originally by Mark A. Jindra and Scott Brocius

Not long ago, the Mind's Eye brought you a variant of the pyrokineticist known as the kineticist. This variant allowed you to select an energy type that the class specialized in. The new version of the pyro has changed focus and is now a combat-heavy class, forgoing any ability to manifest powers. So rather than try to do a conversion or update of the Mind's Eye kineticist, I decided to focus on the pyrokineticist in theExpanded Psionics Handbook.

Naming the Prestige Class

The basic prestige class is known as a pyrokineticist or "pyro," and it focuses on fire; each type of energy that a prestige class could focus on can have a different name to give it the appropriate flavor. Although acid has been removed as an energy type, I have included it for those people who are playing an existing acetokineticist and have a DM that will allow the conversion.

Focus	Full Name	Nickname
Fire	Pyrokineticist	Pyro
Cold	Cryokineticist	Cryo
Sonic	Sonokineticist	Sono
Electricity	Electrokineticist	Electro
Acid	Acetokineticist	Aceto

Requirements

The "special" entry under requirements for the prestige class should be changed to allow entry to the various versions of the prestige class. If a player can come up with a compelling reason that shows his character is obsessed with a specific energy, DMs should consider allowing entry to the prestige



class. A character need not have used the specific energy type to qualify.

Special: Must have damaged or destroyed a structure or object by the use of a power of the chosen energy focus just to see what would happen or must have survived a traumatic experience such as being trapped in a burning building where someone close to the character died.

Effects

After we have selected the type of energy to focus on and once we have fulfilled the requirements of the prestige class, we can work with the DM to alter the fire effects. The names of the individual abilities should be modified to match the appropriate type. For instance the *fire lash* would be a *cold lash* or *frost lash* for the cryo.

Abilities that deal damage have the type of damage they do changed to match their new energy type. Also, abilities that grant protection from an energy type now grant it from the chosen energy type.

The visible display of the abilities should be modified as follows. The associated color changes (acid/green, cold/blue, electricity/purple, fire/orange or red, sonic/yellow or silvery white). They may also have additional effects such as burning flames for fire, mist or ice shards for cold, billowing mist and sizzling for acid, a low-pitched hum and rippled air effect for sonic, and arcs of electricity and a crackling sound for electricity. For example, an *electricity nimbus* would be a swirling purple field with crackling arcs of electricity. The changed displays should be worked out with your DM.

Optional Damage Rules

Because different energy damage types deal damage differently and because the number of available creatures with appropriate resistances varies from campaign to campaign, most DMs need to determine whether they wish to alter the damage dealt by the different energy types. Changes to damage dealt by the special abilities of the prestige class are as follows.

Energy	Damage Modifier	Special
Fire	None	--
Cold	-1 damage per die*	Saving throws use Fort instead of Reflex
Sonic	Reduced damage dice**	Ignores hardness on unattended objects
Electricity	-1 damage per die*	--
Acid	-1 damage per die*	--

* Minimum of 1 point per die of damage.
** Damage dice are reduced one die type, d6 becomes d4, d8 becomes d6.

About the Authors

Mark A. Jindra has been a fan of **Dungeons & Dragons** for the past 25 years and has organized **RPGANetwork** events for many conventions and game days, including Origins and Winter Fantasy. In 1998 he landed his dream job as a web developer for Wizards of the Coast and is currently the developer of the **D&D** website. Mark has authored or coauthored various tournaments for the **RPGA** Network, and he also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

Scott Brocius has been "kicking around" with the **D&D** game since being introduced to it 1980. He has been an **RPGA** member for several years and has helped organize and run **RPGA** events for several conventions, including Origins. The new edition of **D&D** has renewed his love for and interest in the game. Scott also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

The Mind's Eye Three Psionic Vestiges

By Dark Psion and Mark A. Jindra

[Tome of Magic](#) offers three new forms of magic for your **D&D** game: pact, shadow, and truename magic capitalize on a wealth of fantasy literature, **D&D** history, and real-world esoterica to give you new play options that fit seamlessly with your ongoing game. This article focuses on pact magic and the nature of vestiges -- the spirits that pact magic practitioners summon.

Vestiges by Level

Vestige Level	Vestige	Binding DC	Special Requirement
4th	Arete	21	Yes
6th	The Triad	26	Yes
8th	Abysm	34	No



Arete, the First Elan

Arete, a powerful psion who sought immortality, created a new race but doomed himself to never-ending rebirths. His granted abilities provide binders with access to several qualities that toughen the body and mind.

Legend: After a memorable battle with a powerful lich, Arete, a powerful psion, took the time to explore the path of lichdom. He pondered that if immortality can be achieved through "undeath," could it not also be achieved through "unlife" too? After decades of research, he had his answer, but unknown to him, he had made a small oversight. Life begins with birth and unlife would require rebirth.

He awoke from his ritual immortal and rejuvenated, but soon discovered he had lost a lifetime of knowledge and power. His own journals told him what he had once possessed and it became his obsession to regain that power. Unfortunately, every time he did the ritual again to get back what he had lost, he was reborn anew.

No one knows how many times he was reborn, but somewhere along the way, he became a vestige and some believe that every time his vestige is summoned, he is reborn yet again.

Special Requirement: Arete does not like to be reminded that the elan are considered abominations by some, and he does not answer your summons if you are already bound to Chupoclops or Eurynome.

Manifestation: A mirror rises from his seal, reflecting the binder who makes the summons. The summoner's reflection fades to be replaced by that of a young, male Elan with hair too red, eyes too blue, and skin too bronze. While he speaks, his physical moves mirror the summoner's every action.

Sign: Your body's colors alter to become slightly off. Blonde hair becomes too golden, green eyes become too emerald green, and your skin becomes faultless and has no pores.

Influence: You do not get hungry or tired while bound to Arete, but you do suffer negative effects if you do not eat or sleep for the duration that the vestige is bound. If faced with a need to do research, Arete insists that you seek out lore regarding him and his research into immortality as well, which can often double or even triple the time you spend seeking information (DM's discretion finding out where the local rowdies ran off to after a tavern fight might not give Arete grounds to require research into his own past, for example).

Granted Abilities: While bound to Arete, you gain powers that Arete had at some point in his search for immortality.



Psionic Boon: You gain 13 power points when you bind to Arete. These are added to your pool of power if you already possess psionic power, or they create a pool and you become a psionic creature for the duration of this binding.

Resistance: Your gain a +4 resistance bonus on a saving throw of your choice. You may change this to another saving throw as a move action.

Damage Reduction: Your body becomes unnaturally tough as you gain damage reduction 5/--.

Repletion: You gain access to the psionic powers *body adjustment*, *body purification*, and *sustenance* for the duration of the binding. You may manifest each power as a psion would and as if it is a power known by you. You may augment each power as a psion normally could, substituting your effective binder level in place of manifester level.

The Triad

The Triad is a gestalt of three forgotten gods of a lost civilization of mystics. They give binders access to both martial abilities and lore-seeking traits. *Inspired by "Beyond the Glittering Veil" by Steven Kurtzin Dungeon #31.*

Legend: Once long ago, a civilization of psionic mystics may have been the genesis of much of the known psionic knowledge. Their legacy spanned multiple worlds and planes due to their "glittering portals" that allowed instantaneous travel from city to city and plane to plane. Unfortunately, the very gates that allowed them to rise to greatness also doomed them to darkness. The gates functioned by passing through the Plane of Shadow and, over time, the shadows leaked into the gate and then into the travelers. Eventually, darkness consumed the mystics' cities one by one, and many of the mystics themselves became shades. Even the gods of the mystics started to be consumed by shadow.

Gorn, the god of knowledge; Rujsha, the goddess of justice; and Mintar, the god of battle, were the last three gods of the mystics, and they found themselves losing all their worshipers to shadows. When the shadows started pulling at them, they decided they had only one way to save themselves. They combined their essence into one being, and while it saved them from the shadows, it condemned them to existence as a vestige.

Special Requirement: The Triad will not bind with someone with any connection to the Plane of Shadow, whether that's by feat, class abilities, or any other association.



Granted Abilities and Psionics

As with those granted abilities listed for each vestige in *Tome of Magic*, the granted abilities listed below are all supernatural abilities. While you may wish to refresh your memory about all of the rules regarding the granted abilities on page 19 of *Tome of Magic*, we thought it might be helpful to point out a few things here.

- All powers granted by vestiges are supernatural in origin, even if they replicate spells or abilities that are not normally considered magical. This includes psionic powers.
- Supernatural abilities are magical and thus are suppressed in an *antimagic field*.
- Supernatural abilities are not subject to spell resistance (or psionic resistance).
- If a supernatural ability granted by a vestige mimics the effect of a spell or shadow magic mystery (or psionic power), the caster level of that ability is always equal to a binder's effective binder level.
- A binder shows no outward sign when using a granted ability, unless the ability description specifies that he must concentrate, or the use of the ability would be obvious based on its description (such as a ray projecting from the

Manifestation: A glowing changes form from a young motherly woman with her eyes holding his sword in a salute

They continue each other's with who is speaking (see

Sign: Your facial features alter from a young man's inquisitive masculine face and back again.

binder's eyes).

- Effects created by the binder's supernatural abilities end when the vestige leaves the binder, or if the binder dies while bound.

- The Difficulty Class for a saving throw against a vestige-granted power is 10 + 1/2 effective binder level + binder's Cha modifier.

purple jade statue rises from the seal. As it rotates, it man with spectacles reading a book (Gorn), to a covered by bandages (Rujsha), to a man in armor (Mintar).

sentences, but the style of their speech does change Influence).

slightly each hour you are bound to the Triad; they shift face to a woman's concerned features to a bearded

Influence: Your mental aspect shifts to match the face that is currently your sign. As Gorn, you are inquisitive and use many words -- some would say too many. As Rujsha, you are caring and motherly, speaking to others as if they were children. As Mintar, you are honor-bound and slightly combative in manner. When your path crosses that of one influenced by shadow, the gestalt insists that you either face that being first when in combat or avoid that being (and any effects or assistance the being may wish to provide) outside of combat.

Granted Abilities: While bound to the Triad, you gain a range of abilities that represents the essence of their former separate beings.

Psionic Boon: You gain 15 power points when you bind to the Triad. These are added to your pool of power if you already possess psionic power, or they create a pool and you become a psionic creature for the duration of this binding.

Gorn's Knowledge

Call to Mind: You gain access to the psionic power *call to mind* for the duration of the binding. You may manifest the power as a psion would and as if it is a power known by you. You may augment it as a psion normally could, substituting your effective binder level in place of manifester level.

Psicraft Bonus: You gain a +5 bonus on Psicraft checks, and you can make Psicraft checks as if you were trained, even if you have no ranks in that skill.

Bardic Knowledge: You can use bardic knowledge as if you were a bard, but to determine your bonus, use your effective binder level instead of your bard level. Any level-based bonuses for bardic knowledge that are gained from other sources stack with the bonus gained from effective binder level.

Rujsha's Justice

Empathy: You gain access to the psionic power *empathy* for the duration of the binding. You may manifest the power as a psion would and as if it is a power known by you. You may augment it as a psion normally could, substituting your effective binder level in place of manifester level.

Diplomacy Bonus: You gain a +5 bonus on Diplomacy checks.

Smite Evil: Three times per day, you can attempt to smite an evil creature with a single melee attack. You add your Charisma bonus (if any) to the attack roll and deal 1 extra point of damage per effective binder level. If you accidentally smite a creature that is not evil, the attempt has no effect. Once you have used this ability, you cannot do so again for 5 rounds.

Mintar's Honor

Detect Hostile Intent: You gain access to the psionic power *detect hostile intent* for the duration of the binding. You may manifest the power as a psion would and as if it is a power known by you. You may augment it as a psion normally could, substituting your effective binder level in place of manifester level.

Sense Motive Bonus: You gain a +5 bonus on Sense Motive checks.

Weapon Proficiency: You gain proficiency in all simple, martial, and exotic weapons.

Abysm, the Schismed

Abysm, the Schismed, is a living vestige of a psionic mythal. As a vestige, Abysm gives its host access to several psionic effects.

Legend: Little is known about the origin of the vestige that is Abysm, but some have learned that a strange group of psionic users once visited the great city of Myth Drannor on Faerûn.



These visitors wished to learn more about mythals and spent much time in research while in the great elven city. Scholars theorize that they then created a psionic mythal around a secret city of psychics and called it Abysm.

Imagine a city of psions, all interconnected by their psicrystals and a great mythal of psionic energy. Now imagine all of them dying overnight. No one knows what disaster visited the city, but it killed every living thing. Some believe that due to the inhabitants' direct connection to the mythal by way of their psicrystals, their souls did not depart as they should have. Instead they got caught in the weave of psionic energies, and the resulting combination of energies was simply too much for the crystals to hold -- all psicrystals shattered at once and gave birth to the vestige that is Abysm.

Some researchers and lore-seekers say that Abysm has only recently become sane enough to maintain a safe binding for more than a few seconds. Many old tales relate how binders found themselves being nearly driven insane just by contacting it, but now it does respond and answer the call of those who seek it.

Manifestation: Crystals grow from the seal into a prismatic tree that suddenly cracks and shatters into dust. The dust swirls into a shimmering, rainbow-laden cyclone that forms an indistinct face. A discordant voice speaks to the binder, saying, "We, Abysm."

Sign: Your fingernails and toenails become crystal, and you "sweat" gem dust like a maenad does.

Influence: Your speech pattern becomes disconnected, as if many voices are trying to speak through you. Your mannerisms also change from moment to moment: masculine to feminine, regal to shy, and confident to passive. Abysm requires that the binder not use a psicrystal for the duration of the binding.

Granted Abilities: While bound to Abysm, you gain powers that various city inhabitants had at some point in their lifetimes.

Psionic Boon: You gain 21 power points when you bind to Abysm. These are added to your pool of power if you already possess psionic power, or they create a pool and you become a psionic creature for the duration of this binding.

Overpower: You gain access to the psionic powers *read thoughts*, *animal affinity*, *energy missile*, *psionic levitate*, *clairvoyant sense*, and *astral construct* for the duration of the binding. You may manifest each power as a psion would and as if it is a power known by you. You may augment each as a psion normally could, substituting your effective binder level in place of manifester level.

The Mind's Eye

Psychic Theurge (Prestige Class)

By Mark A. Jindra and Scott Brocius

This month, the Mind's Eye presents a new prestige class with a [darker side](#), a prestige class for the religious psionic folk, and a new creature to add to your campaign.

Similar in nature to the mystic theurge and the cerebremancer, the psychic theurge combines psionics with the divine.

The psychic theurge could feel right at home in the **Eberron** setting but might seem a little out of place in the arcane-dominated **Forgotten Realms** setting. The church of Sardior has many psychic theurges amongst its clergy. Ultimately it is up to the DM to determine what religions in her campaign world might support this class.

Hit Die: d4.

Requirements

To qualify to become a psychic theurge, a character must fulfill all the following criteria.

Skills: Knowledge (psionics) 6 ranks, Knowledge (religion) 6 ranks.

Spells: Able to cast 2nd-level divine spells.

Psionics: Able to manifest 2nd-level powers.

Class Skills

The psychic theurge's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (psionics) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Psicraft (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the psychic theurge prestige class.

Weapon and Armor Proficiency: Psychic theurges gain no proficiency with any weapon or armor.

Spells per Day/Powers Known: When a new psychic theurge level is attained, the character gains new spells per day as if he had also attained a level in any one divine spellcasting class he belonged to before he added the prestige class. He gains additional power points per day and access to new powers as if he had also gained a level in any one manifesting class he belonged to previously. He does not, however, gain any other benefit a character of either class would have gained (bonus metamagic, metapsionic, or item creation feats, psicrystal special abilities, and so on). This essentially means that he adds the level of psychic theurge to the level of whatever other divine spellcasting class and manifesting class the character has, then determines spells per day, caster level, power points per day, powers known, and manifester level accordingly.

If a character had more than one divine spellcasting class or more than one manifesting class before he became a psychic theurge, he must decide to which class he adds each level of psychic theurge for purpose of determining spells per day, caster level, power points per day, powers known, and manifester level.

Table: The Psychic Theurge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spells per Day/Powers Known
1st	+0	+0	+0	+2	+1 level of existing divine spellcasting class/+1 level of existing manifesting class
2nd	+1	+0	+0	+3	+1 level of existing divine spellcasting class/+1 level of existing manifesting class
3rd	+1	+1	+1	+3	+1 level of existing divine spellcasting class/+1 level of existing manifesting class

4th	+2	+1	+1	+4	+1 level of existing divine spellcasting class/+1 level of existing manifesting class
5th	+2	+1	+1	+4	+1 level of existing divine spellcasting class/+1 level of existing manifesting class
6th	+3	+2	+2	+5	+1 level of existing divine spellcasting class/+1 level of existing manifesting class
7th	+3	+2	+2	+5	+1 level of existing divine spellcasting class/+1 level of existing manifesting class
8th	+4	+2	+2	+6	+1 level of existing divine spellcasting class/+1 level of existing manifesting class
9th	+4	+3	+3	+6	+1 level of existing divine spellcasting class/+1 level of existing manifesting class
10th	+5	+3	+3	+7	+1 level of existing divine spellcasting class/+1 level of existing manifesting class

- [The Body Leech \(new prestige class with a new creature\)](#)
- [Psychic Theurge \(new prestige class\)](#)

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The Mind's Eye

The Body Leech (Prestige Class)

By Scott Brocius and Mark A. Jindra

This month, the Mind's Eye presents a new prestige class with a darker side, a prestige class for the [religious psionic folk](#), and a new creature to add to your campaign.

"I can use you."

As psionic characters grow in ability, they search for ways to improve themselves, for they are their own source of power. In their studies of their own minds and bodies, they encounter limitations and work for ways to overcome them. Most develop mental techniques to increase their capabilities, while others discover items that can help their powers grow.

Some, however, follow a darker path.

The body leech is one of these. She has found she does have limitations, but these limitations can be overcome easily. There is power everywhere, walking around villages and cities. Every person is a cognizance crystal just waiting to be captured and exploited. The body leech knows just how to accomplish this.

Hit Die: d4.

Requirements

To qualify to become a body leech, a character must fulfill all the following criteria.

Alignment: Any evil.

Skills: Bluff 8 ranks, Diplomacy 8 ranks.

Feats: Body Fuel, Inquisitor.

Psionics: Must be able to manifest ectoplasmic cocoon and mindswitch.

Class Skills

The body leech's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (psionics) (Int), Profession (Wis), Psicraft (Int), Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the body leech prestige class.

Weapon and Armor Proficiency: Body leeches gain no proficiency with any weapon or armor.

Powers Known: At every level except 1st and 4th levels, a body leech gains additional power points per day and access to new discovered powers as she had also gained a level in whatever psionic manifesting class she belonged to before she added the prestige class. The body leech does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities and so on). This essentially means that she adds the level of body leech to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before she became a body leech, she must decide to which class she adds the new level of body leech for the purpose of determining power points per day, powers known, and manifester level.

Drain Cocoon (Su): The body leech has the ability to drain ability points from creatures trapped in her cocoons (see stasis cocoon and greater stasis

cocoon, below). As a free action, the body leech can deal ability damage to a creature she has trapped in a stasis cocoon or greater stasis cocoon. Drained victims must make Will saves with a DC of 10 + 1/2 the body leech's character level + the body leech's Wisdom modifier. Victims who fail their saves take a number of points of temporary Strength, Dexterity, and Constitution damage as chosen by the leech, the body leech gains 2 power point for every 3 points of temporary ability damage inflicted. Only one victim may be drained per round. If a trapped creature's Strength, Dexterity, or Constitution scores reach zero, that creature can no longer be drained (and see ability drain in the Glossary).

The power points the body leech gains are treated as stored power points from a single source, and they follow the normal rules concerning stored points (see page 64 in the Expanded Psionics Handbook). Each use of this ability creates a separate source of stored power points. Power points gained through this power remain available for a number of rounds equal to 1 + the body leech's Wisdom modifier (minimum 1 round) and are wasted not used before they expire. The size of hosts, number of cocoons, and maximum distance between the cocoons and leech are given on the Cocoon Drains table.

For example, Zolga, a psion 11/leech 1 has a victim in her stasis cocoon (Str 12, Dex 9, and Con 12). She decides to drain 9 from each stat of the victim. The victim fails his save and Zolga gains 18 temporary power points. The victim can no longer be drained as his Dexterity is now 0. She has a Wisdom modifier of +6 therefore the temporary points are a viable source for 7 rounds

Table: Cocoon Drains

Level	Maximum Host Size	# of Cocoons	Maximum Distance of Link
1st	Medium	2	1,000 feet
2nd	Medium	4	1 mile
3rd	Large*	6	5 miles
4th	Large*	10	25 miles
5th	Huge*	16**	125 miles

*If augmented.

**At 5th level, one of the cocoons may be prepared as a cheat death host. This cocoon cannot be used as power point source.

- Level -- Character's body leech level.
- Maximum Host Size -- The largest size creature the body leech can place within a stasis cocoon.
- # of Cocoons -- The maximum number of stasis cocoons the body leech can have active.
- Maximum Distance of Link -- This is the limit of distance the body leech can be from her cocoons and still be able to drain or cheat death with them.

Stasis Cocoon: At 1st level, the body leech adds stasis cocoon to her list of known powers.

Create Tether Hound: At 2nd level, the body leech adds create tether hound to her list of known powers.

Stay Conscious (Ex): At 3rd level, the body leech gains the benefits of the Diehard feat.

Greater Stasis Cocoon: At 4th level, the body leech adds greater stasis cocoon to her list of known powers.

Cheat Death (Su): Once per day, when a body leech would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, or other attack that deals damage, but not from a nondamaging effect), the body leech may attempt a DC 25 Will save to cheat death. This is treated as true mind switch, however the body leech does not need to know the true mind switch power, expend any power points, or lose any experience points when using the ability. The body leech need not be aware of the attack to use this power, but the body leech must be conscious and able to mentally act. The body leech also must have a living creature trapped in a stasis cocoon or a greater stasis cocoon that is within the maximum distance of link range (see Table: Cocoon Drains); the leech must designate the trapped creature as her host for the cheat death power. While so designated, the creature cannot provide power points for the body leech's drain cocoon power, and designating a cheat death host is a free action on the turn when the body leech first traps the victim in a cocoon. Thereafter, the body leech can designate a new host from among all the creatures she has trapped in cocoons. This requires a standard action and the leech must touch the new host; the previous host remains trapped in its cocoon, but immediately ceases to be the cheat death host, no matter where it is in relation to the body leech.

When the body leech uses this ability, the host does not get a save to resist but the ability fails unless the trapped creature's Hit Dice are low enough to make it vulnerable to the body leech's mind switch power. If the ability works, the life force and soul of the victim trapped in the cocoon goes into the body leech's dead or dying body and the body leech's life force and soul goes into the trapped body. The body leech can free herself from her own cocoon as a free action.

Table: The Body Leech

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Drain cocoon, <i>stasis cocoon</i>	--
2nd	+1	+0	+0	+3	<i>Create tether hound</i>	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Stay conscious	+1 level of existing manifesting class
4th	+2	+1	+1	+4	<i>Greater stasis cocoon</i>	--
5th	+3	+1	+1	+4	Cheat death	+1 level of existing manifesting class

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Metacreativity
Level: Leech 3
Display: Auditory, material, and visual
Manifesting Time: 1 standard action
Range: Touch
Target: One unconscious creature
Duration: 1 day/level
Saving Throw: None
Power Resistance: Yes
Power Points: 5
This power draws forth and encases one unconscious creature in strands of ectoplasm. The power keeps the creature in stasis for the duration of the power. The creature cannot act and it does not perceive anything. Affected creatures can be freed by outside help only. The strands have a hardness of 17 and 30 hit points. Destroying the strands releases the victim from stasis. If the victim is not released from the cocoon before the power expires, it dies.
Anyone viewing the body leech with truesight or similar ability will see a dark shadowy tendril attached to the leech and leading to the cocoon.
Augment: For every 4 additional power points you spend, this power can trap a creature of one size category larger (as limited by the Cocoon Drains table).
Create Tether Hound
Metacreativity
Level: Leech 4
Display: Auditory, visual
Manifesting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Target: One construct
Duration: 1 day/level
Saving Throw: None
Power Resistance: No
Power Points: 7
This power creates a tether hound from the raw ectoplasm of the Astral Plane. To manifest this power, the body leech must have a free stasis cocoon to which to attach it. Only one hound can be attached to a cocoon, and no hounds can be attached to a cheat death host cocoon.
Augment: You can augment this power in one or both of the following ways.
1. By spending 4 additional power points, the body leech can have the hound transport its cocoon down another of her tendrils to the location of her other cocoons.
2. For every additional power point spent, the hound gains 2 Hit Dice and +2 Strength.
Greater Stasis Cocoon
Metacreativity
Level: Leech 5
Display: Auditory, material, and visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 day/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 9
As stasis cocoon, only with range, and the target need not be unconscious.

Tether Hound
Large Construct
Hit Dice: 6d10+30 (63 hp)
Initiative: +6
Speed: 50 ft. (10 squares)
Armor Class: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple: +4/+13
Attack: Bite +8 (1d8+5)
Full Attack: Bite +8 (1d8+5) and 2 claws +3 (1d6+2)
Space/Reach: 10 ft./5 ft.
Special Qualities: Aurasense, construct traits, damage reduction 5/magic, darkvision 60 ft, low-light vision, psi-like abilities, tether
Saves: Fort +2, Ref +4, Will +3
Abilities: Str 20, Dex 14, Con --, Int 13, Wis 13, Cha 3
Skills: Concentration +6, Hide +7*, Move Silently +11*
Feats: Improved Bull Rush, Improved Initiative, Power Attack
Environment: Any
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: --
A large canine made of wispy purplish black ectoplasm bares its teeth in a snarl, revealing a darker essence within.
A tether hound appears to be a canine created from the stuff of shadows, though in essence, they are a specialized form of astral construct. They are quite large, standing 6 feet at the shoulder. If a viewer uses true seeing, he can also see a black cord that connects the hound to a stasis

cocoon created by a body leech.

A tether hound understands Common and Draconic, but it cannot speak either language.

Combat

Tether hounds attack anything within range of their cocoon that is not a body leech or another tether hound. They have no restraints and attack only to kill -- they do not stop until the target is dead, has fled out of its range, or has destroyed itself.

Their favorite mode of attack is to ambush prey as it enters its area of patrol.

Aurasense (Ex): Tether hounds know when any entity enters the range of its tether. It loses this ability if the cord is severed. The hound does not know the intruder's exact location, only the presence of one or more creatures within range.

Tether (Su): A hound's tether is 30 feet long for each Hit Die the hound has. As noted earlier, a hound cannot move farther away from its cocoon than its tether allows. A slashing weapon with a magical enhancement bonus of +1 or higher can sever the tether. The tether has a hardness of 5, and Armor Class of 17, and 15 hit points. If severed, the tether reattaches itself in the following round.

When the tether is severed, the hound can take only single actions, and it cannot use its psi-like abilities or its aura sense power. Even though it is no longer attached to its cocoon, a tether hound still cannot move farther from its cocoon than its tether length allows. For example, a tether hound with 6 Hit Dice must remain within 180 of its cocoon, even when the tether is severed.

Psi-Like Abilities: A tether hound can manifest body adjustment as an 8th-level psychic warrior. They cannot use this ability if the tether is severed.

- The Body Leech (new prestige class with a new creature)
- [Psychic Theurge \(new prestige class\)](#)

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The Mind's Eye Arch Psion (Prestige Class)

By Mark A. Jindra

"Even the mighty archmage bows to me . . ."

Many believe that the highest art is magic, and those who do often follow the path of the arcane arts. Others believe that unlocking the mysteries of the mind is truly the highest art. The arch psion is the most advanced practitioner of the psionic arts, and she bends powers in ways unavailable to other manifesters. The arch psion gains the ability to alter powers remarkably, but she sacrifices some of her psionic capability to master these psionic secrets.

Hit Die: d4.

Requirements

To qualify to become an arch psion, a character must fulfill the following criteria.

Manifesting: Ability to manifest a 7th-level power, knowledge of 4th-level or higher powers from at least 3 psionic disciplines.

Skills: Knowledge (psionics) 15 ranks, Psicraft 15 ranks.

Feats: Skill Focus (Psicraft), Psionic Focus in two psionic disciplines.

Class Skills

The arch psion's class skills are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills taken individually) (Int), Psicraft (Int), Remote View (Int).

Skill Points at Each Level: 2 + Int modifier

Class Features

All the following are class features of the arch psion prestige class.

Weapon and Armor Proficiency: An arch psion gains no proficiency in any armor or weapons, though she retains any knowledge gained from former classes.

Power Points: Arch psions gain power points per day as though they gained a level of psion. These power points are added to the characters' previous totals. Arch psions gain bonus power points based on the key ability score for their primary ability. If a character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.

Powers Discovered: Arch psions discover powers each level as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.

Psionic Combat: Arch psions do not discover any new psionic combat modes. (Characters do not forget previously discovered attack and defense modes.)

Psicrystals: Arch psion levels count toward the level of psion for determining psicrystal Intelligence and special abilities. Psicrystals are a class ability of psions. You must take at least one level of psion if you wish to encode a psicrystal.

0-Level Powers: Arch psion levels count toward the level of psion for determining the number of free manifestations per day or 0-level powers.

High Psionics: The arch psion discovers secrets unknown to lesser psions. She gains the ability to select a special ability from among the following by permanently decreasing her daily power points total. The number of power points that are lost are listed below. For example, a 15th-level psion with a primary attribute score of 18 would normally have 116 power points for the day. A character with 14 levels of psion and a level of arch psion who chooses the psionic reach ability permanently loses 11 power points, leaving her with only 105.

Extra Power: The arch psion can learn one additional power of any level up to one level lower than the highest-level power she can currently manifest



They learn extra powers from their class power list. The arch psion can select this ability more than once. The permanent power point loss for this ability equals the cost to manifest the selected power.

Innate Psionics: The arch psion can select one of her known powers and permanently prepare it as an innate spell-like ability that she can manifest for free twice per day. The arch psion does not need to expend any power points to manifest this power, although a power that costs XP to manifest still does. The arch psion can manifest the power by paying power points as normal.

The arch psion can alter innate powers with the use of metapsionic feats. She must pay the appropriate amount of power points, and the power spent cannot exceed the arch psionic character's metapsionic cap.

The arch psion can select this ability more than once. Each time she selects this ability, she can select a new power or extend the amount of free use of an existing innate power by two. This ability causes the character to permanently lose 11 power points.

Mastery of Power Negation: An arch psion that knows the negate psionics power can select to alter it so that it can be used to counter spells and powers as dispel magic. When the arch psion successfully counters a spell or power, it is turned back on the caster or manifester as if it were fully affected by spell turning. If the spell or power cannot be affected by spell turning (for example, if it is an area or effect power), then it is merely countered. This ability causes the character to permanently lose 11 power points.

Psionic Energy Discharge (Su): The arch psion gains the ability to channel raw psionic energy into a focused ray. The discharge is treated as a ranged touch attack with long range (400 feet + 40 feet/level of arch psion) and deals 1d4 points of damage per level of arch psion plus 1d4 points of damage for every power point channeled to create the effect. The amount of power points spent cannot exceed your level minus 1. This ability cannot be modified by the use of metapsionic feats. Therefore, a character with 14 levels of psion and a level of arch psion who channels 12 power points into psionic energy discharge deals 13d4 points of damage to the target if it hits. This ability causes the character to permanently lose 15 power points.

Psionic Energy Substitution: The arch psion can alter a power they know when manifesting so that it uses a different type of psionic energy than normal. For example, an arch psion could manifest whitefire and have it deal sonic instead of fire damage. This ability can alter powers with the acid, cold, fire, electricity, or sonic descriptors only. A substituted power works normally in all respects except the type of damage dealt. The manifester decides whether or not to alter a power's energy type and chooses the new energy type when she begins manifesting. This ability costs 11 power points.

Greater Psionic Focus +1: This ability increases the DC for saving throws against the arch psion's powers and manifester level checks for all of her powers to overcome power resistance by +1. This ability can be selected only once, and it stacks with greater psionic focus +2 and greater psionic focus +3, as well as psionic focus and power penetration effects from other sources, such as from the Psionic Focus or Power Penetration feats. This ability causes the character to permanently lose 7 power points.

Greater Psionic Focus +2: As greater psionic focus +1, except the increase is +2 instead of +1. This ability can be selected only once, and it stacks with greater psionic focus +1 and greater psionic focus +3, as well as power focus and power penetration effects from other sources. This ability causes the character to permanently lose 11 power points.

Greater Psionic Focus +3: As greater psionic focus +1, except the increase is +3 instead of +1. This ability can be selected only once, and it stacks with greater psionic focus +1 and greater psionic focus +2, as well as psionic focus and power penetration effects from other sources. This ability causes the character to permanently lose 15 power points.

Psionic Reach: The arch psion can use touch powers on targets up to 30 feet away. If the power requires a touch attack (melee or ranged), the arch psion must make a ranged touch attack. If selected a second time as a special ability, the range increases to 60 feet. This ability causes the character to permanently lose 11 power points.

Sculpt Power: The arch psion can modify an area power by changing the area's shape. The new area must be chosen from the following list: cylinder (10-foot radius, 30 feet high), 40-foot cone, four 10-foot cubes, or a ball (20-foot radius spread). The sculpted power works normally in all respects except for its shape. The arch psion can further alter the shape to create spaces within the power's area of effect that are not subject to the power. The minimum dimension for these spaces is a 5-foot cube. For example, the arch psion could manifest a fireball power whose area is changed to a cone that deals the same amount of damage, but affects a 40-foot cone burst. The arch psion could also leave a hole in the area of the fireball where her ally stands, preventing any damage. This ability causes the character to permanently lose 9 power points.

The Arch Psion							
Level	Base Attack Bonus	Fort	Reflex	Will	Power Points Per Day	Special	Powers Discovered
+1	+0	+0	+0	+2	+1 level	High psionics	+1 level psion
+2	+1	+0	+0	+3	psion	High psionics	+1 level psion
+3	+1	+1	+1	+3	-	High psionics	+1 level psion
+4	+2	+1	+1	+4	-	High psionics	+1 level psion
+5	+2	+1	+1	+4	-	High psionics	+1 level psion

With inspiration and testing provided by members of the wizards online community

Cerebral Assassin (Prestige Class)

By Mark A. Jindra

With inspiration and testing provided by members of the Wizards online community

"The mind is a terrible thing . . . indeed"

The cerebral assassin has chosen a different path than most and embraces the power of psionic combat. Unlike some, they believe that true psionic mastery involves a complete understanding of the mind. Their devotion can at times seem fanatical. They are shunned by most psions and psychic warriors, and they are generally not found in areas with a significant population.

Some believe that a secret society comprised of cerebral assassins may have a stronghold on a demiplane that can be reached only via the Astral Plane. Rumors are that they carry out raids against illithid and gith cities and strongholds, killing all that they find there. Their ruthless aggression and lack of compassion has labeled them as a menace to good and evil alike.

Note: The cerebral assassin was created to take advantage of the feats provided in the "[Battle of the Mind](#)" article as well as the material from the "[Alter Your Basic Psionic Combat](#)" article.

Hit Dice: d4.

Requirements

To qualify as a cerebral assassin, a character must meet the following criteria.

Manifesting: Ability to manifest a 3rd-level power.

Psionic Combat Modes: 6.

Feats: Psychic Assault, Psionic Combat Buffer.

Skills: Knowledge (psionics) 4 ranks, Concentration 4 ranks.

Class Skills

The cerebral assassin's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Knowledge (psionics) (Int), Move Silently (Dex), Profession (Wis), Psicraft (Int), Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the cerebral assassin prestige class.

Armor and Weapon Proficiency: Cerebral assassins gain no proficiency in any armor or weapons, though they retain any knowledge gained from former classes.

Power Points: When they gain a level, cerebral assassins gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Cerebral assassins gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.

Powers Discovered: With the exception of 1st, 4th, 7th, and 10th levels, cerebral assassins discover powers per level as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.

Psionic Combat: One psionic combat mode is discovered at each level of the prestige class. (Characters do not forget previously discovered attack or defense modes.) These combat modes cannot be traded in for feats with the Rescued Mind feat.

Psicrystals: Cerebral assassin levels count toward the level of psion for purposes determining psicrystal Intelligence and special abilities. Psicrystals are a class ability of psions. You must take at least one level of psion if you wish to encode a psicrystal.

0-Level Powers: Cerebral assassin levels count toward the level of psion for purposes determining the number of free manifestations per day of your (level) powers.

Prepared Mind (Su): The cerebral assassin has mastered control of her psionic attacks. She can add half of her cerebral assassin levels as a modifier to the defender's Will save DC for psionic combat.

Talented Mind (Su): The cerebral assassin may use one of her free 0-level manifestations to reduce the base cost to activate a psionic combat mode by 1 power point. She may not use this ability more than once on a single activation.

Greater Psionic Combat Buffer (Su): At 1st level the cerebral assassin gains the Greater Psionic Combat Buffer feat if she did not already have it.

Bonus Combat Mode: At 2nd, 4th, 6th, and 8th levels, the cerebral assassin can select a psionic combat mode. These combat modes cannot be traded in for feats with the Rescued Mind feat.

Bonus Feat: At 3rd, 6th, and 9th level, the cerebral assassin gains a bonus psionic combat related feat. The feat should be chosen from the following: Mental Adversary, Mind Trap, Psychic Bastion, Disarm Mind, Bonus Mode, or Mind Blind.

Iron Will: At 4th level, the cerebral assassin gains the Iron Will feat for free.

Mind Twist (Su): At 3rd level, instead of using a standard defense mode, the cerebral assassin can completely negate a psionic attack directed at her. She can use this ability a number of times per day equal to her level of cerebral assassin. At 7th-level, attack modes that would be negated by this ability are instead reflected back upon the attacker. The attacker is caught mentally flat-footed for purposes of defending against the reflected attack mode. The attacker uses his own stats when determining the save DC of the reflected attack.

Superior Psionic Combat Buffer: At 5th-level the cerebral assassin gains a more powerful version of Psionic Combat Buffer, this ability allows the cerebral assassin to activate psionic combat modes for 1/4 the normal cost, and she can designate up to 3/4 of her total power points for the day for use in psionic combat.

Mastered Psionic Combat Buffer (Su): At 9th-level the cerebral assassin has mastered her Psionic Combat Buffer and can activate psionic combat modes for 1/5 the normal cost. She also may designate up to 100% of her total power points for the day for use in psionic combat.

Mind Walk (Su): At 10th level, the cerebral assassin has become perfectly attuned to the patterns of brainwaves; she gains the ability to transport herself via the minds of living creatures. Once per day as a standard action she can seamlessly enter any living creature with an Intelligence score equal to or greater than 1 and pass to another living creature that meets the same requirements and is within line of sight of the first creature. The cerebral assassin appears as close to the second creature as possible.

The entry and destination creatures need not be familiar to the cerebral assassin, but they must be alive and have a metabolism. (Thus, plants and undead are not eligible targets.) The cerebral assassin cannot use herself as the entry or destination creature. Neither creature needs to be a willing participant. When exiting the destination creature, the cerebral assassin chooses an adjacent square in which to appear. Entering and leaving a creature is painless, unless the cerebral assassin wishes otherwise (see below). In most cases, though, the destination creature finds being the endpoint of a psionic portal surprising and quite unsettling.

If she desires, the cerebral assassin can attempt to psionically assault either or both creatures. She can select an attack mode that she knows to

assault the creature. Power points for the attack must be paid as normal. Psionic creatures cannot activate a defense mode and both psionic and nonpsionic creatures are caught mentally flat-footed. The cerebral assassin cannot activate any other attack modes this round. If the creature fails its Will save, it takes damage as normal from the attack as well suffering the effects of being stunned for +2d4 rounds.

The Cerebral Assassin						
Level	Base Attack Bonus	Fort	Ref	Will	Special	Powers Discovered
1	+0	+0	+0	+2	Talented mind, Prepared Mind, Greater Psionic Combat Buffer	--
2	+1	+0	+0	+3	Bonus combat mode	+1 Level Psion
3	+1	+1	+1	+3	Bonus feat, Mind twist (1)	+1 Level Psion
4	+2	+1	+1	+4	Bonus combat mode, Iron Will	--
5	+2	+1	+1	+4	Superior Psionic Combat Buffer	+1 Level Psion
6	+3	+2	+2	+5	Bonus combat mode, bonus feat	+1 Level Psion
7	+3	+2	+2	+5	Mind twist (2)	--
8	+4	+2	+2	+6	Bonus combat mode	+1 Level Psion
9	+4	+3	+3	+6	Bonus feat, Mastered psionic combat buffer	+1 Level Psion
10	+5	+3	+3	+7	Mind walk	--

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The Mind's Eye

The Ruby Disciple (Prestige Class)

By Scott Brocius and Mark A. Jindra

"We see you . . . move along now."

Even though Sardior's clergy tend to be welcomed everywhere much as bards are, they know not everyone is as friendly as they seem. A small group of his clergy trains to be a martial arm of the church, serving not only as a defense but also as a show of force so that they can keep potential thieves away.

This group is known as the ruby disciples. They seek the power of Sardior, the ruby dragon, to enhance their combat capabilities. Both cleric and psions enter the service of the dragon, and while their training is similar, they have marked differences in their abilities. A character possessing both cleric and psionic levels must choose to be a divine ruby disciple or a psionic ruby disciple.

Hit Dice: d8.

Requirements

To qualify as a ruby disciple, a character must meet the following criteria.

Alignment: Any neutral.

Spells/Manifesting: Ability to cast a divine spell of 4th level or higher, or ability to manifest a 3rd-level telepathic power, or ability to manifest any 4th-level psionic power.

Feats: Combat Casting and any divine feat, or Combat Manifestation and Psychoanalyst.

Skills: Bluff4 ranks, Diplomacy 4 ranks.

Special: Must be a worshiper of Sardior.

Class Skills

The ruby disciple's class skills are Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (any) (Int), Psicraft (Int), Remote View (Int, exclusive skill), Spellcraft (Int), Stabilize Self (Con).

Skill Points at Each Level: 4 + Int modifier.

Class Abilities Specific to the Divine Ruby Disciple

Spells per Day: When a character gains a level of divine ruby disciple (except as noted on the table below), the character gains new spells per day as he had also gained a level in the divine spellcasting class he belonged to before becoming a ruby disciple. He does not gain any other benefit a character of that class would have gained.

Spell Use (Sp): Divine ruby disciples gain access to the Telepathy psionic discipline as clerical spells starting at 1st level. They can select psionic powers from the Telepathy discipline to replace normally granted spells per day. They must meet the normal Charisma requirements to cast these powers. For example, a divine ruby disciple would need a Charisma of 16 to cast a 6th-level telepathic psionic power.

Class Abilities Specific to the Psionic Ruby Disciple

Power Points: When they gain a level, psionic ruby disciples gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Psionic ruby disciples gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), he now chooses a primary disciplin and can gain bonus power points based on the related ability score.

Powers Discovered: With the exception of the levels noted on the table below, psionic ruby disciples discover powers per level as though they gained level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.

Power Use (Sp): Psionic ruby disciples can discover Sardior's domain spells as though they were telepathy powers of equal level. Discovering a spell this way replaces one of the normal powers discovered by the psionic ruby disciple. Psionic ruby disciples can discover domain spells as powers only

when gaining a level of psionic ruby disciple.

Psionic Combat: Psionic ruby disciples discover psionic attack and defense modes as though the character were a psychic warrior of the same level as the prestige class. (Characters do not forget previously discovered attack and defense modes.)

Psicrystals: Psionic ruby disciple levels count toward the level of the psionic character for purposes determining psicrystal Intelligence and special abilities. Psicrystals are a class ability of psions. You must take at least one level of psion if you wish to encode a psicrystal.

0-Level Powers: Psionic ruby disciple levels count toward the level of the psionic character for determining the number of free manifestations per day your 0-level powers.

Class Abilities Common to Divine and Psionic Ruby Disciples

Armor and Weapon Proficiency: Ruby disciples become proficient with all types of armor (light, medium, and heavy). They also gain proficiency in simple and martial weapons, though many prefer to use their claws exclusively when they gain that class ability.

Ruby Eyes (Ex): At 1st level, the ruby disciple's eyes transform into rubylike crystal. They have an inner glow and can act as a holy symbol. At 1st level this transformation gives the ruby disciple low-light vision. At 5th level, they also grant darkvision. If the character already has either of these, their range is doubled. At 8th level, their eyes grant them true seeing, usable up to 10 minutes per day.

Claws (Ex): The ruby disciple gains retractable claws that do a base d8 damage. Extending or retracting the claws is a free action, but doing so can be performed only once per round.

Natural Armor (Ex): As the ruby disciple gains levels, his skin undergoes a transformation. Initially, his skin becomes pale red in color, as though sunburned. As the transformation progresses, his skin gets deeper red in color and turns into faceted scales, as though covered with plates of ruby. This translates into a natural armor bonus of +2 at 3rd level, which increases to +4 at 6th level, and then to +6 at 9th level.

Breath Weapon (Su): Starting at 4th level, the ruby disciple gains a breath weapon. The type of breath weapon varies depending on the former class of the ruby disciple as shown on the chart below. Using the breath weapon is a full action, and can be used once per day. The power of the breath weapon increases at 7th- level and again at 10th-level.

The Ruby Disciple (Divine and Psionic)						
Level	BAB	Fort	Ref	Will	Special	Powers/Spells
1	+0	+2	+0	+2	Ruby eyes, spell/power use	--
2	+1	+3	+0	+3	Claws	+1 divine or manifester level
3	+2	+3	+1	+3	Natural armor (+2)	+1 divine or manifester level
4	+3	+4	+1	+4	Breath weapon	--
5	+3	+4	+1	+4	Ruby eyes	+1 divine or manifester level
6	+4	+5	+2	+5	Natural armor (+4)	+1 divine or manifester level
7	+5	+5	+2	+5	Breath weapon	--
8	+6	+6	+3	+6	Ruby eyes	+1 divine or manifester level
9	+6	+6	+3	+6	Natural armor (+6)	--
10	+7	+7	+3	+7	Breath weapon	+1 divine or manifester level

Ruby Disciple Breath Weapon					
Former Class	Breath Type	Damage at 4th Level	7th Level	10th Level	SaveDC
Egoist or Psychic Warrior	Cone of cold	2d8	4d8	6d8	DC 18
Nomad	Cone of sound	2d4	4d4	6d4	DC 17
Savant	Line of force	2d8	4d8	6d8	DC 18
Shaper	Cone of fire	2d10	4d10	6d10	DC 19
Cleric or Seer	Cone of sound	2d6	4d6	6d6	DC 18
Telepath	Cone of light	2d6	4d6	6d6	DC 17

*A line is always 5 ft. high, 5 ft. wide, and 60 ft. long.
**A cone is always 30 ft. long.

The Mind's Eye

The Percipient (Prestige Class)

By Scott Brocius and Mark A. Jindra

"You should see what I see."

In the psionic culture, beings exist that alter their bodies to improve their psionic ability. Most of these beings form groups that concern

themselves with the physical forms of psionics: the arts of the egoist and the psychic warrior. The percipients are different. While they too alter their physical form, they still believe the power of the mind is stronger than that of the body. They also know true strength is found in numbers, so they have formed a network of communication among themselves.

Those wishing to become a percipient must first discover the *Ritual of the Oculist*. The first percipients created this process to allow others to grow a physical third eye. Candidates searching for clues on the ritual eventually can encounter a percipient who will determine whether she should be allowed to join the ranks of percipients. If the percipient determines the candidate should not join, he directs the hopeful in a ritual that forever bars the individual from becoming a percipient. If the candidate is found worthy, the specifics of the ritual soon find its way into the candidate's waiting mind.

Performing the ritual is more than just a physical change for the percipient. It also serves as an acceptance into a psionic community, which while small, seems to have eyes everywhere.

Hit Die: d4.

Requirements

To qualify as a percipient, a character must fulfill all the following criteria:

Skills: Intimidate 2 ranks, Knowledge (psionics) 8 ranks, Spot 4 ranks.

Feats: Alertness, Dodge, Psychoanalyst.

Manifesting: Able to manifest a 3rd-level power.

Special: Must research and perform the *Ritual of the Oculist*.

Ritual of the Oculist: Individual DMs should tailor the ritual to fit their campaign as far as gold piece expenditures and XP cost (if any). It should be a psionic process that allows the character to grow a third eye. In addition, the DM can require other services from the character since the group may have other demands as well.



Class Skills

The percipient's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Profession (Wis), Psicraft (Int), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are features of the percipient prestige class.

Weapon and Armor Proficiency: Percipients gain no proficiency with any weapons or armor, but they retain any previous knowledge they may have had.

Power Points*: When they gain a level, percipients gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Percipients gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.

Powers Discovered: With each level, percipients discover powers as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.

Psionic Combat: Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class. (Characters do not forget previously discovered attack and defense modes.)

0-Level Powers: Percipient levels count toward the level of the psionic character for determining the number of free manifestations per day or 0-level powers.

Psicrystals: Percipient levels count toward the level of psion for purposes of determining psicrystal intelligence and special abilities.

Psicrystals are a class ability of psions. You must take at least one level of psion if you wish to encode a psicrystal.

Third Eye (Ex): When the percipient finishes the ritual at 1st level, she grows a physical third eye. While this eye provides many benefits, she loses the ability to use any third eye psionic items.

Initiative Modifier (Ex): Starting at 1st level and increasing at each level thereafter, the percipient adds a modifier to her initiative roll. Initially this is a penalty due to the increased amount of information processed by her third eye. As she gains levels as a percipient, she gains the ability to better deal with this increased information in tense situations.

Skill Bonus (Ex): At 1st level, the percipient gains a +2 modifier on Search and Spot checks. This bonus increases by +2 at 3rd, 5th, 7th, and 9th levels.

Low-Light Vision (Ex): At 1st level, the percipient gains low-light vision (see page 296 of the *Dungeon Master's Guide*) or has her range tripled if she already possesses it. This requires a psionic power reserve of 1.

AC Bonus (Ex): At 2nd level, the percipient gains a +1 insight bonus to Armor Class. This bonus increases by +1 at 4th, 6th, 8th, and 10th levels.

Uncanny Dodge (Ex): At 2nd level, the percipient gains the ability to react to danger before her senses would normally allow her to be aware of it. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible foe. (She still loses any Dexterity bonus to AC if immobilized.) If the character already has the Uncanny Dodge feat from a previous class, she gains improved uncanny dodge instead (see below).

Vigilant Sight (Sp): At 3rd level, the percipient gains the ability to manifest the *vigilance* power even if she does not meet the minimum stat requirements. Manifesting this power costs 1 power point less than normal (2 instead of 3). This is in addition to any other cost reductions she may have, but it always costs at least 1 power point.

Mesmerizing Gaze (Su): At 4th level, the percipient gains a power similar to a gaze attack. Unlike a regular gaze attack, this power works only during the percipient's turn. The percipient uses a standard action to trigger the power, and doing so costs 5 power points. The percipient chooses one living creature within 30 feet as the target for the power. The percipient and the target must be able to see each other (the power does not work on blind creatures). If the target fails a Will save (DC 13 + Wisdom bonus), it cannot take any actions except to defend itself. This lasts as long as the percipient maintains the gaze (minimum 1 round). To maintain the effect, the percipient must concentrate (a standard action each round). If anything breaks the line of sight or line of effect between the percipient and the subject, the effect is broken. If the target takes damage, it is entitled to a new Will save to break the gaze.

Darkvision (Ex): At 5th level, the percipient gains darkvision to a range of 60 feet, or adds 60 feet to her range if she already possesses darkvision. This requires a psionic power reserve of 3.

Focused Eye: At 5th level, all clairsentient powers manifested by the percipient cost 1 less power point to manifest than normal, to a minimum of 1 point. This is in addition to any other cost reductions she may have, but it always costs at least 1 power point.

Pain Gaze (Su): At 6th level, the percipient gains a power similar to a gaze attack. Unlike a regular gaze attack, this power works only during the percipient's turn. The percipient uses a standard action to trigger the power, and doing so costs 9 power points. The percipient chooses one living creature within 30 feet as the target for the power. The percipient and the target must be able to see each other (the power does not work on blind creatures). If the target fails a Fortitude save (DC 15 + Wisdom bonus), it is wracked with pain. This causes the target to suffer a -4 penalty on attack rolls, skill checks, and ability checks for 1 minute per manifester level.

Auric Sight (Sp): At 7th level, the percipient gains the ability to read the auras of a person or thing. This ability is a full-round action. The percipient learns four things about the target: Whether it's good or evil, whether it can manifest psionic powers or cast spells, what its relative power level is to her, and if it possesses any active psionic or magical effect. This power is a divination effect and magical effects that conceal auras, such as *nondetection*, defeat this power. This ability costs 7 power points to use.

Improved Uncanny Dodge (Ex): At 8th level, the percipient can no longer be flanked, since she can react to foes on opposite sides of her as easily as she can a single attacker. This defense denies a rogue the ability to sneak attack the percipient by flanking her, unless the attacker has at least four more rogue levels than the target does.

If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level needed to flank the percipient.

True Sight (Sp): At 9th level, the percipient gains the ability to manifest the *true seeing* power even if she does not meet the minimum stat requirements. Manifesting this power costs 1 less power point than normal (8 instead of 9). This is in addition to any other cost reductions she may have, but it always costs at least 1 power point.

Death Gaze (Sp): At 10th level, the percipient gains a power similar to a gaze attack. Unlike a regular gaze attack, this power works only during the percipient's turn. The percipient uses a standard action to trigger the power, and doing so costs 13 power points. The percipient

chooses one living creature within 30 feet as the target for the power. The percipient and the target must be able to see each other (the power does not work on blind creatures). If the target fails a Will save (DC 17 + Wisdom bonus), it dies. On a successful save the target is unaffected.

Gaze of Many (Su): At 10th level the percipient gains the ability to use two different gaze powers (mesmerizing gaze, pain gaze, or death gaze). The percipient chooses which two of her gaze attacks that she will use. Each gaze attack is resolved separately in the order the percipient chooses. Activating the two powers is a standard action, and percipient must pay the power point cost for both powers. The total cost paid may exceed the percipient's metapsionic cap. The percipient may choose to concentrate on an existing mesmerize gaze effect as one of the two gaze attacks in the round. This ability may be used a number of times per day equal to 1 plus the percipient's Wisdom modifier.

The Percipient								
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Powers Discovered	Init Mod	PP	Specials
1st	+0	+0	+0	+2	+ 1 psion	-3	*see	Third eye, skill bonus, low-light vision
2nd	+1	+0	+0	+3	+ 1 psion	-2	text	AC bonus, uncanny dodge
3rd	+1	+1	+1	+3	+ 1 psion	-2		Skill bonus, <i>vigilant sight</i>
4th	+2	+1	+1	+4	+ 1 psion	-1		AC bonus, mesmerizing gaze
5th	+2	+1	+1	+4	+ 1 psion	-1		Skill bonus, darkvision, focused eye
6th	+3	+2	+2	+5	+ 1 psion	+0		AC bonus, pain gaze
7th	+3	+2	+2	+5	+ 1 psion	+0		Skill bonus, <i>auric sight</i>
8th	+4	+2	+2	+6	+ 1 psion	+1		AC bonus, improved uncanny dodge
9th	+4	+3	+3	+6	+ 1 psion	+1		Skill bonus, <i>true sight</i>
10th	+5	+3	+3	+7	+ 1 psion	+2		AC bonus, <i>death gaze</i> , gaze of many

About the Authors

Mark A. Jindra has been a fan of **Dungeons & Dragons** for the past 25 years and has organized **RPGANetwork** events for many conventions and game days, including Origins and Winter Fantasy. In 1998 he landed his dream job as a web developer for Wizards of the Coast and is currently the developer of the **D&D** website. Mark has authored or coauthored various tournaments for the **RPGA** Network, and he also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

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The Mind's Eye

Planar Vanguard (Prestige Class)

By Mark A. Jindra and Scott Brocius

The planar vanguard is a psionic scholar and expert in planar travel, and through arcane research she develops not only the ability to travel to other planes, but also the ability to create her own demiplane. (Being around long enough to use it is another matter.)

Psions steeped in psionic knowledge make the best planar vanguards, and having visited an Inner or Outer Plane is required to join their numbers. They usually seek out organizations of planeshifters (see *Manual of the Planes*) to share their knowledge. These organizations are more like fraternal organizations than guilds or power groups, and they appear (and disappear) with great frequency. Despite this, one group of planar vanguards known as the Eternal Mind has appeared from time to time.

NPC planar vanguards are rarely in the same place for long. They're always going to see some new planar sight or phenomenon. They sometimes hire adventurers as bodyguards, assistants, or troubleshooters.

Hit Dice: d4.

Requirements

To qualify as a planar vanguard, a character must fulfill all the following criteria:

- Skills:** Concentration 8 ranks, Knowledge (the planes) 4 ranks, Psicraft 8 ranks.
- Feats:** [Transdimensional Power](#).
- Manifesting:** Able to manifest a 4th-level power.
- Special:** The character must have spent some time on one or more Transitive Planes before taking this prestige class. The total time is up to the DM. (At least one month is recommended.)

Class Skills

The planar vanguard's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Diplomacy (Cha), Intuit Direction (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Psicraft (Int), Remote View (Int), Ride (Dex), Search (Int), Speak Language, and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the planar vanguard prestige class.

Weapon and Armor Proficiency: Planar vanguards gain no proficiency in any weapons or armor, but they retain any previous knowledge they may have had.

Power Points*: With the exception of 1st level, planar vanguards gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Planar vanguards gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.

Powers Discovered: A planar vanguard's effective manifester level equals her manifester level for her other psionic classes, plus her planar vanguard level -1.

Psionic Combat: Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class. (Characters do not forget previously discovered attack and defense modes.)

0-Level Powers: A planar vanguard counts her levels in planar vanguard -1 and applies the total toward the level of the psionic character for determining the number of free manifestations per day of your 0-level powers.

Psicrystals: A planar vanguard counts her levels in planar vanguard -1 and applies the total toward the level of the psionic character for determining psicrystal Intelligence and special abilities. Characters whose previous class did not offer access to a psicrystal (such as psychic warrior) gain the ability to create one as a psion can.

Plane Shift (Sp): Starting at 1st level, the planar vanguard gains the ability to *plane shift* herself (as the power) for free once per day. The number of times per day she may use this ability increases by one every other level of planar vanguard (3rd, 5th, 7th, and 9th). Starting at 5th level, the planar vanguard gains the ability to affect other creatures with the *plane shift* ability. Using this ability is treated as if the planar vanguard manifested the *plane shift* power on the target or targets in question.

Control Planar Flux (Su): At 2nd level, a planar vanguard gains an intuitive understanding of how creatures interact with the planes they are on, and she can exploit small changes in the barriers between planes. The planar vanguard's manifester level is considered one higher when manifesting the *dimensional anchor* and *dismissal* powers. The level bonus further increases by one at 4th, 6th, 8th and 10th levels.

Planar Survival (Ex): A planar vanguard of 3rd level or higher becomes attuned to the nature of the planes she visits and personally immune to natural planar effects that arise from certain planar trait, as shown below:

Trait	Immunity/effect
Earth dominant	Won't suffocate while on the plane
Fire dominant	No damage from the fire trait
Negative dominant	Doesn't take damage or negative levels from the negative trait.
Positive dominant	Not blinded by the positive trait, stops temporary hit points when they equal her normal hit point total
Water dominant	Can breathe water while on the plane

In addition, some effects specific to a plane are negated. These effects include extremes in temperature, lack of air, poisonous fumes, emanations of positive or negative energy, or other attributes of the plane itself that might not be associated with a planar trait. In the **D&D** cosmology, this ability negates the deafening effect of Pandemonium and the cold damage on the Cania layer of the Nine Hells. Your DM can add additional protections for a cosmology he creates. If an Elemental Plane of Cold is in his cosmology, for example, this ability protects against the base cold damage suffered by the planar vanguard while on that plane.

The effects of gravity traits, alignment traits, and magic traits aren't negated by this ability, and neither is the special entrapping trait that some planes have (Elysium and Hades in the **D&D** cosmology).

This ability does not provide protection against creatures, native or otherwise, and it does not protect against spells, special abilities, or extreme and nonnatural formations within a plane. This ability allows a planar vanguard to survive on the Elemental Plane of Earth, but it won't protect her if she walks into a pool of magma on that same plane.

Morphic Stability (Ex): At 5th level, a planar vanguard gains the ability to impose her will on her surroundings to a limited extent. On planes with the highly morphic trait (such as Limbo in the **D&D** cosmology) or the magically morphic trait (such as the Plane of Shadow), the terrain stabilizes around the planar vanguard. The planar vanguard automatically calms the terrain within a radius of 30 feet per planar vanguard level. This area moves with the planar vanguard and is centered on her. Permanent structures within the plane are unaffected, and the terrain can still be changed through normal activity.

Grant Planar Survival (Su): A planar vanguard of 7th level or higher can extend the planar survival ability by touch to a number of others equal to her planar vanguard level. Once granted, the survival ability lasts for 24 hours. Should the planar vanguard's companions wind up on a different plane than the planar vanguard, their protection fades immediately.

Reality Maelstrom (Sp): At 9th level, a planar vanguard gains the ability to force a hole in reality itself that sucks all material and most nearby creatures into it, sending them to a random plane (see Table 1-1: Random Planar Destinations). Everything sucked into this reality maelstrom goes to the same place. The maximum range of this ability is 100 ft. + 10 ft. per planar vanguard level. The maelstrom lasts for a number of rounds equal to 1/2 her manifester level. This ability may be used up to 3 times per day.

This ability has a primary and a secondary area. The primary area is the hole itself: a sphere of no less than 5 feet and no greater than a 5-foot radius per planar vanguard level. Within that area, all unattended objects weighing 100 pounds or less are sucked into the reality maelstrom, as are all individuals who fail a Will saving throw (DC 17 + Dexterity modifier).

The secondary area is a windstorm of air rushing into the tear. All unattended objects weighing 50 pounds or less within an area twice the radius of the primary effect are drawn into the primary area of the reality maelstrom. Individuals in the secondary area must make a Reflex saving throw (DC 17 + Dexterity modifier). Those who fail are sucked into the primary area and must make a Will saving throw to avoid being drawn into the maelstrom.

Individuals who make either saving throw can move and attack as normal but must make additional saving throws every round they remain within the primary or secondary areas. A reality maelstrom is a one-way portal, so nothing ever emerges from the hole created by this ability.

Table 1-1: Random Planar Destinations

d%	Plane
01-05	Ysgard
06-10	Limbo
11-15	Pandemonium
16-20	The Abyss
21-25	Carceri
26-30	Hades
31-35	Gehenna
36-40	The Nine Hells
41-45	Acheron
46-50	Mechanus
51-55	Arcadia
56-60	Celestia
61-65	Bytopia
66-70	Elysium

71-75	The Beastlands
76-80	Arborea
81-89	The Outlands
90-91	Elemental Plane of Fire
92-93	Elemental Plane of Earth
94-95	Elemental Plane of Water
96-97	Elemental Plane of Air
98	Positive Energy Plane
99	Negative Energy Plane
100	Demiplane (DM's Choice)

Genesis Stone (Sp): At 10th level, a planar vanguard gains the ability to turn her psicrystal into a small pocket dimension. This pocket dimension is often used as a base of operation. A planar vanguard can craft a new psicrystal to replace the one used for this purpose. The original crystal is destroyed in the process, but the planar vanguard does not suffer the standard effects of losing a psicrystal. A planar vanguard can own only one demiplane at a time and cannot construct a new one unless all portals to the old one are destroyed. The planar vanguard must meditate 8 hours a day for one week to awaken the demiplane in her psicrystal.

Upon awakening the ability in the psicrystal, the crystal shatters and a miniscule spherical demiplane that is 1 foot in radius is created. It grows quickly, gaining 1 foot in radius per day up to a maximum radius of 100 feet. After reaching that size, the demiplane continues to grow at a rate of 2 feet of radius per year. If its creator perishes, the demiplane stops growing.

The planar vanguard's demiplane has the following planar traits: normal time, alterable, and normal magic and psionics. At creation the planar vanguard can set whatever gravity trait, elemental traits, and alignment traits she likes, and she can choose whether the plane is finite or self-contained. While the demiplane isn't morphic, the planar vanguard has total control over the landscape at the moment of creation, so she can decide whether it will be foreboding, mountainous wasteland, or bucolic forest. The terrain set at creation extends itself as the demiplane grows. While it is not possible to fit jagged peaks into a 1-foot sphere, cliffs and summits appear as the demiplane grows.

The demiplane retains the personality of the psicrystal that is used in its creation. When on the demiplane, the planar vanguard is granted the effects of the special ability of the original psicrystal. The demiplane retains the intelligence of the psicrystal used in its creation as well as the *sighted*, *speak with other creatures*, and *sight link* special abilities. Ranges for these abilities are disregarded, and *sight link* ends if the planar vanguard leaves the demiplane.

The demiplane is unfurnished, so the planar vanguard must provide what construction is necessary. It has a single portal entry, which the planar vanguard can control for access. Those who know of the demiplane's existence can *plane shift* to the plane, though if the demiplane isn't large enough to hold the visitor (or the planar vanguard, for that matter), entry is denied. Demiplanes are often used as hiding places, research labs, and prisons for particular beasts.

Planar Vanguard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Powers Discovered	PP	Specials
1st	+0	+0	+2	+0	--	*see	<i>Plane shift</i> 1/day, psicrystal
2nd	+1	+0	+3	+0	+1 psion	text	Control planar flux +1
3rd	+1	+1	+3	+1	+1 psion		Planar survival
4th	+2	+1	+4	+1	+1 psion		Control planar flux +2
5th	+2	+1	+4	+1	+1 psion		Morphic stability, <i>plane shift</i> others
6th	+3	+2	+5	+2	+1 psion		Control planar flux +3
7th	+3	+2	+5	+2	+1 psion		Grant planar survival
8th	+4	+2	+6	+2	+1 psion		Control planar flux +4
9th	+4	+3	+6	+3	+1 psion		<i>Reality maelstrom</i>
10th	+5	+3	+7	+3	+1 psion		Control planar flux +5, <i>genesis stone</i>

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The Mind's Eye

Chosen of Sardior (Prestige Class)

The Legend of Sardior, Part 2

By Mark A. Jindra and Scott Brocius

This month we build upon the foundation of the [Legend of Sardior](#) with a new race of psionic dwarves known as [Aleithians](#). We also delve a little into the church of Sardior by bringing you [two new prestige classes](#) for those chosen worthy of Sardior's knowledge. To round it all out we have [eighteen new powers](#) usable by the chosen.

Chosen of Sardior

Many psions and psychic warriors follow the ways and teachings of Sardior. A select few of the devoted that have assisted the church are compelled to enter the service of the church. Some say Sardior himself chooses the worthy. These chosen of Sardior receive special training and practice the dogma of Sardior; they have even been known to preach on occasion, but their ties to the temples of Sardior are more of a support role. Chosen psions are known as Devotees of Sardior whereas chosen psychic warriors take the title of Defender of Sardior. Occasionally chosen continue their service to the church, becoming ruby disciples.

Devotee of Sardior

Devotees of Sardior are psions that have entered the service of the church of Sardior. They are blessed with knowledge and power known only to the church of Sardior. They spend much of their time studying the workings of the church as well as serving in a consulting capacity to the church's clergy. They also perform special tasks for the church from time to time.

Hit Die: d4.

Requirements

To qualify to become a devotee of Sardior, a character must fulfill all the following criteria.

Alignment: Any neutral.

Skills: Knowledge (religion) 2 ranks.

Psionics: Ability to manifest at least one 2nd-level power.

Special: Must be a worshiper of Sardior. Must also have performed a special service for the church of Sardior (DMs may select a task or series of tasks that are appropriate to their campaign).

Class Skills

The devotee of Sardior's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Craft (Int), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Knowledge (any) (Int), Psicraft (Int), Profession (Wis), Remote View (Int), Spellcraft (Int), and Stabilize Self (Con).

Skill Points at Each Level: 4 + Int modifier.

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Powers Discovered
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Bonus

1st	+0	+0	+0	+2	Sardior's essence	+ 1 psion level
2nd	+1	+0	+0	+3	Sardior's knowledge	+ 1 psion level
3rd	+1	+1	+1	+3	Sardior's devotion	+ 1 psion level

Class Features

All of the following are class features of the devotee of Sardior prestige class.

Weapon and Armor Proficiency: Devotees of Sardior gain no proficiency with any weapon or armor, but retain any they had before adding a level in this class.

Power Points: When they gain a level, devotees of Sardior gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Devotees of Sardior gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), he now chooses a primary discipline and can gain bonus power points based on the related ability score.

Powers Discovered*: Devotees of Sardior discover powers at all levels as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester levels are increased by one for each level of the prestige class.

Psicrystals: Devotee of Sardior levels count toward the level of the psionic character for purposes of determining psicrystal Intelligence and special abilities. Psicrystals are a class ability of psions. A character must take at least one level of psion if he wishes to encode a psicrystal.

0-Level Powers: Devotee of Sardior levels count toward the character's level of psion for determining the number of free manifestations per day of 0-level powers.

Psionic Combat: Devotees of Sardior do not discover psionic attack or defense modes, but retain any they had before adding a level in this class.

Sardior's Essence (Ex): Any psicrystal a devotee of Sardior has encoded instantly changes color to ruby red and pulses with a faint inner light. The psicrystal gains 5 points of hardness and provides him with a +4 bonus on Knowledge (religion) checks.

Sardior's Knowledge (Ex): Devotees of Sardior may discover [Sardioran powers](#) (powers with the [Sardior] descriptor) when they discover a new power. Their aura is also altered to show they are one of the faithful of Sardior. The aura grants a +10 bonus on Diplomacy checks made to influence the attitude of a gem dragon, with the exception of obsidian dragons. Obsidian dragons automatically start with an initial attitude of hostile, and any Diplomacy checks made to change that initial attitude suffer a -10 penalty. (Obsidian dragons view Sardior and any of Sardior's followers with extreme hostility.)

Sardior's Devotion (Ex): Devotees of Sardior characters discover and manifest powers with the Sardior descriptor as though their ability scores in the ability associated the discipline are 5 points higher than they currently are, provided that the characters' scores for the ability in question is at least 1.

Defender of Sardior

Defenders of Sardior are psychic warriors that have entered the service of the church of Sardior. They are blessed with knowledge and power known only to the church of Sardior. They spend much of their time protecting the church and its officials, although they have performed special tasks for the church from time to time.

Hit Die: d8.

Requirements

To qualify to become a defender of Sardior, a character must fulfill all the following criteria.

Alignment: Any neutral.

Skills: Knowledge (religion) 2 ranks.

Psionics: Ability to manifest at least one 2nd-level power.

Special: Must be a worshiper of Sardior. Must also have performed a special service for the church of Sardior (DMs may select a task or series of tasks that are appropriate to their campaign).

Class Skills

The defender of Sardior's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Craft (Int), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Knowledge (any) (Int), Psicraft (Int), Profession (Wis), Remote View (Int), Spellcraft (Int), and Stabilize Self (Con).

Skill Points at Each Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Discovered
1st	+1	+2	+0	+0	Sardior's might	+ 1 psychic warrior level
2nd	+2	+3	+0	+0	Sardior's knowledge	+ 1 psychic warrior level
3rd	+3	+3	+1	+1	Sardior's defense	+ 1 psychic warrior level

Class Abilities

All of the following are class features of the defender of Sardior prestige class.

Weapon and Armor Proficiency: Defenders of Sardior gain no proficiency with any weapon or armor.

Power Points: When they gain a level, defenders of Sardior gain power points per day as though they gained a level of psychic warrior. These power points are added to the character's previous total.

Powers Discovered: A defender of Sardior discovers powers at all levels as though she gained a level of psychic warrior. Powers are chosen from the psychic warrior power list. Their effective manifester levels are increased by one for each level of the prestige class.

Psionic Combat: A defender of Sardior does not discover psionic attack or defense modes. (Characters do not forget previously discovered attack and defense modes.)

0-Level Powers: A defender of Sardior level counts toward your level of psychic warrior for determining the number of free manifestations per day or your 0-level powers.

Sardior's Might (Ex): Any crystal weapon a defender of Sardior holds instantly changes color to ruby red and pulses with a faint inner light. Attacks she makes with a crystal weapon do 1 additional point of psionic energy damage per successful attack. A defender of Sardior can use this ability as long as her power point reserve is 1 or more.

Sardior's Knowledge (Ex): Defenders of Sardior may discover [Sardioran powers](#) (powers with the [Sardior] descriptor) when they discover a new power. Their auras are also altered to show that they are one of the faithful of Sardior. This grants a +10 reaction bonus with gem dragons with the exception of obsidian dragons. Obsidian dragons target defenders of Sardior over other available targets due to hatred.

Sardior's Defense (Ex): A crystal shield held by a defender of Sardior instantly changes color to ruby red and pulses with a faint inner light. While in the grasp of the defender the shield has the *reinforcement (minor)* special abilities (see page 125 of the *Psionics Handbook*). A defender of Sardior can use this ability as long as her power point reserve is 3 or more.

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Psionic Bestiary
Aleithian Dwarves
The Legend of Sardior, Part 2
By Scott Brocius and Mark A. Jindra

This month we build upon the foundation of the [Legend of Sardior](#) with a new race of psionic dwarves known as [Aleithians](#). We also delve a little into the church of Sardior by bringing you [two new prestige classes](#) for those chosen worthy of Sardior's knowledge. To round it all out we have [eighteen new powers](#) usable by the chosen.

Aleithian Dwarves

Aleithian, 1st-Level Warrior

Medium Humanoid (Dwarf)

Hit Dice: 1d8+1 (5 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

Armor Class: 18 (+6 banded mail, +2 heavy steel shield), touch 10, flat-footed 18

Base Attack/Grapple: +1/+1

Attack: Dwarfven waraxe +1 melee (1d10/x3)

Full Attack: Dwarfven waraxe +1 melee (1d10/x3)

Space/Reach: 5 ft./5 ft.

Special Qualities: Darkvision 90 ft., dwarf traits, psionics

Saves: Fort +3, Ref +0, Will +0

Abilities: Str 11, Dex 10, Con 13, Int 12, Wis 10, Cha 6

Skills: Craft (crystalwork) +4, Craft (metalwork) +4, Listen +4, Spot +4

Feats: Alertness

Environment: Any underground

Organization: Solitary, patrol (5-8), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), warband (30-100, plus 1 3rd-level sergeant per 10 warriors, 1 5th-level lieutenant per 25 warriors, and 1 7th-level captain), or clan (100-400 plus 30% noncombatants plus 1 3rd-level sergeant per 10 warriors, 1 5th-level lieutenant per 25 warriors, 1 7th-level captain per 100 warriors, and 1 leader of 9th-13th level)

Challenge Rating: 1/2

Treasure: Standard coins, double goods, standard items

Alignment: Usually lawful neutral

Advancement: By character class

Level Adjustment: +0

The being stands as tall as a dwarf, though it has a leaner build. Its skin tone is pale gray with a purple hue, and its eyes are steel gray. Its hair is purplish black in hue, and the being possesses an elaborate mustache with moderate beard.

Aleithians are a deep-dwelling race of psionic dwarves.

They live far underground as deep dwarves do, but they have isolated themselves even further at the behest of Aleithilithos, one of the Thanes of Sardior. Sardior's influence through thethane has changed the physiology of the aleithian dwarves. Aleithians are similar in height to regular dwarves and weigh the same even though they have a leaner build. Their skin tone is pale gray with a purple hue, and their eyes are usually steel gray. Their hair color ranges from purplish black to white, and they favor elaborate mustaches with moderate beards. Their dress is functional and blends in with their normal environment.

As a race, aleithians have a deep joy when working with gems and crystal. They value items made with gems moreso than typical dwarves. This is apparent in their architecture and their mines.

Aleithian dwarves speak Dwarfven, Undercommon, and Draconic. Those who have started to venture to the surface are taking the time to learn Common.

COMBAT

Aleithians are well versed in the art of Underdark fighting tactics. Their use of the environment combined with their skill at making siege-style traps makes assaulting them a difficult undertaking. In combat, they use psions for support, and many clans boast units of psychic warriors in their ranks.

Aleithian Dwarf Traits (Ex): Aleithian dwarves possess the following racial traits.

- +2 Constitution, +2 Intelligence, -4 Charisma.
- Medium size.
- A dwarf's base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load.
- Darkvision out to 90 feet.
- Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. An aleithian dwarf who merely comes within 10 feet of unusual stonework can make a Search check as though actively searching and can use the Search skill to find stonework traps as a rogue can. An aleithian dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- +2 racial bonus on Will saves against psionics, including psionic combat. *Not reflected in the saving throw numbers given here.

- +2 racial bonus on Fortitude saving throws against poison.
- Aleithian dwarves receive a +2 racial bonus on Craft skills related to crystal, metal, or stone. (These bonuses are included in the stat block.)
- Light Sensitivity: Aleithians are dazzled in bright sunlight or within the radius of a *daylight* spell.
- **Psionics (Sp):** 3/day -- *ectoplasmic repair*, *finger of fire*. Manifest level 1st; save DC 1d20 + key ability modifier + power level.
- *Attack/Defense Modes (Sp):* 3/day -- *ego whip/empty mind*.
- Automatic Languages: Dwarven and Common. Bonus Languages: Draconic, Terran, and Undercommon.
- Favored Class: Psion or Psychic Warrior; determined at character creation.

Aleithian History

Long ago, a dig team of Rokehold deep dwarves tunneled into the temporary lair of Aleithilithos, athane of Sardior. The dwarves were initially terrified of the immense dragon and fled. This amused Aleithilithos, for he had come to the place to ponder the task set before him by Sardior. He had not planned on company, but realized the dwarves were the answer to his dilemma. Why else would they have come all this way?

Aleithilithos informed Sardior of his solution, which was accepted. Sardior made an agreement with Moradin through Dumathoin, which made the Rokehold clan of dwarves his caretakers. In exchange, Sardior provided a few secrets about Moradin's enemies.

The Rokehold clan was given a portal to the [Demiplane of Ectoplasm](#). Sardioran agents taught them how to make the best use of the demiplane: stable mines, crystalworking, how to utilize ectoplasm, and so on. In return, they were required to keep the demiplane free of intruders. The clan took to the demiplane, as one would expect from dwarves. Over the centuries, they created a massive network of tunnels and unknowingly began to change physically.

Then about two hundred years ago, Aleithilithos returned to the dwarves of the Roke. He congratulated them on completing their duty. He made some further explanations, then closed the portal. He also told them to prepare to return to the surface, since their skills would be needed soon. The aleithians have since begun the migration to the surface, and they have started to make contact with the other races.

Aleithian Dwarf Player Characters

Players may wish to play an aleithian dwarf. If allowed by the DM, aleithian dwarf PCs have the following racial traits:

Aleithian Dwarf Player Characters

- +2 Constitution, +2 Intelligence, -4 Charisma.
- Medium size.
- Base speed 20 feet (4 squares).
- Darkvision 90 feet.
- Stonecunning, as above.
- +2 racial bonus on Will saving throws against psionics, including psionic combat.
- +2 racial bonus on Fortitude saving throws against all poisons.
- Aleithian dwarves receive a +2 racial bonus on Craft skills related to crystal, metal, or stone. (These bonuses are included in the stat block.)
- **Psionics (Sp):** 3/day -- *ectoplasmic repair*, *finger of fire*. Manifest level 1st; save DC 1d20 + key ability modifier + power level.
- *Attack/Defense Modes (Sp):* 3/day -- *ego whip/empty mind*.
- *Light Sensitivity (Ex):* Aleithians are dazzled in bright sunlight or within the radius of a *daylight* spell.
- Automatic Languages: Dwarven and Common. Bonus Languages: Draconic, Terran, and Undercommon.
- Favored Class: Psion or Psychic Warrior; determined at character creation.

About the Authors

Mark A. Jindra has been a fan of **Dungeons & Dragons** for the past 25 years and has organized **RPGANetwork** events for many conventions and game days, including Origins and Winter Fantasy. In 1998 he landed his dream job as a web developer for Wizards of the Coast and is currently the developer of the **D&D** website. Mark has authored or coauthored various tournaments for the **RPGA** Network, and he also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

Scott Brocius has been "kicking around" with the **D&D** game since being introduced to it 1980. He's been an **RPGA** member for several years and has helped organize and run **RPGA** events for several conventions, including Origins. The new edition of **D&D** has renewed his love for and interest in the game. Scott also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

The Mind's Eye

Sardior's Knowledge

The Legend of Sardior, Part 2
By Scott Brocius and Mark A. Jindra

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Sardior's Knowledge

In the teachings of Sardior it is written, "Sardior always seeks knowledge, for the more you know, the better off you will be." This motto is one which the chosen of Sardior live by. In return, Sardior grants them the ability to discover and experience wondrous new psionic powers. These powers are a closely guarded secret of the church and only the chosen are granted access to the libraries that contain the secrets of these powers.

The Sardioran powers below are intended for use by [chosen of Sardior](#) with the Sardior's Knowledge special ability and are identified by a [Sardior] descriptor. The level of a power for a chosen psion or psychic warrior is listed as well. Because the prestige classes require you to have performed services for the church, these powers are not normally accessible to basic psions or psychic warriors. Levels have also been presented for psions and psychic warrior should you decide to introduce these powers to your campaign without the prestige classes as a prerequisite.

DMs that do not use Sardior in their campaign can integrate these powers into their campaign any number of ways. Perhaps characters gain access to them through another god that psions worship. They could discover them via power stones found in ancient treasure. A weak old psion may grant them the knowledge via a *psychic surgery* as a reward for completing a quest. These are but a few ways to bring these powers into your campaign. Ultimately it's up to the DM to determine how best to introduce these in their campaigns.

As a suggestion, you may allow psionic characters that have entered the ruby disciple prestige class, but were not chosen of Sardior, access to these powers. Perhaps you can grant them the Knowledge of Sardior ability from the devotee of Sardior class abilities list after they perform a service to the church.

Note: Powers that have more than one level listed in their level description have varying power points based on the level listed for each specific class. For instance *sardior's calling* lists level as "Chosen Psion 5/Chosen Psychic Warrior 5 (Psion 6/Psychic Warrior 6)". This would mean the power point cost to manifest this power is 9 for the Chosen Psion and Psychic Warrior, and 11 power points for the other classes. This is true of all powers, past and present, which have multiple levels listed.

About Power Chains

Power chains are a series of similar powers, such as the *astral construct* series (*astral construct I* to *astral construct IX*). Some feats, such as [Upgrade Power](#) and [Chain Link](#), recognize the concept of power chains and give you benefits within power chains.

Sardior's Calling Power Chain

Level	Power
0	--
1	--
2	--
3	Sardior's Minor Calling
4	Sardior's Lesser Calling
5	Sardior's Calling
6	Sardior's Improved Calling
7	Sardior's Greater Calling
8	Sardior's Superior Calling
9	Sardior's True Calling

Sardior's Breath

Psychometabolism (Str) [Force, Light, or Fire] [Sardior]
Level: Chosen Psion 9
Display: Vi
Manifestation Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min/level (D)
Saving Throw: Reflex half (see text)
Power Resistance: Yes
Power Points: 17

When you manifest this power, your head changes to that of a ruby-colored dragon. This provides enhanced senses to the psion in the form of blindsense 150 feet and darkvision 500 feet. In addition, the psion can use one of Sardior's breath weapons once while the power lasts.

Sardior's Scout Power Chain	
Level	Power
0	--
1	--
2	Sardior's Scout
3	Sardior's Mount
4	--
5	--
6	Sardior's Improved Scout
7	--
8	Sardior's Guardian
9	--

Force: This line of concussive force extends 140 feet and deals 17d8 points of force damage. This can be nonlethal damage if the manifester desires.

Light: This cone of brilliant light extends 70 feet and deals 17d6 points of psionic damage. Any creature that fails its Reflex save is also blinded for 1d4 rounds.

Fire: This cone of fire extends 70 feet and deals 17d10 points of fire damage.

Sardior's Calling

Psychoportation (Dex) [Sardior]
Level: Chosen Psion 5/Chosen Psychic Warrior 5 (Psion 6/Psychic Warrior 6)
Display: Ma, Vi, Au
Manifestation Time: 1 full round
Range: Medium (100 ft. + 10 ft./level)
Effect: See text
Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 9/11

You touch on the power of Sardior to call forth a young gem dragon to aid you with an immediate task. If you know the name of the young dragon, you can call upon it specifically, otherwise you get a random dragon. The task you choose is to have it fight for you or to perform actions that take no more than 1 minute per manifester level. In return, the dragon expects compensation. Normally this is coin, gems, or magic items in the amount of least 100 gp per Hit Die, but it can be some other form of barter as determined by you and the dragon (as determined by the DM). The type of random gem dragon called is determined by the chart below. The gem dragon is transported back to its lair when it desires. This is normally after the task is finished and payment received, but if it decides to leave before this, the gem dragon forfeits payment.

Roll d20	Gem Dragon Type
1-4	Crystal
5-8	Sapphire
9-12	Emerald
13-16	Amethyst
17-20	Topaz

See the *Monster Manual II* or the *Psionics Handbook* web enhancement for gem dragon descriptions and stats.

Sardior's Cognition

Clairsentience (Wis); Psychometabolism (Str); Telepathy (Cha) [Sardior]
Level: Chosen Psion 9
Display: Au
Manifestation Time: Instantaneous
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 17

By touching on the consciousness of Sardior, the manifester gains the effects of *hypercognition* as a free action. Use of this power counts

against the limit of one quickened power per round, and you gain no benefit if you use this with the Quicken Power feat.

Sardior's Flight

Psychoportation (Dex) [Sardior]
Level: Chosen Psion 6/ Chosen Psychic Warrior 6 (Psion 7)
Display: Vi (see text)
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 10 min/level (D)
Power Points: 11/13

A pair of ruby-colored crystalline wings sprout from your back and grant you flight. You can fly at a speed of 180 feet (150 feet if you wear medium or heavy armor, or have a medium or heavy load). You can fly up at half speed and descend at double speed. Your maneuverability is good. Using this power requires as much concentration as walking, so you can attack or manifest powers normally. You cannot carry aloft more weight than your maximum load, plus any armor you wear.

Should the duration expire while you are aloft, the wings vanish, and you begin falling immediately. You likewise fall if the power is negated, or if you become helpless when aloft.

When flying with the wings, you gain a +4 dodge bonus to Armor Class. You can charge or run while flying with the wings. When moving overland with the wings, you can hustle without becoming fatigued or suffering nonlethal damage.

Sardior's Greater Calling

Psychoportation (Dex) [Sardior]
Level: Chosen Psion 7 (Psion 8)
Display: Ma, Vi, Au
Manifestation Time: 1 full round
Range: Medium (100 ft. + 10 ft./level)
Effect: See text
Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 13/15

As *Sardior's calling*, but you call forth a young adult gem dragon instead.

Sardior's Guardian

Metacreativity (Int) [Sardior]
Level: Chosen Psion 8 (Psion 9)
Display: Vi, Ma
Manifestation Time: 1 full round
Effect: One created construct
Duration: 1 round/level (D)
Saving Throw: None
Power Resistance: No
Power Points: 15/17

This power creates one 8th-level construct composed of crystallized ectoplasm with a pulsing ruby red inner glow in the form of Large dragon that attacks your enemies. It appears where you designate and acts immediately on your turn. It attacks your opponents to the best of its ability. You can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The guardian acts normally on the last round of the power and dissipates at the end of the turn.

This power is not subject to the special constructor feats.

Sardior's Guardian
Large Construct
Hit Dice: 16d10+30 (118 hp)
Initiative: +2
Speed: 50 ft. (10 squares); fly 60 ft. (average) (12 squares)
Armor Class: 20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack/Grapple: +12/+28
Attack: Bite +23 melee (2d6+12)
Full Attack: Bite +23 melee (2d6+12) and 2 claws +18 melee (1d8+6)
Space/Reach: 10 ft./10 ft.
Special Attacks: Fiery Bite

Special Qualities: Construct traits, damage reduction 10/magic, darkvision 60 ft., ectoplasm resistance, low-light vision

Saves: Fort +5, Ref +7, Will +7

Abilities: Str 35, Dex 15, Con --, Int --, Wis 15, Cha 6

Fiery Bite (Su): A guardian deals an extra 2d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon. It can use its bite every 4d4 rounds.

Construct Traits: Sardior's guardian has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, subdual damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. Darkvision 60 feet and low-light vision.

Ectoplasm Resistance (Ex): Sardior's guardian cannot be dismissed by the *dismiss ectoplasm* power. It suffers 3d8 points of damage on a failed save.

Sardior's Improved Calling

Psychoportation (Dex) [Sardior]

Level: Chosen Psion 6/Chosen Psychic Warrior 6 (Psion 7)

Display: Ma, Vi, Au

Manifestation Time: 1 full round

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

Effect: See text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 11/13

As *Sardior's calling*, but you call forth a juvenile gem dragon instead.

Sardior's Improved Scout

Metacreativity (Int) [Sardior]

Level: Chosen Psion 6/Chosen Psychic Warrior 6 (Psion 7)

Display: Ma

Manifestation Time: 1 full round

Effect: One created construct

Duration: 1 min/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 11/13

As *Sardior's scout*, however the construct has AC 13, hardness 12, and 33 hit points. In addition, you can manifest powers through the construct as though it were a psicrystal with the channel power ability (see page 11 of the *Psionics Handbook*).

Sardior's Lesser Calling

Psychoportation (Dex) [Sardior]

Level: Chosen Psion 4/Chosen Psychic Warrior 4 (Psion 5/Psychic Warrior 5)

Display: Ma, Vi, Au

Manifestation Time: 1 full round

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

Effect: See text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7/9

As *Sardior's calling*, but you call forth a very young gem dragon instead.

Sardior's Minor Calling

Psychoportation (Dex) [Sardior]

Level: Chosen Psion 3/Chosen Psychic Warrior 3 (Psion 4/Psychic Warrior 4)

Display: Ma, Vi, Au

Manifestation Time: 1 full round

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

Effect: See text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No
Power Points: 5/7

As *Sardior's calling*, but you call forth a wyrmling gem dragon instead.

Sardior's Mount

Metacreativity (Int)
Level: Chosen Psion 3/Chosen Psychic Warrior 3 (Psion 4/Psychic Warrior 4)
Display: Ma
Manifestation Time: 1 full round
Effect: One created construct
Duration: 1 hour/level (D)
Saving Throw: None
Power Resistance: No
Power Points: 5/7

This power creates a construct composed of ruby red crystallized ectoplasm in the form of a Large dragon. This construct has AC 13, hardness 10, and 22 hit points, and it can fly with a speed of 120 feet with average maneuverability. Only the manifester or the individual for whom the mount was created can ride it. The mount appears with the appropriate riding gear, and it can support its rider's weight, plus 10 lbs per manifester level.

If the mount is targeted by *dismiss ectoplasm*, it saves as a psionic item; if it fails the save, it takes 3d8 points of damage instead of the normal results.

Sardior's Presence

Telepathy (Cha) [Fear, Mind-Affecting] [Sardior]
Level: Chosen Psion 3/Chosen Psychic Warrior 3 (Psion 4/Psychic Warrior 4)
Display: Vi, Au
Manifestation Time: 1 action
Range: 30 ft.
Area: 30-ft.-radius emanation, centered on you
Duration: 1 round/level (D)
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 5/7

You draw on the might of Sardior to create a field of dread around your body. While in effect, your body is surrounded with an almost invisible ruby-colored nimbus. The field automatically takes effect whenever a creature makes contact with the field. A creature that succeeds on a Will save remains immune to your field, but it can be affected by another user's field or by your own if you manifest the power again. On a failure, a creature is affected according to the number of Hit Dice it has compared to your manifester level. If the creature's Hit Dice equal or exceeds your manifester level, it becomes shaken for the duration of the power -- if the creature leaves the field. If the creature has less HD than your manifester level (but not 5 less Hit Dice than your manifester level), it is frightened instead of shaken. If the creature has 5 less HD than your manifester level, it is panicked instead of shaken.

Sardior's Scout

Metacreativity (Int) [Sardior]
Level: Chosen Psion 2/Chosen Psychic Warrior 2 (Psion 3/Psychic Warrior 3)
Display: Ma
Manifestation Time: 1 full round
Effect: One created construct
Duration: 1 min/level (D)
Saving Throw: None
Power Resistance: No
Power Points: 3/5

You create a construct of ruby red crystallized ectoplasm in the form of a Tiny dragon. The construct moves out, scouts around, and returns as you direct it. The construct has darkvision with a range of 60 feet and low-light vision.

The construct has AC 13, hardness 8, and 11 hit points. It flies at a speed of 30 feet with perfect maneuverability, and has a +8 Hide modifier. It has a Spot modifier equal to your manifester level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings.

When you create the construct, you specify instructions you want it to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the construct as well.

To report its findings, the construct must return to your hand. It then replays in your mind all it has seen during its existence. It takes the construct 1 round to replay 1 minute of recorded images. After it returns to you, you can send out the construct again with a new set of orders.

If the construct ever gets more than one mile away from you, it instantly ceases to exist. However, your link with the construct is such that you won't know if the construct was destroyed because it wandered out of range or because of some other event.

If the construct is targeted by *dismiss ectoplasm*, it saves as a psionic item; if it fails the save, it takes 3d8 points of damage instead of the normal results.

Sardior's Sight

Clairsentience (Wis) [Sardior]

Level: Chosen Psion 9

Display: Vi (see text)

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 min/level (D)

Power Points: 17

You draw on the essence of Sardior to change how you perceive reality. You can see things for how they truly are and gain glimpses of possible futures. This power causes your eyes glow with a ruby light.

While in effect, this power has a range of benefits. You have the abilities of *true seeing* (with the exception that it does not reveal alignment auras), in addition to gaining a +4 insight bonus on initiative, AC, attack rolls, and saving throws. You also gain a +10 insight bonus on Search and Spot checks.

Sardior's Superior Calling

Psychoportation (Dex) [Sardior]

Level: Chosen Psion 8 (Psion 9)

Display: Ma, Vi, Au

Manifestation Time: 1 full round

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

Effect: See text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 15/17

As *Sardior's calling*, but you call forth an adult gem dragon instead.

Sardior's Transference

Telepathy (Cha) [Sardior]

Level: Chosen Psion 9

Display: Au

Manifestation Time: 1 hour

Range: Touch

Target: Special

Duration: Instantaneous

Saving Throw: Will negates (see text)

Power Resistance: Yes

Power Points: 17

Through use of this power, a psion restores life to a dead creature by transferring the mind using a method similar to *mind switch*. The mind to be revived in this manner cannot have been dead for more than 1 day per manifester level of the psion, and it must be willing to return. If either of these are not the case, the power fails.

In addition, the psion needs a body to host the mind. This body can be dead or alive, but a live target gets to make a Will save to resist the power. If a dead body is used, it cannot have been dead for more than 1 hour per manifester level. In many cases, the revived mind's original body is used.

If the power is successful, the revived creature keeps its original mental stats and hit points, and it has the physical stats of the body it possesses. In addition, it has only 1 hit point and needs a full 24 hours of rest to recover from the trauma of being dead.

Sardior's True Calling

Psychoportation (Dex) [Sardior]

Level: Chosen Psion 9

Display: Ma, Vi, Au

Manifestation Time: 1 full round

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

Effect: See text

Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 17

As *Sardior's calling*, but you call forth a mature adult gem dragon instead.

Sardior's Wrath

Metacreative (Int) [Sardior]
Level: Chosen Psion 9
Display: Vi, Ol, Au
Manifestation Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: One living creature/level within a 30-ft. burst
Duration: Instantaneous
Saving Throw: Fortitude partial, see text
Power Resistance: Yes
Power Points: 17

When this power is manifested, the area selected is coated with ruby-colored ectoplasm, which instantly hardens and shatters. Anyone caught in the area must make a Fortitude save or die from the trauma. Unattended objects and those that make their saves instead suffer a random effect.

Roll d6	Effect
1-2	Force: Targets take 9d8 points of force damage as the shards explode.
3-4	Light: Targets take 9d6 points of damage and are blinded for 1d4 rounds as the shard flash out of existence.
5-6	Fire: Targets take 9d10 points of fire damage as the shards burn away.

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The Mind's Eye
Constructor

Prestige Class (v.3.5)
Originally by Mark A. Jindra and Scott Brocius

Late in July 2002, the Mind's Eye brought you the constructor prestige class. Over the past few years I have both played a constructor and run a campaign with a constructor player character. So now, with the release of the Expanded Psionics Handbook, I have a unique opportunity in that I can both update the prestige class and fix what I feel were some of its shortcomings. If you are a fan of the constructor, I hope this version appeals to you, and if you are a Dungeon Master that decided the previous version was not right for your campaign, I hope you will take another look.

It seems like someone is always itchin' for a fight. It is a well-known fact that most psions don't last too long in a knock-down drag-'em-out style melee. However a few gifted psionic characters have chosen to follow a different path. They use the brawn and bodies of others as their fists and shields. These psionic characters have focused their studies on astral constructs and have created constructs that are much more powerful than those of their so-called "normal" counterparts. Some of these specialists, sometimes known as "Erbauer" or constructors, have become quite famous by leading the charge into battle or laying waste to the walls of enemy strongholds. Regardless of the path they travel in life, many find comfort in knowing that extra help isn't far away whenever these constructors are around.

Hit Die: d4.

Requirements

To qualify to become a constructor, a character must fulfill all the following criteria:

Skill: Craft (any) 9 ranks.

Feat: Boost Construct.

Psionics: Manifester level 5th and able to manifest *astral construct*, *ecto protection*, and *psionic repair damage*.

Class Skills

The constructor's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Knowledge (any) (Int), Psicraft (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the constructor prestige class.

Weapon and Armor Proficiency: Constructors gain no proficiency with any weapon or armor.

Powers Known: At every level from 2nd through 9th, a constructor gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of constructor to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before she became a constructor, she must decide to which class she adds the new level of constructor for the purpose of determining power points per day, powers known, and manifester level.

Advanced Construction: At 1st level, a constructor gains the ability to select menu abilities from an expanded list.

Menu A

Brawn (Ex): The astral construct does an additional +1 point of damage on a successful melee attack.

Claws (Ex): The astral construct has razor sharp claws. Attacks are now considered claw attacks instead of slams. Damage from these claw attacks is 1d8 + Strength modifier. The claw attacks are considered slashing or piercing weapons. The type is chosen when the construct is manifested.

Dodge (Ex): The astral construct gains the Dodge feat even if it does not meet the prerequisites.

Armor Spikes: The construct's body is covered in spikes, which allows the construct to deal an extra 1d6 points of piercing damage with a successful trample, constrict, bull rush, or grapple attack. The construct also can make a regular melee attack with the spikes, and they deal 1d6 points of damage (x2 critical) in that case.

Menu B

Great Cleave (Ex): The astral construct gains the Great Cleave feat even if it does not meet the prerequisites.

Improved Brawn (Ex): The astral construct deals an additional +3 points of damage on a successful melee attack.

Reach (Ex): The astral construct's arms elongate, which increases its reach by 5 feet.

Stunning Fist (Ex): The astral construct gains the Stunning Fist feat even if it does not meet the prerequisites.

Menu C

Extra Brawn (Ex): The astral construct deals an additional +5 points of damage on a successful melee attack.

Tail Slap (Ex): The astral construct has a tail, and it can slap one opponent each round with its tail. A tail slap deals 2d8 points of damage plus 1-1/2 times its Strength bonus (round down) and is treated as a secondary attack.

Ecto Protection: At 2nd level, any constructs manifested by a constructor are made from reinforced ectoplasm. They receive a +1 bonus on any manifester level checks made to protect them against *dispel psionics* or a similar effect, and a +1 bonus on saving throws to resist *dismiss ectoplasm*. These bonuses increase by +1 every other level (4th, 6th, 8th, and 10th). These bonuses stack with those of the *ecto protection* power (see *Expanded Psionics Handbook*, page 97).

Combat Construction: At 3rd level, the constructor gets a +4 bonus on Concentration checks made to manifest *astral construct* while on the defensive (see Manifesting Powers on the Defensive on page 54 of the *Expanded Psionics Handbook*). The +4 bonus from this ability stacks with that of the Combat Manifestation feat (*ExpandedPsionics Handbook*, page 44), granting a possible total bonus of +8.

Boost Construct: At 4th level, when the constructor creates an astral construct, she can give it one additional special ability from any menu (*Expanded Psionics Handbook*, page 186) from which the construct currently has an ability. The constructor can use this ability in conjunction with the Boost Construct feat (*Expanded Psionics Handbook*, page 43). She gains this ability again at 8th level.

Extended Construction: At 5th level, astral constructs manifested by the constructor have a duration of 1 minute per manifester level instead of their normal duration. This ability is active only when the constructor has psionic focus.

Utility Construct: At 7th level, the constructor gains the ability to alter an astral construct as it is being manifested. The astral construct loses all attack capabilities and menu selections. The astral construct in return has its duration increased to 1 hour per manifester level. The constructor can shape the astral construct into either a standard featureless humanoid-shaped biped or a horselike-shaped quadruped.

A utility construct can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. It can perform only one activity at a time, but it repeats the same activity over and over again if told to do so, thus allowing you to command it to clean the floor and then turn your attention elsewhere as long as you remain within range. As another example, a utility construct following a psion and carrying a barrel will stop at a closed door; it must be told to place the barrel on the ground and open the door. It can open only normal doors, drawers, lids, and the like. It can trigger traps and such, but it can exert only 100 pounds of force, which may not be enough to activate certain pressure plates and other devices. It can also perform simple functions such as opening only normal doors, drawers, lids and so on.

A utility construct cannot attack in any way; it is never allowed an attack roll. It can make saves as normal. You need to stay in close range (Close 25 ft. + 5 ft./2 levels) of a utility construct to command it; however, it will continue to execute its last command to the best of its ability until its duration is reached or it is destroyed.

When shaped like a quadruped, the utility construct can more easily have bags or crates strapped to it or be used to pull a cart. A character can ride a quadruped utility construct if her weight is less than its carrying capacity.

Enhanced Construction: At 9th level, the constructor gains added flexibility and greater efficiency when manifesting *astral construct*. When manifesting *astral construct*, she can add the following augmentation to the power.

Augment: For every 2 power points you spend, an additional construct is created. The additional construct's level equals that of the first construct created. You can create up to three additional constructs per manifestation. Additional constructs have the same menu selections as the first construct.

For example, a constructor can spend 17 power points manifesting *astral construct*: 1 to manifest the power, 14 power points to augment the level of the first construct to 8th level, and 2 power points to create a second 8th-level construct.

Quickened Construction: At 10th level, the constructor gains the ability to manifest *astral construct* as though the Quicken Power feat were applied to it. Doing so does not cost any additional power points, though the constructor must still expend psionic focus to activate this ability. Using this ability does not provoke an attack of opportunity and it counts as the character's one quickened power per round.

The Constructor						
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1	+0	+0	+0	+2	Advanced construction	--
2	+1	+0	+0	+3	Ecto protection 1	+1 level of existing manifesting class
3	+1	+1	+1	+3	Combat construction	+1 level of existing manifesting class
4	+2	+1	+1	+4	Boost construct, ecto protection 2	+1 level of existing manifesting class
5	+2	+1	+1	+4	Extended construction	+1 level of existing manifesting class
6	+3	+2	+2	+5	Ecto protection 3	+1 level of existing manifesting class
7	+3	+2	+2	+5	Utility construct	+1 level of existing manifesting class
8	+4	+3	+3	+6	Boost construct, ecto protection 4	+1 level of existing manifesting class
9	+4	+3	+3	+6	Enhanced construction	+1 level of existing manifesting class
10	+5	+3	+3	+7	Quickened construction, ecto protection 5	--

The Mind's Eye Crystal Master

Prestige Class (v.3.5)

Originally by Mark A. Jindra and Scott Brocius

Scott is a big fan of the Oriental Adventures setting, and when we were kicking around the original idea for this one, I asked him if he had any thoughts on what prestige classes from existing product he felt would make a great psionic prestige class. He mentioned the tattooed monk. After reading it, I totally agreed and asked him to work something up. When he turned it over to me for testing, I was blown away. I loved the integration of gemstones and flavor that he added, making the crystal master more than just a copy of the original. When we started work on the revised version of this prestige class, I wanted to maintain its original flavor as much as possible and hopefully toss in a few cool new things that would make the prestige class even better. I hope you like our revised version.

Psionic characters have learned many ways to utilize the special psionic properties inherent in crystal, creating such wondrous items as crystal capacitors, power stones, and dorjes. In creating psicrystals, psionic characters have instilled a portion of their own personality in the crystal, resulting in their own unique crystalline companion. Some psionic characters, known as crystal masters, have ventured further into the world of crystalline studies and have chosen to focus on the properties of precious crystals known as gemstones. Through their studies, they have learned that these gemstones can enhance the powers of a psionic being by providing a focal point for the psionic being's own energies.

The research of the crystal master has led to the discovery that the enhancements become more powerful as you increase the contact that the gems have with the body. To this end, they devised a method to ensure complete contact with the gem. In a process known as embedding, the psionic character's body absorbs the gem. The gem is destroyed in the procedure since it fully integrates itself with the psionic character's body. This procedure takes a full day and is quite painful. When the procedure ends, the gem has fused with the psionic character's circulatory system in the area of the body in which the gem is placed, and it shows through the skin as a faint shimmer. As the psionic character adds more gems to her body, this weblike latticework ends up covering her entire body except for her hands, feet, and head; thus it can be concealed with the proper attire.

Hit Die: d4.

Requirements

To qualify to become a crystal master, a character must fulfill all the following criteria.

Skills: Knowledge (gemology) 4 ranks, Craft (gemcutting) 4 ranks.

Feats: Psicrystal Affinity, Psicrystal Containment.

Psionics: Manifestor level 5th.

Class Skills

The crystal master's class skills (and the key abilities for each skill) are Appraise (Int), Concentration (Con), Craft (gemcutting) (Int), Intuit Direction, Knowledge (any) (Int), Psicraft (Int), and Search (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the crystal master prestige class.

Weapon and Armor Proficiency: Crystal masters gain no proficiency with any weapon or armor.

Powers Known: At every level indicated on the table, a crystal master gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that she adds the level of crystal master to the level of whatever psionic manifesting class the character has, then determines power points per day, powers known, and manifestor level accordingly.

Unlike most other prestige classes, the crystal master does gain effective additional levels for her psicrystal's powers.

If a character had more than one psionic class before she became a crystal master, she must decide to which class she adds the new level of crystal master for the purpose of determining power points per day, powers known, and manifester level.

Embed Gem (Su): When the crystal master gains this ability, she adds another embedded gem to her body. She can embed up to five gems (see table below) -- one each in the arms, legs, and chest. Once a part of the body has a gem embedded in it, another gem cannot be embedded in that part of the body. The powers and restrictions on each gem are found below. The level restriction is the minimum level of crystal master needed to take this gem. Each type of gem can be embedded only once.

The gem itself must initially be unworked and nonenhanced in any way (in other words, it cannot have any magical or psionic properties). It needs to have a minimum value of 100 gp before it is cut. The crystal master needs to make a DC 15 Craft (gemcutting) check to successfully shape the stone for embedding.

If for some reason the crystal master's body is destroyed and she somehow gains access to a new body, she may re-embed any lost gems within the new body. The gems must be the same type as the originals and embedded in the same order.

Improved Psicrystal: At 1st level, the crystal master gains the Improved Psicrystal feat, even if she does not meet the prerequisites.

Psycrystal Synergy: At 10th level, the crystal master gains the ability to count her psicrystal as one additional embedded gem for purposes of determining the effects of any embedded gems. The crystal master must maintain psionic focus to use this ability and her psicrystal also must be in physical contact with her body to gain any benefit.

Crystal Master						
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Improved Psicrystal	--
2nd	+1	+0	+0	+3	Embed gem	+1 level of existing manifesting class
3rd	+1	+1	+1	+3		+1 level of existing manifesting class
4th	+2	+1	+1	+4	Embed gem	+1 level of existing manifesting class
5th	+2	+1	+1	+4		+1 level of existing manifesting class
6th	+3	+2	+2	+5	Embed gem	+1 level of existing manifesting class
7th	+3	+2	+2	+5		+1 level of existing manifesting class
8th	+4	+3	+3	+6	Embed gem	+1 level of existing manifesting class
9th	+4	+3	+3	+6		+1 level of existing manifesting class
10th	+5	+3	+3	+7	Embed gem, psicrystal synergy	--

Embedded Gems

Embedded Stones by Level Restriction	
1st-Level Crystal Master	
-	Amethyst
-	Aquamarine
-	Bloodstone
-	Bulls Eye Agate
-	Calcite
-	Deep Crystal
-	Emerald
-	Malachite
-	Moonstone
-	Onyx
-	Peridot
-	Red Garnet

The following gems provide different abilities or enhancements to the crystal master. Each type of gem can be embedded only once.

Amethyst: The crystal master becomes immune to all poisons. This includes alcohol.

Aquamarine: The crystal master gains an Intelligence bonus of +1. This bonus increases by +1 for every two additional embedded gems (+2 at 3 embedded gems, and +3 at 5 embedded gems). This ability is active as long as the crystal master maintains psionic focus.

Azurite: The crystal master no longer needs to eat, drink, or sleep, though she may do so if she desires. (Level restriction: 10th.)

Bloodstone: The crystal master gains a Strength bonus of +1. This bonus increases by +1 for every two additional embedded gems (+2 at 3 embedded gems, and +3 at 5 embedded gems). This ability is active as long as the crystal master maintains psionic focus.

Blue Zircon: The crystal master gains immunity to all diseases, including supernatural and magical diseases. (Level restriction: 4th.)

Bulls Eye Agate: The crystal master is immune to all *feareffects*.

Calcite: The crystal master gains a Wisdom bonus of +1. This bonus increases by +1 for every two additional embedded gems (+2 at 3 embedded gems, and +3 at 5 embedded gems). This ability is active as long as the crystal master maintains psionic focus.

Chrysocolla: The crystal master gains the ability to use *astral caravan* as the power. The crystal master can use this ability a number of times per day times equal to the number of embedded gems she possesses. Once she activates this ability, she can also apply the effects of the *astral traveler* power a number of times equal to twice the amount of embedded gems. Using this ability requires the crystal master to expend psionic focus. (Level restriction: 6th.)

Deep Crystal: The crystal master can expend 2 power points to add 2d6 points of damage to her next successful natural attack or unarmed strike. The ability stays charged for 1 minute or until the crystal master scores a hit. Using this ability is a free action and does not provoke an attack of opportunity. This ability can be used only once per round.

Diamond: The crystal master gains 4 additional bonus power points per day per embedded gem. (Level restriction: 4th.)

Emerald: The crystal master gains power resistance equal to 11 + 3 per embedded gem she possesses.

Jade: The crystal master is immune to aging attacks and doesn't suffer the effects of old age. (Any penalties already incurred stay in effect.) The character still dies of old age. (Level restriction: 4th.)

Jet: The crystal master gains the ability to *fly* as the power with double its normal duration (2 minutes per level). She can activate it a number of times per day equal to twice the number of embedded gems. (Level restriction: 4th.)

Malachite: The crystal master gains a limited telepathy. She can communicate telepathically with any creatures that speak a language that she speaks, provided they are within 30 feet. This range increases by 10 feet for each additional imbedded gem. She can address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Moonstone: The crystal master gains an insight bonus of +1 to her Armor Class and on all saving throws. This increases by +1 per embedded gem. This ability is active as long as the crystal master maintains psionic focus.

Obsidian: The character gains the ability of *escape detection* as the power. The crystal master can voluntarily deactivate or reactivate this ability by expending psionic focus. (Level restriction: 8th.)

Onyx: When activated, this causes one opponent who can see the crystal master to make a Will save (DC 10 + 2 per embedded gem + key ability modifier) or become shaken (see page 300 of the *Dungeon Master's Guide*) for 2d6 rounds. This ability can be used a number of times per day equal to the number of embedded gems.

- Red Jasper
- Ruby
- Sapphire
- Smokey Quartz
- Tiger Eye
- Tourmaline

4th-Level Crystal Master

- Blue Zircon
- Diamond
- Jade
- Jet
- Opal
- Sugilite

6th-Level Crystal Master

- Chrysocolla

8th-Level Crystal Master

- Obsidian

10th-Level Crystal Master

- Azurite

Notes

1. See the Embed Gem ability of the crystal master prestige class for more on level restrictions
2. You can embed any gem provided you meet the minimum level restriction.

Opal: The crystal master gains the ability of *divination* as the power. She can use this ability a number of times per day equal to the number of embedded gems. (Level restriction: 4th.)

Peridot: The crystal master gains damage reduction of 1/-. This is increased by 1 for each additional embedded gem.

Red Garnet: The crystal master gains the ability to heal herself. She can heal 4 points per embedded gem each day. She can divide this up into many uses over the day.

Red Jasper: The crystal master becomes partially immune to ability-draining attacks. The character can completely ignore the effects of ability-draining attacks a number of times per day equal to the number of embedded gems she has. This immunity does not apply to ability burn. This ability is active as long as the crystal master maintains psionic focus.

Ruby: The crystal master gains a Constitution bonus of +1. This bonus increases by +1 for every two additional embedded gems (+2 at 3 embedded gems, and +3 at 5 embedded gems). This ability is active as long as the crystal master maintains psionic focus.

Sapphire: The crystal master gains *touchsight* as the power. Her *touchsight* field emanates out to 20 feet, increasing by +10 feet per additional embedded gem to a maximum of 60 feet. This ability is active as long as the crystal master maintains psionic focus.

Smokey Quartz: The crystal master gains a Charisma bonus of +1. This bonus increases by +1 for every two additional embedded gems (+2 at 3 embedded gems, and +3 at 5 embedded gems). This ability is active as long as the crystal master maintains psionic focus.

Sugillite: The crystal master gains immunity to the effects of the Psionic Hole feat. (Level restriction: 4th.)

Tiger Eye: The crystal master gains a Dexterity bonus of +1. This bonus increases by +1 for every two additional embedded gems (+2 at 3 embedded gems, and +3 at 5 embedded gems). This ability is active as long as the crystal master maintains psionic focus.

Tourmaline: The crystal master gains an insight bonus on the following skills: Appraise, Craft (gemcutting), Knowledge (gemology), and Search. The bonus is equal to the number of embedded gems she possesses.

The Mind's Eye

Sangehirn

Prestige Class (v.3.5)

Originally by Mark A. Jindra and Scott Brocius

When Scott and I first worked on the original sangehirn, we tossed around many ideas for how we could create a psionic healer that would benefit an all-psionic party the way a cleric benefits a standard party. I started work on the new powers and Scott worked on the basics of the prestige class. By the time we were done, we had a pretty powerful healing prestige class and a dozen new powers. When I started converting the prestige class for the current edition, I tried a few different variations. I created a five-level prestige class and a twenty-level base class, and then I even tried adding turning abilities. In the end I decided that keeping as true to the original concept gave me the best results.

Sangehirns have learned that the best way to stay alive in a dangerous world is to know how to heal. They focus their minds on the body and learn how to keep it fit. They see the body as a simple pattern of blood flow, muscle, and bone -- easily repaired. As they advance in levels, this belief manifests itself in their own bodies, causing incredible healing capabilities.

Those that begin the path of the sangehirn have a true concern for their fellows. They usually worry more about their friends than themselves. Nonplayer character sangehirns are not too uncommon in a psionic-rich world. They typically live in areas where their skills are needed most, but the occasional "miracle" healer charges outrageous fees for his or her services.

Hit Die: d6.

Requirements

To qualify as a sangehirn, a character must meet the following criteria.

Skill: Heal 9 ranks.

Feats: Mind Over Body, Psionic Body.

Psionics: Manifester level 5th.

Class Skills

The sangehirn's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Concentration (Con), Heal (Wis), Knowledge (any) (Int), Profession (any) (Wis), Psicraft (Int), Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the sangehirn prestige class.

Weapon and Armor Proficiency: Sangehirns gain no proficiency with any weapons or armor.

Powers Known: Beginning at 2nd level, a sangehirn gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. The sangehirn can choose powers from the sangehirn power list below only. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that he adds the level of sangehirn to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before he became a sangehirn, he must decide to which class he adds the new level of sangehirn for the purpose of determining power points per day, powers known, and manifester level.

Healing Focus (Su): Starting at 1st level, the sangehirn gains the ability to harness psionic energy from deep within his body. This ability allows him to expend his psionic focus to aid with Heal checks. When the sangehirn has psionic focus, he can expend that focus on any single Heal check made thereafter. When the sangehirn expends his focus in this manner, he gains a bonus on his next Heal check equal to his level of sangehirn.

Damage Reduction (Su): At 2nd level, the sangehirn gains the supernatural ability to shrug off physical attacks and is fortified by the positive energies within his body, which grants him damage reduction 1/-. This increases by 1 every other level, up to a maximum of damage reduction 5/- at 10th level.

Healing Touch (Su): At 3rd level, the sangehirn gains the ability to change the range of some of his powers. Powers that have a range of "personal" and that are marked with an asterisk below can be changed to "touch." Only the powers from the sangehirn powers list can be affected this way. Using this ability requires expending psionic focus. Once the sangehirn has expended focus, the effects of healing touch persist for a number of rounds equal to his level of sangehirn. The sangehirn can alter any of the aforementioned powers during the duration of the effect.

Fast Healing (Su): At 5th level, the sangehirn gains the supernatural ability of fast healing. The sangehirn regains hit points at an exceptionally fast rate -- usually 1 or more hit points per round -- as given in the table entry. Except where noted here, fast healing is just like natural healing (see page 129 of the *Player's Handbook*). Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow or reattach body parts. This ability is active only when the sangehirn has psionic focus.

The Sangehirn						
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+2	+0	+2	Healing focus	--
2nd	+1	+3	+0	+3	Damage reduction 1/--	+1 level of existing manifesting class
3rd	+2	+3	+1	+3	Healing touch	+1 level of existing manifesting class
4th	+2	+4	+1	+4	Damage reduction 2/--	+1 level of existing manifesting class
5th	+3	+4	+1	+4	Fast healing 1	+1 level of existing manifesting class
6th	+4	+5	+2	+5	Damage reduction 3/--	+1 level of existing manifesting class
7th	+5	+5	+2	+5	Fast healing 2	+1 level of existing manifesting class
8th	+6	+5	+2	+6	Damage reduction 4/--	+1 level of existing manifesting class
9th	+6	+6	+3	+6	Fast healing 3	+1 level of existing manifesting class
10th	+7	+7	+3	+7	Damage reduction 5/--	+1 level of existing manifesting class

Sangehirn Power List

1st-Level Powers	3rd-Level Powers	6th-Level Powers
Biofeedback*	Body Purification*	Restoration, Psionic

Thicken Skin

Vigor*

2nd-Level Powers

Body Adjustment*

Empathic Transfer

Energy Adaptation, Specified

Share Pain

Sustenance*

Empathic Transfer, Hostile

Share Pain, Forced

4th-Level Powers

Empathic Feedback

Energy Adaptation

Inertial Barrier

5th-Level Powers

Adapt Body

Leech Field

Psionic Revivify

Psychofeedback

Restore Extremity

Suspend Life*(**)

7th-Level Powers

Energy Conversion

Oak Body

8th-Level Powers

Iron Body, Psionic

True Metabolism

9th-Level Powers

Affinity Field

Psychic Surgery

Timeless Body

*Sangehirn powers that can be used with the healing touch special ability.

**Suspend life can be manifested only on a willing subject.

The Mind's Eye Ballisteer (Prestige Class)

By Scott Brocius and Mark A. Jindra

"It's what you can't see that can hurt you . . ."

The psychic warrior has turned his mind's potential to the warrior arts. By focusing on the union of mind and body, he works towards martial perfection. This is the path of every psychic warrior. This path does not follow a straight line, however. It has many twists and turns and side branches. Some psychic warriors feel unarmed combat is the true path, and others feel the mastery of a single weapon is the ultimate goal.

Then, there is the ballisteer.

The ballisteer holds true to the union of mind and body, but he believes the road to this follows the art of ranged combat. For him, distance is the key. The ability to deal lethal damage from afar is his journey to perfection. All his energies are focused on how to hit his target from a nice, safe distance.

Hit Dice: d8.

Requirements

To qualify to become a ballisteer, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Skills: Tumble6 ranks.

Feats: Dodge, Mobility, Point Blank Shot, and Psionic Shot.

Manifesting: Ability to manifest a 2nd-level power.

Class Skills

The ballisteer's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (Wis), Intuit Direction (Wis), Jump (Str), Profession (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 2 + Int modifier.

Throw Anything

The feat Throw Anything works only for weapons the character already knows how to use. As a DM's option, it can be used to allow the character to really throw anything, whether

Class Features

All of the following are class features of the ballisteer prestige class.

Weapon and Armor Proficiency: Ballisteers gain no proficiency in any armor or weapons, though they retain any knowledge gained from former classes.

Power Points: Ballisteers gain power points every level as though they gained a level of psychic warrior. They do not gain bonus power points.

Powers Discovered: With the exception of 1st, 4th, 7th, and 10th levels, ballisteers discover powers as though they gained a level of psychic warrior. Powers are chosen from the psychic warrior power list. Their effective manifester level is increased by one for each level of the prestige class.

Psionic Combat: Ballisteers do not gain any psionic attack or defense modes. (Characters do not forget previously discovered attack and defense modes.)

0-Level Powers: Ballisteer levels count toward the level of psychic warrior for determining the number of free manifestations per day of 0-level powers.

Psionic Sidestep (Ex): The ballisteer gains this feat even if he does not meet the prerequisites. To use this feat he must maintain a power point reserve of 5+ power points. (See the article "[New Psychic Warrior Feats, Powers, and Ranged Weapon Enhancements](#).")

Throw Anything (Ex): The ballisteer gains this feat even if he does not meet the prerequisites.

Invisible Shot (Sp): By expending 1 power point per shot, the ballisteer makes his fired ammo invisible. This provides the ballisteer a bonus of +2 to hit and denies the target the ability to deflect the attack through normal means, unless it has the ability to detect invisible objects. This ability is applied as the attack is made.

Ethereal Shot (Sp): By expending 1 power point per shot, the ballisteer makes his fired ammo ethereal. Ethereal ammo has no effect on normal targets, but it affects ethereal targets normally. This ability is applied as the attack roll is made.

Energy Shot (Sp): The ballisteer can expend power points to add energy damage to his ranged attacks. For each power point spent this way he increases the damage by +1d4. He can spend a number of points equal to his level of ballisteer (maximum damage is 10d4). This ability is applied as the attack is made, but the cost must be paid before the attack roll. This ability can be used only once per shot.

Incorporeal Shot (Sp): By expending 1 power point per shot, the ballisteer makes his fired ammo incorporeal. Incorporeal ammo has no effect on normal targets, but it affects incorporeal targets normally. This ability is applied as the attack roll is made.

Pinpoint Shot (Ex): The ballisteer gains this feat even if he does not meet the prerequisites. (See the article "[New Psychic Warrior Feats, Powers, and Ranged Weapon Enhancements](#).")

Explosive Shot (Sp): The ballisteer can now make his Energy Shots explode with a 10-ft.-radius burst with the expenditure of 2 additional power points. This ability is applied as the attack is made, but the cost must be paid before the attack roll. Explosive shots that miss their target do not explode and the energy dissipates harmlessly. Creatures other than the initial target in the affected area may attempt a Reflex save (DC 20) for half damage.

Improved Psionic Sidestep (Ex): The ballisteer gains this feat even if he does not meet the prerequisites. To use this feat he must maintain a power point reserve of 9+ power points. (See the article "[New Psychic Warrior Feats, Powers, and Ranged Weapon Enhancements](#).")

Phase Shot (Sp): By expending 3 power points per shot, the ballisteer causes his ammo to phase and move through the Astral Plane. His shots ignore most natural and magical barriers, and his target is denied any armor bonuses it may have had. The target also loses any Dexterity and dodge bonuses if the ballisteer is attacking from a concealed position. This power also allows you to shoot targets through opaque walls, but the target gets total concealment against these attacks. *Phase shot* does not allow for sneak attacks unless the ballisteer could make a sneak attack without using *phase shot*. This is considered a teleportation effect and can be blocked by powers and spells that affect those. There is also a chance something occurs to the shot while it is on the Astral Plane: Any attack roll of a natural "1" or "2" is an automatic miss, and the shot is lost. This ability is applied as the attack is made.

Infused Shot (Su): The ballisteer's ammo becomes infused with psionic energy as it is used in a ranged attack. His ranged attacks now do additional energy damage equal to that of the ammo used. For example, a thrown dagger now does 1d4 points of damage + 1d4 points of psionic energy damage + any other bonuses. Infused shots can be enhanced with *energy shot* or *explosive shot*.

it's a weapon or not. If the character is not proficient with a weapon he is throwing, the -4 attack penalty applies, and the damage should suffer -1 per die to a minimum of 1 point of damage dealt per die. In the case of improvised weapons, the character would suffer the -4 penalty on the attack roll, and the damage needs to be determined on an individual basis, but it basically shouldn't do more than a similar weapon. For example, a typical barstool should do 1d4 or 1d6 damage, depending on size.

Throw Anything [General](From Sword and Fist)

In your hands, any weapon becomes a deadly ranged weapon.

Prerequisites: Base attack bonus 2+, Dex 15+.

Benefit: You can throw any weapon you can use, regardless of whether it is intended to be used as a ranged weapon. The range increment of weapons used in conjunction with this feat is 10 feet.

The Ballisteer						
Level	Base Attack Bonus	Fort	Ref	Will	Special	Powers Discovered
1	+0	+0	+2	+0	Psionic Sidestep, Throw Anything	--
2	+1	+0	+3	+0	<i>Invisible shot</i>	+ 1 psychic warrior level
3	+2	+1	+3	+1	<i>Ethereal shot</i>	+ 1 psychic warrior level
4	+3	+1	+4	+1	<i>Energy shot</i>	--
5	+3	+1	+4	+1	<i>Incorporeal shot</i>	+ 1 psychic warrior level
6	+4	+2	+5	+2	Pinpoint Shot	+ 1 psychic warrior level
7	+5	+2	+5	+2	<i>Explosive shot</i>	--
8	+6	+2	+6	+2	Improved Psionic Sidestep	+ 1 psychic warrior level
9	+6	+3	+6	+3	<i>Phased shot</i>	+ 1 psychic warrior level
10	+7	+3	+7	+3	Infused shot	--

Inspiration and testing provided by members of the Wizards of the Coast online community.

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The Mind's Eye

The Kineticist (Prestige Class)

By Mark A. Jindra

Based on the pyrokineticist from the Psionics Handbook.

Designer's Notes: When working on the kineticist, we started out by examining the pyrokineticist for a possible change to the +1 manifester level style of prestige class, and we ended up with five new prestige classes based on each of the five energy types. I think we maintained the flavor of the original pyro while providing a decent alternate version.

A kineticist is a character that has discovered that a little psionic power goes a long way -- if you are interested in only a single type of psionic energy, that is. Kineticists focus all of their attention to a single type of psionic energy (acid, cold, electricity, fire, or sonic) while giving up access to all other types.

A kineticist who focuses on fire is known as a pyrokineticist or "pyro," while one who focuses on cold is called a cryokineticist or "cryo," acid is a acetokineticist or "aceto," sonic energy is a sonokineticist or "sono," and electricity is a electrokineticist or "electro." Any character with some psionic ability is a possible candidate for this prestige class. Psions and psychic warriors consider it acceptable to give up power acquisition in other areas if they have the passion for a specific type of energy.

Nonplayer character kineticists are fairly rare because society frowns on those whose pursuit in life is to burn, dissolve, freeze, or otherwise damage people or property. Thus, kineticists of any sort are rarely found in large communities (unless employed as secret enforcers). Instead, they tend to remain on the fringes of society, perhaps even living as hermits in barren lands where the temptations for destruction are reduced.

Hit Dice: d6.

Requirements

To qualify as a kineticist, a character must meet the following criteria.

- Alignment:** Any chaotic.
- Skills:** Alchemy 4 ranks, Knowledge (psionics) 4 ranks, Psicraft 4 ranks.
- Manifesting:** Able to manifest a 3rd-level power or higher.
- Power:** Each type of kineticist must know at least one power with the energy designator of his or her chosen type.
- Special:** Must have damaged or destroyed a structure or object by the use of a power of the chosen energy focus just to see what would

happen or have survived a traumatic experience such as being trapped in a burning building where someone close to the character died.

Class Skills

The kineticist's class skills are Alchemy (Int), Concentration (Con), Craft (any) (Int), Knowledge (psionics) (Int), Psicraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Energy Type Powers
0-Level Powers
<ul style="list-style-type: none">▪ <i>Acid Splash</i>*▪ <i>Chilling Mist</i>*▪ <i>Deafening Burst</i>*▪ <i>Electric Jolt</i>*▪ <i>Finger of Fire</i>
1st-Level Powers
<ul style="list-style-type: none">▪ <i>Biocurrent</i> [electricity]**▪ <i>Cryo Blast</i> [cold]*/**▪ <i>Firefall</i>
2nd-Level Powers
<ul style="list-style-type: none">▪ <i>Burning Ray</i>▪ <i>Improved Firefall</i>***▪ <i>Lesser Energy Spheres</i>***
3rd-Level Powers
<ul style="list-style-type: none">▪ <i>Cone of Sound</i>▪ <i>Exploding Stone</i>***▪ <i>Whitefire</i>
4th-Level Powers
<ul style="list-style-type: none">▪ <i>Dissolving Touch</i>▪ <i>Pulverize</i>***▪ <i>Energy Spheres</i>***
5th-Level Powers
<ul style="list-style-type: none">▪ <i>Intense Whitefire</i>***▪ <i>Psionic Energy Field</i>***▪ <i>Unstable Wall of Ectoplasm</i>***
6th-Level Powers
<ul style="list-style-type: none">▪ <i>Breath of the Dragon</i>▪ <i>Flaming Shroud</i> [fire]**▪ <i>Greater Biocurrent</i> [electricity]**▪ <i>Improved Energy Spheres</i>***▪ <i>Remote View Trap</i> [electricity]**
7th-Level Powers
<ul style="list-style-type: none">▪ <i>Energized Claw</i>***▪ <i>Raging Whitefire</i>***

Class Features

All of the following are class features of the kineticist prestige class.

Armor and Weapon Proficiency: Kineticists gain proficiency in whip/*energy lash* at 2nd level. They gain no other proficiency in any armor or weapons, though they retain any knowledge gained from former classes.

Power Points: At 2nd, 3rd, 4th, 6th, 7th, 8th, and 10th levels the kineticist gains power points as though she gained a level of psion. These power points are added to the character's previous total. Kineticists gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.

Powers Discovered: At 2nd, 3rd, 4th, 6th, 7th, 8th, and 10th levels, the kineticist discovers powers as though she gained a level of psion. Powers are chosen from the psion power list. When choosing a power that falls outside her primary discipline but that possesses an energy type descriptor that matches her chosen energy type, she does not need to meet the minimum required key ability score to manifest these powers since these powers now use the kineticist's primary ability as their key ability. The kineticist's effective manifester level is increased by one for each level of the prestige class.

Psionic Combat: Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class. (Characters do not forget previously discovered attack and defense modes.)

Psicrystals: Kineticist levels count toward the level of the psionic character for determining psicrystal Intelligence and special abilities. Characters whose previous class did not offer access to a psicrystal (such as psychic warrior) gain the ability to create one as a psion can.

0-Level Powers: Kineticist levels count toward the level of the psionic character for determining the number of free manifestations per day or your 0-level powers.

Chosen Energy Type: Upon gaining this prestige class, the kineticist chooses a type of psionic energy to focus all of her attention on. Choose one type of energy: acid, cold, electricity, fire, or sonic. All powers that the kineticist knows with a psionic energy designator are modified to use the chosen type of energy instead. The power works normally in all respects except the type of damage dealt. All other abilities of this prestige class also follow the type of energy focus chosen. When using Psionic Energy Admixture ([Expand Your Mind](#)), it is not forbidden for a kineticist to use another type of psionic energy; however few kineticists would even consider it.

The visible display of powers and abilities is modified as follows. The associated color changes (acid/green, cold/blue, electricity/purple, fire/red, sonic/yellow). They may also have additional effects such as burning flames for fire, mist or ice shards for cold, billowing mist and sizzling for acid, a low-pitched hum and rippled air effect for sonic, and arcs of electricity and a crackling sound for electricity. For example, an Electricity Nimbus would be a swirling purple field with crackling arcs of electricity. The changed displays should be worked out with your DM.

Energy Focus (Ex): At 1st level the kineticist learns to better manipulate the psionic energies of her chosen type. The save DC for any energy-based power that she manifests is increased by +1. This rises to +2 at 5th level, and +3 at 9th level. These increases are cumulative with those granted by the Psionic Focus and Greater Psionic Focus feats. Energy focus also affects the save DC of all kineticist special abilities that have a saving throw.

Energized Touch (Su): A kineticist's mere touch can affect foes or objects. This is treated as an armed attack and deals 1d4 points of damage of the appropriate energy type, then dissipates. Unarmed attacks deal this damage in addition to their normal damage. The kineticist can use this ability at will as long as her power point reserve is 1 or more.

Energy Barrier (Sp): At 2nd level, the kineticist can activate an *energy barrier* as a move-equivalent action. Once activated, this ability grants her a resistance of 5 to attacks of her chosen energy type (you ignore 5 points of damage from the chosen type of energy source). Once the ability has prevented a total of 75 points of damage from the specified energy type, it is discharged. Whenever she absorbs damage, she radiates visible light for a number of rounds equal to the points of damage she successfully ignores. The light is strong enough to illuminate a 60-foot-radius area. The ability can be used once per day and lasts for 1 hour per manifester level or until discharged. This ability is similar to the *energy barrier* power. This ability cannot be used in conjunction with the *energy barrier* power. A character can use this ability as long as her power point reserve is 5 or more.

At 4th level, the resistance rises to 10, the barrier can absorb up to 150 points of damage from the specified energy type, and the power point reserve to use this ability is increased to 9.

At 6th level, the resistance rises to 15, the barrier can absorb up to 225 points of damage from the specified energy type, and the power point reserve to use this ability is increased to 13.

At 8th level, the resistance rises to 20, the barrier can absorb up to 300 points of damage from the specified energy type, and the power point reserve to use this ability is increased to 17.

8th-Level Powers
▪ <i>Greater Energy Spheres</i> ***
9th-Level Powers
▪ <i>Freezing Torrent</i> ***
* Previous Mind's Eye powers
** Missing type descriptor
*** New powers

At 10th level, the barrier can absorb all damage of the chosen energy type up to 500 points, and the power point reserve to use this ability is increased to 21.

Energize Weapon (Sp): At 2nd level, the kineticist can activate this ability as a move-equivalent action. One weapon she holds is bathed in psionic energy that harms neither her nor the weapon. The weapon deals +1d6 points of damage of the appropriate energy type, in addition to its normal damage. (Projectile weapons bestow this damage on their ammunition.) The weapon remains energized until the kineticist releases it or dismisses it as a free action. A character can use this ability at will as long as her power point reserve is 9 or more.

Energy Lash (Sp): At 3rd level, the kineticist can fashion a 15-foot-long whip from unstable ectoplasm as a move-equivalent action. She takes no damage from *energy lash* she creates, and if she releases her hold, it immediately dissipates. The lash deals 1d4 points of energy damage of the appropriate type to the target on a successful ranged touch attack (up to 15 feet). The kineticist can take Weapon Focus, Weapon Specialization (if of the appropriate class), or Weapon Finesse feats in conjunction with the *energy lash*, as well as feats for a standard whip. She can use the *energy lash* ability at will as long as her power point reserve is 11 or more.

When activating this ability the kineticist can infuse the *energy lash* with additional psionic energy, increasing the damage done by +1d4 points per power point spent. The total amount of energy spent infusing an *energy lash* cannot exceed half your level of kineticist (maximum damage 6d4). The defender may make a Fortitude save (DC 1d20 + 1/2 manifester level, + key ability modifier) for half damage. This increased damage value lasts for a single attack before returning to normal. You can infuse multiple attacks in the same round.

Bolt of Energy (Sp): At 4th level, the kineticist can launch a bolt of psionic energy up to 60 feet at any target in line of sight. This ability is treated as a ranged touch attack and deals 3d6 points damage of the appropriate type. A character can use this ability at will as long as her power point reserve is 19 or more.

When activating this ability, the kineticist can infuse the bolt with additional psionic energy, increasing the damage done by +1d6 points per power point spent. The total amount of energy spent infusing the attack cannot exceed your level of kineticist (maximum damage 11d6). The defender may make a Fortitude save (DC 1d20 + 1/2 manifester level + key ability modifier) for half damage. This increased damage value lasts for a single attack.

Energy Breath (Sp): On reaching 5th level, the kineticist gains a breath weapon that can be used for free once per day. The kineticist can activate this ability additional times per day at the cost of 13 power points per use. This ability is similar to the *breath of the dragon* power except that the breath extends out in a 60-foot cone that inflicts 10d6 damage of the appropriate energy type. A character can use this ability as long as her power point reserve is 13 or more.

When activating this ability, the kineticist can infuse the breath weapon with additional psionic energy, increasing the damage done by +1d6 points per power point spent. The total amount of energy spent infusing the attack cannot exceed your level of kineticist (maximum damage 20d6). The defender may make a Fortitude save (DC 1d20 + 1/2 manifester level + key ability modifier) for half damage. This increased damage value lasts for a single attack.

Energy Walk (Sp): Beginning at 6th level, the kineticist can use this ability to literally walk on air. She can move at her normal speed in all directions, including vertically, but cannot move more than double her normal speed in a round. Once activated, this ability lasts for 10 minutes per level of kineticist. The kineticist leaves energy footprints in the air that disperse in 2 rounds, although the tread does not deal damage. She can stop moving in mid-air and hover for up to 2 rounds before needing to move again. The kineticist can jump while using *energy walk*; however, distance traveled is counted toward movement for that round as usual. She must pay 3 power points to use the *energy walk* ability.

When activating this ability, the kineticist can infuse the ability with additional psionic energy, increasing her movement to double normal speed at a cost of 2 power points.

Nimbus (Sp): At 7th level, the kineticist can activate this ability as a move-equivalent action. Her entire body is surrounded by psionic energy that harms neither her nor her equipment. While activated, the character's key ability modifier (not score) increases by +2 and she gains damage reduction 3/-. She is also treated as though her entire body is affected by the energized touch special ability, and coming in contact with the kineticist does 1d6 points of damage of the appropriate energy type. Weapons she holds are treated as though affected by the *energize weapon* special ability. She can also use the *energy walk* special ability for free while affected by *nimbus*, though she must still pay the additional 2 power points to double her speed. She must pay 7 power points each minute that she uses the *nimbus* ability.

Energy Death (Sp): At 9th level, the kineticist gains the ability to affect a single creature or object within 100 feet by generating a kinetic effect within it of her energy type. Against creatures this affects the blood and internal organs to cause a lethal effect. The target must succeed at a Fortitude saving throw (1d20 + 1/2 manifester level + key ability modifier) or die horrifically. Even on a successful save, the target sustains 3d8 points of damage of the appropriate energy type. The kineticist must pay 15 power points each time she uses this ability.

Nonliving objects of up to 10 cubic feet take 3d8 points of damage of the appropriate energy type from the attack. Objects take half damage from acid-, fire-, and electricity-based attacks. Divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to objects. Sonic attacks deal full damage to objects (see Chapter 9 of the *Player's Handbook*).

Energy Lord (Su): At 10th level, the kineticist gains the ability to become a greater elemental once per day for up to 1 hour. The elemental's energy type and subtype are altered to match the kineticist's chosen type of energy. The kineticist gains the elemental's extraordinary abilities and statistics (including hit points); however, she retains her key ability score (if a psion). She also retains all of her own feats, skills, spell-like

and supernatural abilities, as well as her ability to manifest psionic powers. Her new ability scores may affect skills and other abilities. The kineticist and her equipment are unharmed by her new body for the duration (and immune to all damage from the appropriate energy type from other sources). A character must maintain a power point reserve of at least 21 to use this ability.

Energy Lord Types

- Acid Lord:** An acid lord is forbidden from entering water or any other liquid except acid.
- Cold Lord:** A cold lord cannot enter water but can walk on the surface of the water, which causes 5 cubic feet of water to instantly freeze beneath their feat; they cannot otherwise enter liquids.
- Electricity Lord:** An electricity lord is forbidden from entering water or any other liquid.
- Fire Lord:** A fire lord cannot enter water or any other nonflammable liquid. A body of water is an impassable barrier unless the fire elemental can step or jump over it.
- Sonic Lord:** A sonic lord is forbidden from entering areas affected by *silence*.

Energy Lord Subtypes

- Acid Subtype (Ex):** Acid immunity, double damage from electricity except on a successful save, half damage on a successful save.
- Cold Subtype (Ex):** Cold immunity, double damage from fire except on a successful save, half damage on a successful save.
- Electricity Subtype (Ex):** Electricity immunity, double damage from acid except on a successful save, half damage on a successful save.
- Fire Subtype (Ex):** Fire immunity, double damage from cold except on a successful save, half damage on a successful save.
- Sonic Subtype (Ex):** Sonic immunity. All abilities based on sonic energy cease to function in an area of *silence* provided you fail the Will save. You may attempt the save to negate the *silence*, if centered on you, each round. If you succeed within the duration of the energy lord ability, you return to that form.

The Kineticist							
Level	Base Attack Bonus	Fort	Ref	Will	Power Points per day	Special	Powers Discovered
1	+0	+2	+0	+0	--	Energized touch, energy focus +1	--
2	+1	+3	+0	+0	see text	Energy barrier 5, energized weapon	+1 Level Psion
3	+2	+3	+1	+1	see text	Energy lash	+1 Level Psion
4	+3	+4	+1	+1	see text	Energy barrier 10, bolt of energy	+1 Level Psion
5	+3	+4	+1	+1	--	Energy breath, energy focus +2	--
6	+4	+5	+2	+2	see text	Energy barrier 15, energy walk	+1 Level Psion
7	+5	+5	+2	+2	see text	Nimbus	+1 Level Psion
8	+6	+6	+2	+2	see text	Energy barrier 20	+1 Level Psion
9	+6	+6	+3	+3	--	Energy death, energy focus +3	--
10	+7	+7	+3	+3	see text	Energy barrier, energy lord	+1 Level Psion

Inspiration and testing provided by members of the Wizards of the Coast online community.

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The Mind's Eye

Meditant

Prestige Class (v.3.5)

Updated by Mark A. Jindra

Back when I started work on the original meditant, or ruminator as it was called in its working title, my goal was to create a prestige class that took the concept of psychic meditation and ran with it. In the editing process we ended up changing much of how those feats worked, and, in turn, the meditan was greatly altered from its original concept. Since that time many things in **D&D** have changed, we have a 3.5 edition, an Expanded Psionics Handbook and more. I took this opportunity to dig up the original documents and keep them handy when doing this revision. In the end I believe that

psychic meditation and the meditant have become a little more complex, flexible, and fun to play.

A meditant has discovered the wondrous powers that can be released when mind and body become one. While exploring the inner depths of solitude that meditation provides, the meditant finds an inner peace and harmony that few will ever experience or understand. Over time, meditants become masters of meditation and easily awaken their psychic energy centers to manipulate the psionic forces buried deep within. Meditants possess a strong belief that by preparing their minds, the scales of chance will tip in their favor.

Hit Die: d4.

Requirements

To qualify as a meditant, a character must meet the following criteria.

Skill: Concentration 9 ranks.

Feats: Deep Psychic Meditation (3 times), Psychic Meditation.

Psionics: Manifestor level 5th.

Alignment: Any lawful.

Class Skills

The meditant's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Diplomacy (Cha), Knowledge (any) (Int), Profession (any) (Wis), Psicraft (Int), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the meditant prestige class.

Weapon and Armor Proficiency: Meditants gain no proficiency with any weapons or armor.

Powers Known: At each level, with the exception of 1st level, a meditant gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of meditant to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifestor level accordingly.

If a character had more than one manifesting class before she became a meditant, she must decide to which class she adds the new level of meditant for the purpose of determining power points per day, powers known, and manifestor level.

Inner Peace: Through much practice, the meditant has learned how to more quickly bring herself to inner peace. Meditation time required to awaken each of her psychic energy centers is reduced by 30 minutes per level of meditant.

Meditative Sustenance (Su): At 1st level, the meditant has learned to tap into the energies of the base psychic energy center. By meditating for 1 hour, the meditant can go without food and water for 1 day.

Deeper Psychic Meditation: At 2nd level, and every other level thereafter (4th, 6th, 8th, and 10th), the meditant gains two additional activations of an awakened psychic energy center per day.

Intense Psychic Meditation: Starting at 3rd level, the meditant discovers how to awaken greater psychic energies. When awakening a psychic energy center, the meditant can choose to give up two of her daily activations to increase the bonus granted by activating a specific psychic energy center. Each of the meditant's energy centers can receive this increase only once. Meditation time for awakening the center increases by 2 hours. The meditant's total amount of daily activations is reduced until that specific energy center has been reset.

At 7th level, the meditant further increases the intensity of her meditation, which allows her to give up three daily activations to increase the benefits of activating one of her psychic energy centers. Meditation time is instead increased by 3 hours for that center.

For example, Vollus, our psion 6/meditant 7, has a total of thirteen daily activations. He gives up three of those activations when awakening his crown psychic energy center. He now adds a +6 natural armor bonus to his AC for 1 hour when he activates his crown center. Vollus isn't done however; he next gives up two daily activations when awakening his heart center. Now when he activates that center he is granted 24 temporary hit points and fast healing 1 for 1 hour. This leaves Vollus with a total of eight activations per day

Table 1-2 Intense Psychic Meditation Benefits

Psychic Energy Center	Two Activations*	Three Activations*
Crown	+5 natural armor bonus to AC	+7 natural armor bonus to AC
Third Eye	1.25 temporary power point per manifester level (rounded down)	1.5 temporary power point per manifester level (rounded down)
Throat	+4 bonus to Int, Wis, and Cha	+6 bonus to Int, Wis, and Cha
Heart	2 temporary hit points per manifester level (Max 40) and Fast healing 1	2 temporary hit points per manifester level (Max 40) and Fast healing 2
Solar (Plexus)	+4 morale bonus on saving throw of choice, +2 bonus on remaining two	+5 morale bonus on saving throw of choice, +3 bonus on remaining two
Base	+4 bonus to Str, Dex, and Con	+6 bonus to Str, Dex, and Con
Sacral	Power Resistance 10 + manifester level	Power Resistance 15 + manifester level

* Bonuses from this table replace the benefits from the Psychic Meditation feat to determine the bonuses granted from activation of a specific psychic energy center.

Prepared Mind (Su): Starting at 5th level, the meditant can attempt to turn mind-affecting effects that specifically target her against their originator when she makes a successful saving throw to resist their effect. Effect and area spells are not affected. The effect uses its original DC (and other attributes), but the meditant is considered the effect's originator and the originator is the now the target. The meditant can use this ability as long as she maintains psionic focus.

Ethereal Form (Su): At 9th level, the meditant and her equipment can become ethereal and return back to material existence as a standard action. The amount of time she spends as ethereal is unlimited, but she can become ethereal and return to material existence only three times per day. The meditant gains all the benefits and limitations as described on page 76 of the *Dungeon Master's Guide*.

Inner Harmony (Su): Provided the meditant has awakened all seven of her psychic energy centers, activating a psychic energy center may now be done as a swift action. Using this ability does not provoke an attack of opportunity and it counts as the character's one quickened action per round. Additionally, the duration of the bonuses granted by activating a center increases to 4 hours.

The Meditant

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Inner peace, meditative sustenance	--
2nd	+1	+0	+0	+3	Deeper psychic meditation 1	+1 level of existing manifesting class
3rd	+2	+1	+1	+3	Intense psychic meditation 1	+1 level of existing manifesting class
4th	+2	+1	+1	+4	Deeper psychic meditation 2	+1 level of existing manifesting class
5th	+3	+1	+1	+4	Prepared mind	+1 level of existing manifesting class
6th	+4	+2	+2	+5	Deeper psychic meditation 3	+1 level of existing manifesting class
7th	+5	+2	+2	+5	Intense psychic meditation 2	+1 level of existing manifesting class
8th	+6	+2	+2	+6	Deeper psychic meditation 4	+1 level of existing manifesting class
9th	+6	+3	+3	+6	Ethereal form	+1 level of existing manifesting class
10th	+7	+3	+3	+7	Inner harmony, deeper psychic meditation 5	+1 level of existing manifesting class

The Mind's Eye Psychic Weapon Master

Prestige Class (v.3.5)
Updated by Mark A. Jindra

The original concept of this prestige class was pretty simple. Take the weapon master prestige class and graft the ancestral weapon from Oriental Adventures to it. Add a dash of psionics and shake liberally. What we got was one of my favorite prestige classes.

Some psychic warriors hone their skills by mastering a single melee weapon. Through intense meditation and personal sacrifice, they unlock powerful supernatural abilities in their weapons, which allow them to form a special bond with these weapons. To bond with the weapon of choice -- to use the weapon as naturally and without thought as any other limb -- is the goal of the psychic weapon master.

To gain the special abilities of the psychic weapon master class, a character must use her weapon of choice. Once chosen, the weapon of choice cannot be changed. This does not mean that, if her weapon of choice is the longsword, she can use only the longsword she owned when she first became a psychic weapon master. The only material requirement for the class is a crystal version of her weapon. It means that she can use any standard crystal longsword and gain the benefits of the psychic weapon master. If she uses any other weapon, she can use none of the special abilities of the prestige class.

Hit Die: d8.

Requirements

To qualify to become a psychic weapon master, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Feats: Dodge, Mobility, Power Attack, Psionic Dodge, Psionic Weapon, Weapon Focus.

Psionics: Ability to manifest a 3rd-level power.

Weapon: Crystal melee weapon.

Special: Proficiency in your weapon of choice, either from a feat or a class feature.

Class Skills

The crystal master's class skills (and the key abilities for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Knowledge (any) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Psionic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the psychic weapon master prestige class.

Weapon and Armor Proficiency: Psychic weapons masters are proficient with all simple and martial weapons and with all types of armor.

Powers Known: Every other level starting with 2nd, a psychic weapon master gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of psychic weapon master to the level of whatever psionic manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before she became a psychic weapon master, she must decide to which class she adds the new level of psychic weapon master for the purpose of determining power points per day, powers known, and manifester level.

Bonded Weapon: The psychic weapon master can form a special bond with a single melee weapon. The weapon must be the same type as her weapon of choice. The weapon must be a standard crystal melee weapon (without any magic or psionic enhancements). As a psychic weapon master gains experience, she can sacrifice an amount of experience points (XP) to awaken supernatural abilities within her bonded weapon. This sacrifice cannot exceed the XP that she has gained since she last gained a level. Upon initially awakening her weapon, a small portion of the psychic weapon master's personality is encoded in the weapon. This personality is chosen from the Psicrystal Personalities table on page 23 of the *Expanded Psionic Handbook*. The personality grants the psychic weapon master the benefit that corresponds with the chosen personality. The bonded weapon also has the *Alertness*, *sighted* and *telepathic link* abilities of a psicrystal, and, like psicrystals, it has an Intelligence of 6. Upon awakening a weapon bonus of +3, the bonded weapon gains the *sightlink* psicrystal ability. Upon awakening a weapon bonus of +5, the bonded weapon gains the ability to hold a



psionic focus as the Psicrystal Containment feat. You do not need the Psicrystal Containment feat to use this latter ability.

At any time, a psychic weapon master can spend time meditating to awaken the abilities in her bonded weapon. This requires a sacrifice of XP equal to the amount shown on Table 1-1: Bonded Weapons. A psychic weapon master must meet the required minimum level and must meditate 8 hours a day for a number of days in a row equal to the XP sacrificed divided by 100.

The XP values shown on Table 1-1 are the total value of the sacrifice required to bring a single weapon to the listed weapon bonus. If a psychic weapon master already has a +3 *longsword*, she can raise it to a +4 *longsword* by sacrificing 700 XP and spending 7 days meditating.

A weapon can't have an enhancement bonus higher than +5. Use the weapon bonus on Table 1-1 to determine the XP sacrifice when special abilities are added. Special abilities can be added from either Table 7-5: Melee Weapon Special Abilities in the *Expanded Psionics Handbook* and/or Table 7-14: Melee Weapon Special Abilities in the *Dungeon Master's Guide*. (Spell storing is considered the same as power storing.) Example: A psychic weapon master who has a +4 *longsword* can transform it into a +4 *mindcrusher longsword* with a sacrifice of 2,000 XP since mindcrusher is a special ability worth a +2 bonus. The psychic weapon master may awaken the ability to store power points as a *cognizance crystal* in their bonded weapon. A +1 weapon bonus is equal to 5 power points, +2 adds 4 more points for a total of 9, +3 adds 4 more points for a total of 13, and +4 adds 4 more points for a final total of 17 power points.

If a bonded weapon is destroyed by accident or on purpose, the psychic weapon master must attempt a Fortitude save (DC 10 + the weapon's equivalent enhancement bonus as shown on Table 1-1). If the saving throw fails, the psychic weapon master must sacrifice an additional 500 XP upon awakening her next bonded weapon. A successful saving throw reduces the loss to 0 XP. A psychic weapon master's experience can never go below as a result of a bonded weapon's destruction. A psychic weapon master can have only one bonded weapon at a time.

Table 1-1: Bonded Weapons

Weapon Bonus	Total Sacrifice Required	Minimum Psychic WeaponMaster Level	Meditation
+1*	100 XP	1	1 day***
+2	400 XP	2	+3 days
+3	900 XP	3	+5 days
+4	1,600 XP	4	+7 days
+5	2,500 XP	5	+9 days
+6**	3,600 XP	6	+11 days
+7**	4,900 XP	7	+13 days
+8**	6,400 XP	8	+15 days
+9**	8,100 XP	9	+17 days
+10**	10,000 XP	10	+19 days
* Upon awakening a bonded weapon, a personality is selected from the Psicrystals Personalities table on page 23 of the <i>Expanded Psionics Handbook</i> .			
** A weapon can't actually have an enhancement bonus higher than +5; see the above text.			
*** This is the base meditation time for a +1 weapon. All numbers following it are added to this base number. For example, a +3 bonus would cost 1 + 3 + 5 = 9 days.			

Psionic Damage: After a psychic weapon master scores a hit with her weapon of choice, do not roll dice to determine damage. Instead, figure the normal maximum damage (not a critical hit) the psychic weapon master can inflict with that weapon and do that much damage to the target. For example, a psychic weapon master uses a longsword, has a base attack bonus of +6, and possesses a Strength of 17. A longsword does 1d8 damage so its maximum damage is 8 points. Her Strength modifier is +3, so add that for a total of 11. When the psychic weapon master makes a successful critical hit, only the base damage from the weapon is maximized; roll normally for the extra damage from the critical hit. A psychic weapon master can use this ability for free a number of times per day equal to her psychic weapon master level, though additional uses of this ability cost 3 power points each.

Increased Multiplier: Determine the standard critical multiplier for the psychic weapon master's weapon of choice. With this ability, a psychic weapon master can increase the multiplier by +1. For example, the longsword has a critical multiplier of x2. When using this ability, increase that multiplier to x3 (2 + 1 = 3) once per day at the 2nd level of the psychic weapon master prestige class. A psychic weapon master gains an additional use per day at 4th, 6th, 8th, and 10th levels of this prestige class. To use this ability, declare its use before rolling any damage dice.

Psionic Weapon Focus: Stacking with any existing Weapon Focus bonus, this adds an additional +1 on all attack rolls with the psychic weapon master's weapon of choice.

Combat Reflexes: The psychic weapon master gains the Combat Reflexes feat for free. If she already possesses this feat, add her Wisdom modifier the number of additional attacks of opportunity she may make in a round.

Improved Critical: The psychic weapon master gains the Improved Critical feat for free. If she already possesses this feat, add an additional +2 to her weapon of choice's threat range for critical hits.

Whirlwind: The psychic weapon master gains the Whirlwind feat for free. If she already possesses this feat, she can make a whirlwind attack as a standard action rather than a full attack action.

The Psychic Weapon Master

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Powers Known
1st	+1	+0	+2	+0	Bonded weapon, psionic damage	--
2nd	+2	+0	+3	+0	Increased multiplier 1/day	+1 level of existing manifesting class
3rd	+3	+1	+3	+1	Psionic weapon focus	--
4th	+4	+1	+4	+1	Increased multiplier 2/day	+1 level of existing manifesting class
5th	+5	+1	+4	+1	Combat Reflexes	--
6th	+6	+2	+5	+2	Increased multiplier 3/day	+1 level of existing manifesting class
7th	+7	+2	+5	+2	Improved Critical	--
8th	+8	+3	+6	+3	Increased multiplier 4/day	+1 level of existing manifesting class
9th	+9	+3	+6	+3	Whirlwind	--
10th	+10	+3	+7	+3	Increased multiplier 5/day	+1 level of existing manifesting class

The Mind's Eye

Chance Favors the Prepared Mind

A Revised Look at Psychic Meditation (V.3.5)

Updated by Mark A. Jindra

This month we take a look at psychic meditation and its effects on your psionic character. We start off with two new feats that will help open the mind and bring inner peace. Be sure to check out the revised meditant prestige class and a few items that benefit both.

Feats

When our bodies are worked really hard, we get aches and pains. We need to rest the body so it can recuperate from the stress and physical strain of daily activities. If we don't, our bodies can become ill. When this happens, we find ourselves forced to take it easy. We have a good night's sleep, and the morning we feel rested and relaxed.

With our minds, we are always thinking, even in sleep as we dream. The mind never rests. However, with meditation, we can slow the mind down and relax it to such a level that it gets the chance to have a good rest.

A psionic character can find peace and harmony by continuously exploring the inner depths of solitude that meditation provides. The psychic energy centers awaken and the natural psionic forces from within the mind and body are released. With practice, a psionic character can harness and channel these raw psionic forces into positive effects.

Psychic Meditation [Psionic]

You allow your mind to rest and go quiet for a period of time, which allows the psionic energy in your body to grant you several psychic benefits.

Benefit: When you take this feat, you are granted access to the seven psychic energy centers. To gain a benefit from a center, you must first awaken that energy center. Awakening a psychic energy center requires 8 hours of uninterrupted meditation. You can have only one center awakened at a time. A center remains awakened until it is reset. Resetting a center clears it of its awakened status. Resetting a center is a standard action and does not provoke an attack of opportunity . If your hit points ever fall below 0, an awakened center automatically resets. Once awakened, you can activate a center as a standard action that does not provoke an attack of opportunity . You can activate a center only once per day. You gain the benefits of the

center for 1 hour.

Table 1-1: Psychic Meditation Bonuses

Psychic Energy Center	Associated Bonus
Crown	+3 natural armor bonus to AC
Third Eye	1 temporary power point* per manifester level
Throat	+2 bonus to Int, Wis, and Cha
Heart	2 temporary hit points per manifester level (maximum 40 hit points). These hit points do not stack with temporary hit points from other sources
Solar (Plexus)	+2 morale bonus on saving throw of choice, +1 morale bonus on remaining two
Base	+2 bonus to Str, Dex, and Con
Sacral	Receive a power resistance of 5 + your manifester level

*See the sidebar about temporary power points.

For example, Vollus, our 1st-level psion, selects this feat. He then spends 8 hours awakening the third eye psychic energy center. Once per day he may activate that center and he gains +1 temporary power point for 1 hour from the point of activation. A few days go by and Vollus decides that he would rather have a different bonus, so he resets the third eye center and meditates for 8 hours awakening his heart center. Once per day he may now activate that center and gain 3 temporary hit points for 1 hour from the point of activation.

Deep Psychic Meditation [Psionic]

Further study of psychic energy centers brings knowledge that allows you to enter a deeper level of meditation, awakening more of your psychic potential.

Prerequisite: Psychic Meditation

Benefit: This feat allows you to have 2 additional psychic energy centers awakened at the same time. Awakening these centers each requires a full 8 hours of meditation. You also gain 2 additional activations per day. You may activate any center that you have awakened including those that you have previously activated on the same day. Benefits from activating a center twice do not stack; instead they replace the previous activation's benefits. You may take this feat up to 3 times.

Focusing all of your energies in few centers rather than maintaing balance causes psychical and mental stress. Each activation of a psychic energy center per day beyond the first costs one more activation that the previous activation. The first time a center is activated per day uses 1 activation, the second uses 2 activations, the third uses 3 activations, and so on.

For example, Vollus is now a 3rd-level psion and has selected this feat. He has previously awakened his heart psychic energy center. He now spends hours awakening his crown center and another 8 hours awakening his sacral center. He now has 3 activations and may activate any of these three centers. Doing so grants him the benefits of the center for up to an hour and they do not stack. A few weeks pass, and Vollus finds himself about to enter a spooky dungeon with his fellow adventurers. Having previously awakened his heart, crown, and sacral centers, Vollus activates all three by using all three of his daily activations. For the next hour he is granted 6 temporary hit points, a +3 natural armor bonus to AC, and a power resistance 8.

What Are Psychic Energy Centers?

Temporary Power Points

Temporary power points are just like bonus power points, except that they last for only a short time if not used up. Whenever a character with temporary power points spends or loses power points, use the temporary points first.

When a character gains temporary power points, note his current power point reserve, then add the temporary points. When the temporary power points go away, the character's reserve points drop to the previous total score. If the character's power point reserve is already below that total a that time, all the temporary power points have already been lost and the character's power point reserve does not drop.

When temporary power points are lost, they cannot be restored as real power points can be (except with another infusion of temporary power points). Temporary power points do not stack. When a character already has temporary power points and receives another infusion of temporary points, use only the higher number of temporary power points (unless noted otherwise). For example, a character gains 10 temporary power points, then spends 7 points, leaving 3 temporary power points. If the same character then receives another 10 temporary power points, the character winds up with only 10 temporary power points not 13.

Psychic energy centers are energy centers in the body that are associated with a variety of states of evolution, consciousness, organs, glands, colors, light, music, and stones/crystals. There are seven psychic energy centers in the human body.

The Function of Psychic Energy Centers

Each of the seven psychic energy centers plays a vital functional role in our physical body and in our normal subjective consciousness. The actual functions and attributes of the psychic energy centers with regard to our physical body is an involved topic. However, in relation to the psionic body, they are easy to define.

The Seven Psychic Energy Centers

1. The Crown Psychic Energy Center: The crown psychic energy center is situated at the top of the head. It is most often associated with the control of the pain threshold of the body.

2. The Third Eye Psychic Energy Center: The third eye or brow psychic energy center is situated in the middle of the forehead. On a physical level, this psychic energy center governs the skull, eyes, brain, and nervous system. It also governs our senses, such as sight, smell, taste, and touch. The nervous system and the brain govern the energy waves, which send messages to the rest of the body. The skull protects the brain from outside interference and the eyes give us the ability to see on the Material Plane.

3. The Throat Psychic Energy Center: The throat psychic energy center is situated in the neck area of the body. This psychic energy center governs the aspects of communication, willpower, truthfulness, and creativity.

4. The Heart Psychic Energy Center: The heart psychic energy center is situated in and around the heart area of our physical body. The heart pumps the flow of blood that is needed to keep us alive. Without the heart, we cannot function on the Material Plane. Some call this the main center of the body.

5. The Solar (Plexus) Psychic Energy Center: The solar psychic energy center controls our will and our personal power. They say our true wisdom comes from the healthy workings of this psychic energy center. It brings us our strength, our courage, and our will to succeed, achieve, and survive.

6. The Base Psychic Energy Center: The base psychic energy center is the energy center that controls our energy levels, our connection to the earth and our ambitions.

7. The Sacral Psychic Energy Center: The sacral psychic energy center is the energy center that controls our passions and allows us to fulfill desire. This center is where you find your creativity on the physical level.



Psionic Items

Center Stones: These stones are attuned to specific psychic energy centers and grant an additional activation of a psychic energy center. Grasping the stone and meditating for 1 hour will grant you an additional activation of the psychic energy center to which the stone is attuned (a stone is useless to a character without the Psychic Meditation feat). Once you use a stone, you have 24 hours to use the extra center activation the stone provides. The activation is considered temporary and cannot be given up to the intense meditation ability of a meditator. You cannot use more than two center stones during the course of a day. The stones may be the same type or different types. To use a stone, you must grasp it in your hand. Center stones burn out after one use.

Moderate psychometabolism; ML 10th; Craft Universal Item, Psychic Meditation; Price 350 gp.

Resonance Crystals: These carved and polished glass crystals are attuned to a specific musical note. This musical note corresponds to the natural resonance of a specific psychic energy center. When charged with a point of psionic energy, they resonate that note for a duration of up to 3 hours. The note is almost inaudible and only perceivable by a person in a state of psychic meditation. For each hour that you meditate (up to 3) to the resonance of the crystal, you gain the benefit of increasing the duration granted by an activated center by 1 hour (to a maximum of 3 hours). You cannot use more than one resonance crystal during the course of a day's meditation. The duration increase is specific to the psychic energy center for which the crystal was created. For the next 24 hours all activations of the specific center have their duration increased. Resonance crystals can be recharged.

Moderate psychometabolism; ML 10th; Craft Universal Item, Psychic Meditation; Price 2,000 gp.

Vestments of Psychic Meditation: These finely crafted robes, worn over normal clothing, are woven from the finest threads and from extremely fine strands of stable ectoplasm. They are usually covered in intricate geometric patterns. The colors of thread used in their construction must match those

associated with the psychic energy center to which they are attuned. You cannot wear more than one set of vestments during a period of meditation. Meditating to awaken a psychic energy center while wearing the vestments decreases the period of meditation for that center by 2 hours.

Moderate psychometabolism; ML 10th; Craft Universal Item, Psychic Meditation; Price 1,000 gp.

Censer of Psychic Meditation: This 6-inch-wide by 4-inch-high perforated iron vessel resembles thuribles found in places of worship. When filled with incense and lit, it allows you to awaken two psychic energy centers simultaneously. Normally you must meditate to awaken a center then move on to meditating to awaken a second or subsequent center. (If you have the Deep Psychic Meditation feat, it may be possible for a user to meditate for 8 hours to awaken 2 centers, and then meditate another 8 hours to awaken another 2 centers.) The censer remains lit for up to 12 hours. Vestments of Psychic Meditation need only match one of the two centers to gain their benefit, decreasing the meditation to 6 hours.

Moderate psychometabolism; ML 10th; Craft Universal Item, Psychic Meditation; Price 8,000 gp.

Psychic Meditation Items Associated Information

Psychic Energy Center	Colors	Stones/Crystals	Resonance
Crown	Gold, white, purple	Clear quartz, gold topaz, diamond	'B' note
Third Eye	Indigo, violet	Azurite, amethyst, sapphire	'A' note
Throat	Blue	Blue lace agate, turquoise, celestite, aquamarine	'G' note
Heart	Green, pink	Peridot, rose quartz, malachite, emerald, pink tourmaline, green tourmaline	'F' note
Solar (Plexus)	Orange, yellow	Citrine, topaz	'E' note
Base	Black, red	Bloodstone, obsidian, smokey quartz, garnet	'C' note
Sacral	Red, orange	Ruby, citrine, amber, carnelian	'D' note

The Mind's Eye
Power Conversions
Updated by Mark A. Jindra

While working on the psychic weapon master update, I was thinking about psychic warriors and some of the old Mind's Eye powers. It wasn't long before I chose a few of my favorites and updated them so that I feel that they now work pretty well for the expanded psychic warriors.

Call Armor
Psychoportation (Teleportation)
Level: Psychic warrior 1
Display: Material
Manifesting Time: 1 round
Range: 0 ft.
Effect: 1 armor/shield; see text
Duration: 1 min./level; see text (D)
Saving Throw: None
Power Resistance: No
Power Points: 1

You call a piece of armor or a shield "from thin air" to you. (Actually, it is a real item hailing from some other random location in the space and time.) You don't have to see or know of the item to call it -- in fact, you can't ever call a specific item; you just specify the kind (chain shirt, full plate, buckler, some other). The item is made of ordinary materials appropriate for its kind. Armor appears correctly donned and shields appear on the proper arm. If the armor is ever off your body or you relinquish your grip on the shield you called for 2 or more consecutive rounds, it automatically returns to wherever it originated. (For this purpose, you're considered to be wearing armor when you're donning or shedding it.) Armor and shields gained by *call armor* are distinctive due to their astral glimmer.

Augment: For every 4 additional power points you spend, this power improves the item's enhancement bonus to Armor Class by 1. For example, if you spend 13 power points, you call a shield or piece of armor with a +3 enhancement bonus to Armor Class.

Call Item
Psychoportation (Teleportation)
Level: Psion/wilder 1, psychic warrior 1
Display: Material
Manifesting Time: 1 standard action

Range: 0 ft.
Effect: 1 item; see text
Duration: 10 min./level; see text (D)
Saving Throw: None
Power Resistance: No
Power Points: 1

You call a piece of nonmagical equipment worth 10 gp or less "from thin air" into your waiting hand. (Actually, it is a real item hailing from some other random location in space and time.) You don't have to see or know of the item to call it -- in fact, you can't ever call a specific item. You just specify the kind (silk rope, basket, torch, or some other item). This power cannot call weapons, armor, psionic items, masterwork items, living creatures, or valuable treasures (see Table 7-8 in the *Player's Handbook* for typical items called by this power). The item is made of ordinary materials appropriate for its kind. Using called items as spell components causes the spell to fail. If you relinquish your grip on the item you called for 2 or more consecutive rounds, it automatically returns to wherever it originally came from. Items gained by call item are distinctive due to their astral glimmer.

Augment: If you spend 2 additional power points, you can call an item worth 100 gp or less. If you spend 4 additional power points, you can call an item worth 1,000 gp or less.

Change Fate
Clairsentience
Level: Psion/wilder 5, psychic warrior 5
Display: Mental, Visual
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: See text
Saving Throw: None
Power Resistance: No
Power Points: 9, XP

Change fate allows you to automatically get a roll of "20" on one saving throw or ability check (the next saving throw or ability check you make after manifesting the power). You can also choose to get a roll of 20 on a skill check (both provided the skill can be used untrained). You choose to manifest this power instead of rolling the d20. You can manifest this power instantly so that you can gain its benefits in a clutch situation. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it's not your turn.

Your effective roll of 20 guarantees success on a saving throw. Your effective roll of 20 may or may not give you success on an ability check. If you use the power to make a skill check, apply only the roll of 20, plus your relevant ability modifier -- ranks and other modifiers do not apply.

XP Cost: 500 XP.

Combat Transformation
Psychometabolism
Level: Egoist 6, psychic warrior 6
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None
Power Resistance: No
Power Points: 11

You become a fighting machine -- stronger, tougher, faster, and more skilled in combat. Your mind-set changes so that you relish combat and you can manifest powers, even from psionic items (and you cannot cast spells, even from magic items).

You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. Your base attack bonus equals your character level (which may give you multiple attacks).

You lose any ability to manifest powers, including your ability to use command thought, use-activated, or power trigger psionic items, just as if the powers were not on your class list. You likewise lose the ability to use spell trigger or spell completion magic items.

Augment: If you spend 4 additional power points, the natural armor bonus increases by +1 and the competence bonus on Fortitude saves increases by +2.

Ectoplasmic Repair
Metacreativity
Level: Psion/wilder 1, psychic warrior 1

Display: Auditory and material
Manifesting Time: 1 standard action
Range: 10 feet
Target: One object of up to 1 lb.
Duration: Instantaneous
Saving Throw: Will negates (harmless, object)
Power Resistance: Yes (harmless, object)
Power Points: 1

Ectoplasmic repair mends small breaks or tears in objects (not warps). In metallic objects, it can weld a broken ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be rejoined invisibly to be as strong as new. A ho in a leather sack or wineskin is completely healed over by *ectoplasmic repair*. The power can repair a psionic item, but the item's psionic abilities are not restored. (For restoring a broken psionic item's abilities, see the item creation feats.) The power cannot mend broken magic rods, staves, wands, psicrystals, cognizance crystals, power stones, dorjes, or psicrowns.

You can repair 1d4 points of damage to a construct with this power.

Augment: If you spend 1 additional power point, you can affect an object 1 pound heavier. If you spend 2 additional power points, you can repair 1d4 additional points of damage to a construct.

Reach
Psychometabolism
Level: Psion/wilder 2, psychic warrior 2
Display: Visual and material
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None
Power Resistance: No
Power Points: 3

Your limbs lengthen and gain more suppleness, thus increasing the area you threaten by 5 feet while the duration lasts. For instance, if you normally threaten a 5-foot-radius area (normal for a Medium creature), you now threaten a 10-foot-radius area; your space/reach is now 5 ft./10 ft. Manifesting this power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Augment: If you spend 4 additional power points, the duration increases to 1 min./level.

Expanding Your Mind

New Talents, Feats, and More

By Mark A. Jindra and Scott Brocius

Developed from ideas submitted by members of the Wizards online community.*

This month, the Mind's Eye feature brings you 19 new talents to expand your repertoire. We also have 9 new feats that will give you a new use for all those free 0-level manifestations (talents) you never get around to using. And, as a bonus, we have apprentice psions and psychic warrior statistics to expand on the variant 1st-level multiclass character rules in the *Dungeon Master's Guide*.

New Talents

0-Level Psion Powers (Talents)

- Metacreativity (Int)
- Acid Splash. You deal 1d3 points of acid damage to one foe.

Astral Spider. Creates an astral spider to fetch items for you.

Chilling Mist. You deal 1d3 points of cold damage to creatures or objects in a 5-foot area.

Deafening Burst. You deal 1 point of sonic damage to one foe.

Ectoplasmic Repair. You mend small tears or breaks in objects.

Ectoplasmic Strand. You create a ropelike strand of ectoplasm.

Electric Jolt. You do 1d3 points of electricity damage to one target.

Psychokinesis (Con)

Bind/Loosen. You make it easier or harder to loosen ropes, open doors, and so on.

Open/Close. You can open or close some objects, such as doors or containers, from a distance.

Clairsentience (Wis)

Chrono Sense. A mental hourglass helps you to keep track of the passage of time.

Intuition. You call upon your memories to help with a single attack roll, saving throw, or skill check.

Xenoscope. You assess the health of a single target.

Psychometabolism (Str)

Dermal Alteration. You change the color of your skin, length of your hair, and so on.

Facial Alteration. You manipulate your facial muscles.

Third Eye. You create a third eye that assists with ranged attacks and powers.

Webbing. Webbing appears between your fingers, granting you +8 bonus on the Swim checks.

Telepathy (Cha)

Alter Smell/Taste. You alter the taste or smell of one target momentarily.

Psychoportation (Dex)

Hover Field. Small crystal objects such as your psicrystal hover within 3 feet of you.

Volitation. You float 2 inches above the ground.

0-Level Psychic Warrior Powers (Talents)

Bind/Loosen. You make it easier or harder to loosen ropes, open doors, and so on. (Con)

Ectoplasmic Repair. You mend small tears or breaks in objects. (Int)

Ectoplasmic Strand. You create a ropelike strand of ectoplasm. (Int)

Intuition. You call upon your memories to help with a single attack roll, saving throw, or skill check. (Wis)

Open/Close. You can open or close some objects, such as doors or containers, from a distance. (Con)

Third Eye. You create a third eye that assists with ranged attacks and powers. (Str)

Volitation. You float 2 inches above the ground. (Dex)

Webbing. Webbing appears between your fingers, granting you +8 bonus on the Swim checks. (Str)

Acid Splash

Metacreativity (Int) [Acid]

Level: Psion 0

Display: Vi

Manifestation Time: 1 action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 1

You fire a small glob of acid at the target. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash effect. The power deals 1d3 points of acid damage.

Alter Smell/Taste

Telepathy (Cha) [Mind-Affecting]

Level: Psion 0

Display: Me

Manifestation Time: 1 action

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

Target: One creature or object

Duration: 1 hour

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You alter how a target smells or tastes. Creatures affected by this power perceive something specific to be either more or less favorable. The amount of change is minor. For instance you could change the smell of an orange to that of a rotten orange, or the taste of a fine wine to that of vinegar. If the target succeeds at its save, you cannot attempt to alter the target's smell or taste again for an entire day.

Astral Spider

Metacreative (Int)

Level: Psion 0
Display: Ma, Vi
Manifestation Time: 1 action
Range: Close (25 ft. + 5 ft./Level)
Duration: 1 minute/level (D)
Power Points: 1

A small 2-inch wide ball of shimmering silver ectoplasm appears within range. It has 6 small spiderlike legs and a 6-inch long whiplike tail, and it glows with a faint green light. The astral spider can move at a speed of 20 feet and can climb walls and ceilings like a spider at a speed of 10 feet. The tail may grasp and carry fine objects up to 1 pound, such as keys or gemstones. It has an AC of 13 (-5 Dex, +8 size) and 3 HP. As long as concentration and a line of effect are maintained, the spider will follow your commands to the best of its ability. The spider can't attack or communicate. At the end of its duration the spider dissipates harmlessly.

Bind/Loosen
Psychokinesis (Con)
Level: Psion 0/ Psychic Warrior 0
Display: Au
Manifestation Time: 1 action
Range: Touch
Target: Object touched
Duration: 1 round/level
Saving Throw: None
Power Resistance: No
Power Points: 1

You alter the properties of friction affecting an object, causing its surfaces to slide or bind against each other. By targeting a door, lock, knot, or similar object, you can decrease or increase the DC to break, escape, or open it by 4.

Chilling Mist
Metacreativity (Int) [Cold]
Level: Psion 0
Display: Vi
Manifestation Time: 1 action
Range: Close (25 ft. +5 ft./2 levels)
Target: 5-ft-radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Power Resistance: Yes
Power Points: 1

You draw freezing ectoplasm from the astral plane to create an icy mist. All creatures within the area you designate (you must be able to see the target area or a portion of it) take 1d3 points of cold damage. Unattended objects affected by freezing temperatures also take damage.

Chrono Sense
Clairsentience (Wis)
Level: Psion 0
Display: Me
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/2 levels (D)
Saving Throw: None
Power Resistance: No
Power Points: 1

You create a mental image of an hourglass; this image allows you to determine the passage of time from the moment that you manifested this power. Time is relative to your home plane. If trapped in a timeless dimension or some place where time does not act the way it normally does, you are still aware of passage of time on your home plane. (Note: This does not tell you what time it is; it only denotes the passage of time in seconds, minutes, hours, and days.)

Deafening Burst
Metacreativity (Int) [Sonic]
Level: Psion 0
Display: Vi
Manifestation Time: 1 action
Range: Close (25 ft. +5 ft./2 levels)
Target: One creature or object
Duration: Instantaneous

Saving Throw: Fortitude partial
Power Resistance: Yes
Power Points: 1

You create a brief but loud noise next to the target. Deafening burst strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. The target takes 1 point of sonic damage and must succeed at a Fortitude save or be deafened for 1 round. This power has no effect if manifested into the area of *asilence* effect.

Dermal Alteration

Psychometabolism (Str)
Level: Psion 0
Display: Ma
Manifestation Time: 1 full round
Range: Personal
Target: You
Duration: 10 minutes/level (D)
Power Points: 1

You can make temporary minor changes to your skin, fingernails, and hair. For example, you could add or remove scars or tattoos, change the color of your skin, increase the length of your fingernails, or lengthen your natural hair up to 6 inches. You receive a +2 bonus to Disguise checks.

Ectoplasmic Repair

Metacreativity (Int)
Level: Psion 0/Psychic Warrior 0
Display: Au, Ma
Manifestation Time: 1 action
Range: 10 feet
Target: One object of up to 1 pound
Duration: Instantaneous
Saving Throw: Will negates (harmless, object)
Power Resistance: Yes (harmless, object)
Power Points: 1

Ectoplasmic repair mends small breaks or tears in objects (not warps). In metallic objects, it will weld a broken ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be rejoined invisibly to be as strong as new. A hole in a leather sack or wineskin is completely healed over by *ectoplasmic repair*. The power can repair a psionic item, but the item's psionic abilities are not restored. (For restoring a broken psionic item's abilities, see the item creation feats). The power cannot mend broken magic rods, staffs, wands, psicrystals, crystal capacitors, power stones, or dorjes. You can repair 1 point of damage to a construct with this power.

Ectoplasmic Strand

Metacreative (Int)
Level: Psion 0/Psychic Warrior 0
Display: Ma, Vi
Manifestation Time: 1 action
Range: Close (25ft. + 5ft./Level)
Target: See text
Duration: 1 minute/level (D)
Power Points: 1

A single taut strand of ectoplasm is drawn from the Astral Plane and attaches itself to two objects within range. The two objects must have a clear line of effect to each other. You must make a ranged touch attack if either object is not considered unattended or is a creature. One end of the strand can appear attached to one of your hands if you choose. The strand can be detached with a successful Strength check (DC 22) and tied to another object if so desired. The distance between the two objects determines the length of the strand. These strands instantly merge with other ectoplasmic strands when in contact with each other, allowing you to seamlessly connect the end of two strands or combine them to make a stronger strand. A single strand has 2 hit points and can be burst with a successful Strength check (DC 22). It is supple and adds a +1 circumstance bonus to Use Rope check when it is the rope being used. Two or more strands of thickness add 1 hit point and increases the Strength check DC to burst the rope by +1. At the end of its duration, the strand dissipates harmlessly.

Electric Jolt

Metacreativity (Int) [Electricity]
Level: Psion 0
Display: Vi
Manifestation Time: 1 action
Range: Close (25 ft. +5 ft./2 levels)
Target: One creature or object
Duration: Instantaneous
Saving Throw: None
Power Resistance: Yes

Power Points: 1

You release a small zap of electrical energy. You must succeed at a ranged touch attack to hit your target. The power deals 1d3 points of electricity damage.

Facial Alteration

Psychometabolism (Str)

Level: Psion 0

Display: Ma

Manifestation Time: 1 full round

Range: Personal

Area/Target: You

Duration: 10 minutes/level (D)

Power Points: 1

The muscles in your face become elastic and easy to manipulate. You can change your face so as not to be easily recognized. You receive a +2 bonus to Disguise checks.

Hover Field

Psychoportation (Dex)

Level: Psion 0

Display: Vi

Manifestation Time: 1 action

Range: See below

Target: One small crystal object

Duration: 1 hour/2 levels (D)

Power Points: 1

You create a low-powered energy field around yourself. This energy field causes a single small crystal (1 lb. or less) placed within 3 feet of you to hover. The crystal travels slowly around the field normally; however, you can mentally reposition the crystal to any location within the area of effect once per round as a free action. A silvery blue wisp of smoke trails behind the crystal as it moves. When you move, a hovering object moves with you. You can manifest *hover field* more than once. For each manifestation, an additional crystal can be placed in the field. However, the duration is not extended for the existing hovering items. You cannot move more than one crystal per round. The field does not affect crystal weapons in any way. An example of some crystal items that can be placed in the field are gemstones, power stones, psicrystals, or crystal capacitors. A psicrystal can move itself freely in the hover field. Objects floating in a hover field have an effective Armor Class of 24, and psicrystals have their Armor Class increased to this number as well. Hovering items can be grasped easily by you.

Intuition

Clairsentience (Wis)

Level: Psion 0/Psychic Warrior 0

Display: Me

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute, or until applied

Saving Throw: None

Power Resistance: No

Power Points: 1

You heighten your natural perception briefly to determine what actions would bring the most favorable outcome in your current situation. You gain a + competence bonus on a single attack roll, saving throw, or skill check. You must choose to apply this bonus before making the roll it applies to.

Open/Close

Psychokinesis (Con)

Level: Psion 0/Psychic Warrior 0

Display: Vi, Me

Manifestation Time: 1 action

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

Target: Portal or object that can be opened or closed

Duration: Instantaneous

Saving Throw: Will negates (object)

Power Resistance: Yes (object)

Power Points: 1

You can open or close (manifested's choice) a door, chest, box, window, bag, pouch, bottle, or other container. If anything resists this activity (such as a bar on a door, a lock on a chest, or a snugly tied knot on a drawstring), the power fails. In addition, the power can open and close only things that are of standard weight (see Table 7-7: Goods and Services, and Table 7-8: Containers and Carriers in the *Player's Handbook*). The lid of a big chest or oversized door is beyond the power's capability.

Third Eye

Psychometabolism (Str)

Level: Psion 0/Psychic Warrior 0

Display: Vi, Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: None

Power Resistance: Yes

Power Points: 1

An eye appears in the center of your forehead. You can see normally through this eye. You receive a +1 bonus to Spot and Search checks. All of the ranged attacks and ranged powers you manifest receive a +1 bonus to their attack roll. This third eye occupies the headband/helmet magic item slot and will not function if that slot is already occupied. This third eye does not affect the functioning of a standard third eye item.

Volitation

Psychoportation (Dex)

Level: Psion 0/Psychic Warrior 0

Display: Au, Me

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 1

You float 2 inches above the ground, exerting no downward pressure. You can float only over solid surfaces and you can't float while carrying more than a light load. You can move up to half your base speed (no more than 15) this way. This power creates a low-pitched buzz that can be heard by creatures up to 25 feet away. This power does not protect you from falling damage. However, a creature that has been tripped, fallen, or is in some way prone still hovers as normal. High winds (including those from spell effects) affect you and may cause movement problems.

Webbing

Psychometabolism (Str)

Level: Psion 0/Psychic Warrior 0

Display: Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour (D)

Power Points: 1

A fleshy webbing forms between your fingers and toes, providing a +8 bonus to Swim checks. This power does not require a Concentration check if you try to manifest it while immersed in water (or a similar liquid).

Xenoscope

Clairsentience (Wis)

Level: Psion 0

Display: Au

Manifestation Time: 1 action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes (harmless)

Power Points: 1

You detect whether or not a creature has been injured, poisoned, and/or is suffering from a disease. You detect only the presence of an affliction not the specifics about the affliction.

Talent Conversion

Psions and psychic warriors have the innate ability to manifest a number of 0-level powers for free each day. These free manifestations draw from the natural psionic energies running through their bodies. Some psions and psychic warriors have developed the ability to tap into these energies and put it to use in other ways. Following are several feats that utilize these free manifestations. If you don't have any free manifestations left for the day, you can't use the feat. Activating any of these feats is a standard action. You can't use the Quicken Power feat to modify the speed of activation of these

feats.

Variant Rule: As an additional optional rule, you can introduce some of these feats as class abilities of the psions or psychic warriors in your campaign. We suggest that for mid-level psionics campaigns (2 or 3 psionic characters and at least 25% psionic enemies) that only Psionic Infusion be granted as a class ability, and in high-level psionic campaigns (4 or more psionic characters and at least 50% psionic enemies) you allow Psionic Infusion, and a choice of any two other talent conversion feats as class abilities.

Psionic Boost [Psionic]

You can use your free 0-level manifestations to increase your speed and Constitution.

Prerequisite: 3rd-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to increase your base speed by 10 feet and gain a +2 enhancement bonus to your Constitution. The effects last 1 minute.

Psionic Equilibrium [Psionic]

You can use your free 0-level manifestations to make yourself more effective in melee and unarmed combat.

Prerequisite: 3rd-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to gain a +2 bonus to hit with all melee and unarmed attacks. This bonus lasts for 1 minute.

Psionic Fortitude [Psionic]

You can use your free 0-level manifestations to improve you and your allies' willpower.

Prerequisite: 3rd-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to grant all allies within a 30-foot burst (including yourself) a +2 insight bonus on Will saving throws for 1 minute.

Psionic Infusion [Psionic]

You can use your free 0-level manifestations to decrease the power point cost of manifesting a power.

Prerequisite: 1st-level psion or psychic warrior.

Benefit: When manifesting a power, you can trade in two of your free 0-level manifestations to reduce the cost to manifest the power by 1 power point.

Special: You can apply this feat multiple times to the power as it is manifested. A power that has its cost reduced to 0 is manifested for free.

Psionic Might [Psionic]

You can use your free 0-level manifestations to temporarily infuse a weapon with psionic energy.

Prerequisite: 1st-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to add the charged weapon special ability (see *Psionics Handbook*) to all weapons you attack with until the end of your next action.

Psionic Resistance [Psionic]

You can use your free 0-level manifestations to temporarily reduce damage you and your allies take from some sources.

Prerequisite: 3rd-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to imbue all allies within a 30-foot burst (including yourself) with psionic energy resistance 5 (acid, cold, electricity, fire, and sonic). The resistance does not stack with similar resistances, such as those granted by spells, powers, special abilities, or itself. The protection lasts for 1 minute.

Psionic Smash [Psionic]

You can use your free 0-level manifestations to temporarily infuse your unarmed attacks with psionic energy.

Prerequisite: 1st-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to add the charged weapon special ability to all unarmed attacks you make until the end of your next action.

Psionic Vengeance [Psionic]

You can use your free 0-level manifestations to create an energy field that damages your opponents when they successfully strike you in combat.

Prerequisite: 6th-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to create a temporary energy barrier around yourself. Each successful unarmed or melee attack against you causes a discharge of psionic energy, doing 1d4 points of psionic energy damage (acid, cold, electric, fire, sonic) to the opponent. The type of damage is random (See Table 1-1: Random Energy Determination). This protection lasts for a 10 minutes.

Table 1-1: Random Energy Determination

d20	Result
1-4	Acid
5-8	Cold
9-12	Electricity
13-16	Fire
17-20	Sonic

Ultra Talented [Metapsionic]

You can use power points to grant you additional free 0-level manifestations.

Prerequisite: 6th-level psion or psychic warrior, Talented, Inner Strength.

Benefit: You can trade in 2 power points to recharge 3 free 0-level manifestations. You cannot spend more points this way per day than your level. You cannot have more free 0-level manifestations than your daily total.

Apprentice Psions and Psychic Warriors

The *Dungeon Master's Guide* introduces us to a variant rule dealing with 1st-level multiclass characters. Here are the rules for extending this option to the psionic classes from the *Psionics Handbook*.

Apprentice Psion

- Attack Bonus: +0
- Fortitude Save: +0
- Reflex Save: +0
- Will Save: +1
- Special: Psicrystal, 2 psionic combat modes
- Power Points/Day: 1
- Powers Discovered: Same as 1st-level psion

Apprentice-level psions must select a primary discipline, and they know as many powers as their 1st-level counterparts. They just can't manifest as many per day due to fewer available power points. Apprentice-level psions gain their normal power points and can manifest more powers per day when they achieve 1st-level, but they do not discover any additional powers. Bonus power points do apply at apprentice level. Apprentice-level psions receives three free 0-level manifestations and can encode a psicrystal as normal. An apprentice-level psicrystal grants half of its normal personality bonus, its Intelligence is 5, and it has only the *empathic link* special ability.

Apprentice Psychic Warrior

Attack Bonus: +0
Fortitude Save: +1
Reflex Save: +0
Will Save: +0
Special: One bonus feat, 1 psionic combat mode
Power Points/Day: 1
Powers Discovered: Same as 1st-level psychic warrior

Apprentice-level psychic warriors know as many powers as their 1st-level counterparts. They just can't manifest as many per day due to fewer available power points. Apprentice-level psychic warriors gain their normal power points and can manifest more powers per day when they achieve 1st-level, but they do not discover any additional powers. Apprentice-level psychic warriors receive two free 0-level manifestations.

Game Resources: To use the material in this article to its fullest, check out the *Psionics Handbook*, *Players Handbook*, and the ***Dungeon Master's Guide***.

**Some of the powers in this article were developed from idead submitted to a special community participation thread on the Wizards message boards. Almost 500 powers were submitted, and we are continuing to develop some of them for future Mind's Eye articles. We would like to thank everyone who participated.*

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Expanding Your Mind

New Psychic Warrior Feats, Powers, and Ranged Weapon Enhancements

By Scott Brocius and Mark A. Jindra

This month we have several feats and powers that your psychic warrior will find quite interesting. Be sure to read the sidebar on crystal weapons and armor, too!

Feats

Improved Psionic Sidestep [Psionic]

You have a greater knack for avoiding attacks of opportunity.

Prerequisites: Dex 15, Wis 15, Dodge, Mobility, Psionic Sidestep, reserve power points 9+.

Benefit: Once per round when you provoke an attack of opportunity, you can move up to 10 feet as a free action. If this movement takes you out of the attacker's reach, the attack of opportunity fails. This 10 feet of movement does not itself provoke any attacks of opportunity. If your free 10 feet of movement does not take you out of the attacker's reach, the attack does not automatically fail; however, you gain an additional +2 dodge bonus to your Armor Class for this attack; this dodge bonus stacks with the dodge bonus from the Psionic Sidestep feat.

Pinpoint Shot [General]

You make a single, accurate shot against a target with cover.

Prerequisites: Point Blank Shot, base attack bonus 6+.

Benefit: By using a full-round action, you can make a single ranged attack and ignore the cover bonus of a target. This does not work against a target with total cover.

Psionic Sidestep [Psionic]

You have a knack for avoiding attacks of opportunity.

Prerequisites: Dex 13, Wis 13, Dodge, Mobility, reserve power points 5+.

Benefit: Once per round when you provoke an attack of opportunity, you can move up to 5 feet as a free action. If this movement takes you out of the attacker's reach, the attack of opportunity fails. This 5 feet of movement does not itself provoke any attacks of opportunity. If your free 5 feet of movement does not take you out of the attacker's reach, the attack does not automatically fail; however, you gain an additional +2 dodge bonus to your Armor Class for this attack.

Powers

Darkness Cloak
Clairsentience (Wis)
Level: Psion 4, Psychic Warrior 4
Display: Vi
Manifestation Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 7

This power shrouds the target in an aura of shadow. This aura grants the recipient a +3 deflection bonus to Armor Class plus an additional +1 for every four manifester levels (maximum bonus of +8). The subject sees through the cloak as though it did not exist and is also afforded *darkvision* with a range of 60 feet. Finally, the subject gains a +2 bonus on saving throws against any light powers or effects.

Greater Psionic Armor
Metacreativity (Int)
Level: Psion 7/Psychic Warrior 6
Duration: 1 hour/level
Power Points: 13/11

As *psionic armor*, except up to three special abilities can be infused and the total market modifier of all selected abilities cannot exceed +5.

Greater Psionic Weapon
Metacreativity (Int)
Level: Psion 7/Psychic Warrior 6
Duration: 1 hour/level
Power Points: 13/11

As *psionic weapon*, except up to three special abilities can be infused and the total market modifier of the selected abilities cannot exceed +5.

Lesser Psionic Armor
Metacreativity (Int)
Level: Psion 1/Psychic Warrior 1
Duration: 1 round/level
Power Points: 1

As *psionic armor*, except only one special ability can be infused and the total market modifier of the selected ability cannot exceed +1.

Lesser Psionic Weapon
Metacreativity (Int)
Level: Psion 1/Psychic Warrior 1
Duration: 1 round/level
Power Points: 1

As *psionic weapon*, except only one special ability can be infused and the total market modifier of the selected ability cannot exceed +1.

Psionic Armor
Metacreativity (Int)
Level: Psion 3/Psychic Warrior 3

About Power Chains

Power chains are a series of similar powers, such as the *astral construct* series (*astral construct I* to *astral construct IX*). Some feats, such as [Upgrade Power](#) and [Chain Link](#), recognize the concept of power chains and give you benefits within power chains.

Psionic Weapon Power Chain	
Level	Power
0	--
1	Lesser psionic weapon
2	--
3	Psionic weapon
4	--
5	--
6	Greater psionic weapon(psychic warrior)
7	Greater psionic weapon(psion)
8	--
9	--

Psionic Armor Power Chain	
Level	Power
0	--
1	Lesser psionic armor
2	--
3	Psionic armor
4	--
5	--
6	Greater psionic armor(psychic warrior)
7	Greater psionic armor(psion)
8	--
9	--

Display: Vi, Au, Me
Manifestation Time: 1 round.
Range: Touch
Target: 1 set of armor or shield you possess
Duration: 10 minutes/level
Power Points: 5

You infuse a set of crystal armor or a crystal shield(see the Crystal Weapons and Armor sidebar below)with psionic energy. The item gains one or more special abilities it does not currently have from the appropriate table. (Armor uses Table 7-3: Armor Special Abilities and shields use Table 7-4: Shield Special Abilities in Chapter 7 of the *Psionics Handbook*). You select the abilities when the power is manifested. The total number of abilities that can be selected cannot exceed two and the total market modifier of the selected abilities cannot exceed +3. The total market modifier of all bonuses and special abilities of the item cannot exceed +10. A given ability can be infused only once per day.

Psionic Weapon
Metacreativity (Int)
Level: Psion 3/Psychic Warrior 3
Display: Vi, Au, Me
Manifestation Time: 1 round.
Range: Touch
Target: 1 weapon you possess
Duration: 10 minutes/level
Power Points: 5

You infuse a crystal weapon(see the Crystal Weapons and Armor sidebar below) with psionic energy. The weapon gains one or more special abilities it does not currently have from the appropriate table. (Melee weapons use Table 7-5: Melee Weapon Special Abilities and ranged weapons use Table 7-6: Ranged Weapon Special Abilities in Chapter 7 of the *Psionics Handbook*). You select the abilities when the power is manifested. The total number of abilities that can be selected cannot exceed two and the total market modifier of the selected abilities cannot exceed +3. The total market modifier of all bonuses and special abilities of the weapon cannot exceed +10. A given ability can be infused only once per day. Characters with the soulknife prestige class may imbue their mindblade with this power.

Targeted Mind
Clairsentience (Wis) [Mind-Affecting]
Level: Psion 2, Psychic Warrior 2
Display: Vi
Manifestation Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: One living creature with an Intelligence score
Duration: 1 round/level
Saving Throw: None (see text)
Power Resistance: Yes
Power Points: 3

You can pinpoint the location of a creature by knowing the location of its mind. The creature loses any concealment bonus it might have had. You must be able to perceive the creature initially when manifesting this power. If the target moves out of your line of sight after being targeted, you still know where it is. If the creature has something to mask its mind, it is immune to this power. If the creature moves out of range, the power ends.

Crystalline Enhancements (Projectile and Thrown Weapons)

Crystal Weapons and Armor

All psionic weapons and armor include some crystal in their construction. The amount of crystal used depends on the relative power of the item. While a simple psionic+1 *dagger* may have a small vein of crystal in the center of the blade, a suit of +5 *heavy reinforced half-plate* is usually composed almost entirely of crystal plates.

The combination of working with crystal and metals always brings about masterwork pieces, so creating crystal weapons and armor uses the appropriate magic item creation rules from

Psionic characters know their best weapons are their powers, but sometimes the fuel for those powers runs low or delivering a power just isn't feasible. To get around these limitations, some psionic characters take advantage of their ability to enhance weapons -- more specifically, ranged weapons.

The following is a list of crystalline weapon enhancements psionic characters can make for projectiles and thrown weapons. Each enhancement works when the projectile or thrown weapon strikes a target, and this destroys the projectile or thrown weapon. If the attack misses, there is a 50% chance the projectile or thrown weapon can be retrieved intact and reused.

Enhancement Descriptions

Amber: In addition to normal damage, this enhancement targets the creature struck with the *brain lock* power. The target becomes mentally paralyzed for 4 rounds unless a Will save (DC 13) is made.

Manifester Level: 4th; *Prerequisites:* Craft Psionic Weapons and Arms, *brain lock*; *Market Price:* +800 gp.

Bloodstone: On impact, a bloodstone weapon imparts the *recall pain* power on the creature. It takes 3d6 additional points of damage unless a Will save (DC 13) is made for half damage.

Manifester Level: 4th; *Prerequisites:* Craft Psionic Weapons and Arms, *recall pain*; *Market Price:* +600 gp.

Coral: When fired, this ammo increases one damage category due to an increase in size.

Manifester Level: 5th; *Prerequisites:* Craft Psionic Weapons and Arms, *expansion*; *Market Price* +600 gp.

Old Damage	New Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d6
1d12	2d8

Diamond: On impact, in addition to normal damage, a diamond weapon strikes the target with the *banishment* power. This provides a +1 bonus to the power resistance roll and has a Will save (DC 21).

Manifester Level: 12th; *Prerequisites:* Craft Psionic Weapons and Arms, *banishment*; *Market Price:* +7,200 gp.

Emerald: An emerald weapon unleashes a *mass concussion* upon impact in a 20-foot area. All creatures and unattended objects within the area take 7d4 points of damage.

Manifester Level: 8th; *Prerequisites:* Craft Psionic Weapons and Arms, *mass concussion*; *Market Price:* +3,200 gp.

Granite: A granite weapon causes an additional 3d6 points of damage or half of that if a Fortitude save (DC 13) is made.

Manifester Level: 4th; *Prerequisites:* Craft Psionic Weapons and Arms, *concussion*; *Market Price:* +900 gp.

Jade: A jade weapon unleashes the *sever the tie* power on impact. An undead creature struck by this weapon suffers 3d8 points of damage (Will save DC 13 halves) as its connection to the Negative Energy Plane is disrupted.

Manifester Level: 4th; *Prerequisites:* Craft Psionic Weapons and Arms, *sever the tie*; *Market Price:* +600 gp.

Malachite: A malachite weapon unleashes a *grease* effect upon impact, coating everything in a 10-foot area for 1 round.

Manifester Level: 1st; *Prerequisites:* Craft Psionic Weapons and Arms, *grease*; *Market Price:* +100 gp.

Onyx: An onyx weapon unleashes a *negate psionics* effect on impact. This is a targeted negation attempt.

the *Player's Handbook*.

Crystal has the same weight as steel, a hardness of 12, a break DC that is the same as a similar iron or steel item +2, and 25 hit points per inch of thickness.

While most crystal used in item construction is found naturally, there are rumors of those who know how to grow and cultivate the material.

Manifester Level: 6th; **Prerequisites:** Craft Psionic Weapons and Arms, *negate psionics*; **Market Price:** +1,800 gp.

Opal: An opal weapon unleashes a *dissipating touch* effect upon impact and can target creatures or objects. This deals 1d8 additional points of damage to the target.

Manifester Level: 1st; **Prerequisites:** Craft Psionic Weapons and Arms, *dissipating touch*; **Market Price:** +100 gp.

Quartz: A quartz weapon unleashes a *whitefire* effect on impact. Creatures within the 20-foot radius of impact take 5d4 points of fire damage (Reflex save DC 14 halves).

Manifester Level: 6th; **Prerequisites:** Craft Psionic Weapons and Arms, *whitefire*; **Market Price:** +1,800 gp.

Red Garnet: On impact, a red garnet weapon imparts the *recall agony* power on the creature. It takes 9d6 additional points of damage unless a Will save (DC 17) is made for half damage.

Manifester Level: 10th; **Prerequisites:** Craft Psionic Weapons and Arms, *recall agony*; **Market Price:** +5,000 gp.

Ruby: On impact, a ruby weapon imparts the *recall death* power on the creature. If it makes a Will save (DC 22), the creature takes 3d6+15 points of additional damage. If it fails the save, the creature dies.

Manifester Level: 16th; **Prerequisites:** Craft Psionic Weapons and Arms, *recall death*; **Market Price:** +12,800 gp.

Sapphire: A sapphire weapon is imbued with a *cone of sound*. The point of origin is the creature struck, with the cone emanating out 60 feet from there. Any creatures caught within the cone, including the original, suffer 5d4 points of sonic damage. A Reflex save (DC 14) can be made for half damage.

Manifester Level: 6th; **Prerequisites:** Craft Psionic Weapons and Arms, *cone of sound*; **Market Price:** +1,800 gp.

Talc: A talc weapon unleashes a *dismiss ectoplasm* effect on impact. Ectoplasmic targets make Fortitude saves (DC 16) to avoid being dispersed. Characters in *ectoplasmic form* struck by this weapon and who fail their saves are either displaced to the Astral Plane or destroyed outright (50% chance of either effect).

Manifester Level: 8th; **Prerequisites:** Craft Psionic Weapons and Arms, *Dismiss Ectoplasm*; **Market Price:** +3,200 gp.

About the Author

Mark A. Jindra has been a fan of **Dungeons & Dragons** for the past 25 years and has organized **RPGANetwork** events for many conventions and game days, including Origins and Winter Fantasy. In 1998 he landed his dream job as a web developer for Wizards of the Coast and is currently the developer of the **D&D** website. Mark has authored or coauthored various tournaments for the **RPGA** Network, and he also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

Scott Brocius has been "kicking around" with the **D&D** game since being introduced to it 1980. He's been an **RPGA** member for several years and has helped organize and run **RPGA** events for several conventions, including Origins. The new edition of **D&D** has renewed his love for and interest in the game. Scott also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

**Special thanks to Terralor of the Wizards of the Coast online community for the power that he contributed that inspired the psionic weapon and psionic armor powers and Dark Psion of the Wizards of the Coast online community for suggestions that inspired the weapon enhancements.*

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Expanding Your Mind Thirteen New Slightly Evil Powers and More...

By Mark A. Jindra, Mike Rainey, and Scott Brocius

While not all thirteen of these powers are evil, all of them have a decidedly darker edge to them than the standard psionic powers. Some even include vile damage, a concept first introduced in the *Book of Vile Darkness*. Also included in this article are suggestions for vile displays that

continue this month's theme. And we top it all off with the *Dark Heart of Vollus*, a psionic item that is sure to make psionic undead even deadlier.

Vile Damage

(From the *Book of Vile Darkness*, page 34.)

Vile damage, like regular damage, results in the loss of hit points or ability score points. Unlike regular damage, vile damage can be healed only by magic cast within the area of a *consecrate* or *hallow* spell. Vile damage represents such an evil violation to a character's body or soul that only in a holy place can healing magic repair the damage.

Vile Displays

Normal psionic powers create various "displays" when they are manifested. However, some of the slightly darker powers create horrifying displays that show off the dreadful nature of the manifester. Some examples of vile displays may include the following:

Auditory (Au): A dreadfully shrill death scream, rattling chains, or eerie howling winds that echo dissonantly.

Material (Ma): Instead of an area being briefly slicked in goo, the area is slicked in bubbling pools of thick black tar or even sickening pools of blood.

Mental (Me): Minds that notice the mental displays view a glimpse of absolute and personal fear taken form that sends shivers up their spine.

Olfactory (Ol): The scent of rotted, decaying, or burning flesh fills the area.

Visual (Vi): Instead of a rainbow or harmless light, a creeping mist or an eerie crimson light appear and the manifester's eyes burn may burn with crimson or an unwholesome green fire.

Powers

Psion Powers

1st-Level Psion Powers

Synaptic Shock: Your touch causes 2 points of temporary Constitution damage. Psychometabolism (Str)

2nd-Level Psion Powers

Ectoplasmic Mist: You call forth a deep purple mist of ectoplasm that billows out from the point you designate. Metacreativity (Int)
Multiply Pain: This power causes subjects to take an additional 1d6 points of subdual damage for each attack that causes damage. Telepathy (Cha) [Mind-Affecting]

3rd-Level Psion Powers

Vile Mist: As *ectoplasmic mist*, however anyone in the area takes 1d4 points of vile damage. Metacreativity (Int) [Evil]

4th-Level Psion Powers

Bloodletting: Your mere touchcauses 7d6 points of damage. Psychometabolism (Str) [Evil]
Claw of the Fiend: The power grants you a natural attack (claw) with a base damage of 2d6. Psychometabolism (Str) [Evil]
Hellish Mist: As *ectoplasmic mist*but the mist becomes unstable and ignites. Metacreativity (Int) [Fire]
Spontaneous Combustion: The target's internal temperature rises

6th-Level Psion Powers

Claw of the Shadow Demon: The power grants you a natural attack (claw) with a base damage of 1d6 points of vile damage. Psychometabolism (Str) [Evil]

9th-Level Psion Powers

Scream of Death: You release a terrible scream of negatively charged sonic energy that kills living creatures (except for yourself). Psychokinesis (Con) [Evil, Sonic]

Psychic Warrior Powers

1st-Level Psychic Warrior Powers

Synaptic Shock: Your touch causes 2 points of temporary Constitution damage. Psychometabolism (Str)

4th-Level Psychic Warrior Powers

Claw of the Fiend: The power grants you a natural attack (claw) with a base damage of 2d6. Psychometabolism (Str) [Evil]

5th-Level Psychic Warrior Powers

rapidly; inflicting 3d6 points of fire damage. Psychokinesis (Con)

5th-Level Psion Powers

Burning Blood: You excite the blood of a living creature, heating it to the point of combustion. Psychokinesis (Con) [Evil]

Caducity of Flesh: Your touch 4d6 points of vile damage. Psychometabolism (Str) [Evil]

Claw of Abomination: The power grants you a natural attack (claw) with a base damage of 2d8. Psychometabolism (Str) [Evil]

Claw of Abomination: The power grants you a natural attack (claw) with a base damage of 2d8. Psychometabolism (Str) [Evil]

6th-Level Psychic Warrior Powers

Claw of the Shadow Demon: The power grants you a natural attack (claw) with a base damage of 1d6 points of vile damage. Psychometabolism (Str) [Evil]

Bloodletting

Psychometabolism (Str) [Evil]

Level: Psion 4

Display: Vi (see text)

Manifestation Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Until discharged (instantaneous)

Saving Throw: Fortitude partial (see text)

Power Resistance: Yes

Power Points: 7

Your mere touch causes blood to erupt from every opening on your target's body, including any open wounds it may have. This attack causes extreme pain and may cause the victim to become dazed. Your successful melee touch attack causes 7d6 points of damage; it also causes the victim to become dazed for 1d3 rounds unless it makes a successful Fortitude save.

Burning Blood

Psychokinesis (Con) [Evil]

Level: Psion 5

Display: Vi (see text)

Manifestation Time: 1 action

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

Target: 1 living creature at a time

Duration: Concentration, up to 1 round/level

Saving Throw: Fortitude negates (see text)

Power Resistance: Yes

Power Points: 9

Similar to *matter agitation*, you excite the blood of a living creature, heating it to the point of combustion over time. The subject of this power receives a Fortitude save to avoid the effect. If the save succeeds, it cannot be affected by this manifestation of the power, otherwise the subject's blood begins to heat up. If you shift your focus to another subject, the first subject's blood cools and the second subject begins to heat up. You automatically lose concentration if the subject leaves the power's range.

1st Round: The creature's blood heats up, causing 2d4 points of damage. The creature must also make an additional Fortitude save to avoid taking 1 point of temporary Strength damage.

2nd Round: The creature's blood boils, causing 3d4 points of damage. The creature must also make an additional Fortitude save to avoid taking 2 points of temporary Strength damage.

3rd Round: The creature's blood ignites, causing 4d4 points of damage and 1d4+1 points of temporary Strength damage. The creature must also make an additional Fortitude save or fall unconscious for as long as the power affects the creature.

4th+ Round: For every round of concentration beyond the 3rd, the subject takes 1d4 points of fire damage, since its blood continues to burn, and 1 point of temporary Strength damage. The creature must also make an additional Fortitude save each round to avoid falling unconscious for as long as the power affects the creature.

Caducity of Flesh

Psychometabolism (Str) [Evil]

Level: Psion 5

Display: Vi, Me

Manifestation Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Until discharged (instantaneous)

Saving Throw: None
Power Resistance: Yes
Power Points: 9

Once you manifest this power, sickly green liquid with a foul stench drips from your fingertips until you discharge the effect; your touch causes a victim's flesh to wither and rot away, dealing 4d6 points of vile damage, +1 per manifester level (maximum +20), +2 points of temporary (vile) Constitution damage. This damage is vile damage (see *Book of Vile Darkness*).

Claw of Abomination

Psychometabolism (Str) [Evil]
Level: Psion 5/Psychic Warrior 5
Display: Vi, Ma, Ol
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/level
Power Points: 9

Your fingers grow into long, sooty talons that smoke with an oily fetor. The power grants you a natural attack (claw) with a base damage of 2d8. You can use this power in conjunction with feats, powers, or spells allowing additional attacks in 1 round. It also can be used with multiple attacks gained through level advancement. Wounds inflicted by *claw of abomination* fester and reopen, causing them to be twice as hard to heal as normal wounds. Reduce all healing applied to these wounds by half. For example, if a creature takes 6 points of damage from the claw, a *cure light wounds* spell that normally would heal 10 points of damage heals only 5 points instead. When a victim has any damage from this power, any healing he or she receives must be applied to that damage first. Damage done by this power to creatures that are under the effects of a *bleed* spell may be healed normally.

Claw of the Fiend

Psychometabolism (Str) [Evil]
Level: Psion 4/Psychic Warrior 4
Display: Vi, Ma
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/level
Power Points: 7

Your fingers grow into long, dark talons that drip with ichor. The power grants you a natural attack (claw) with a base damage of 2d6. You can use this power in conjunction with feats, powers, or spells allowing additional attacks in 1 round. It also can be used with multiple attacks gained through level advancement. Damage from *claw of the fiend* causes bleeding wounds. The injured creature loses 2 additional hit points each round until the wound is treated (Heal check DC 15) or receives psionic or magical healing.

Claw of the Shadow Demon

Psychometabolism (Str) [Evil]
Level: Psion 6/Psychic Warrior 6
Display: Vi, Ma, Ol
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/2 levels (D)
Power Points: 7

The skin on your hand turns black, visible wounds appear in the skin from which blood slowly drips, and your fingers grow into long, dark talons. You can make a natural attack (claw) with these talons, which deal 1d6 points of vile damage, plus your Strength modifier. The talons are only semimaterial, and they bypass most forms of armor to sink into flesh. Your claw attack ignores armor bonuses, shield bonuses, and natural armor bonuses. Force effects provide effective armor or shield bonuses against your claw attack. You can grapple foes normally when using this power.

Ectoplasmic Mist

Metacreativity (Int)
Level: Psion 2
Display: Ma, Ol
Manifestation Time: 1 action round
Range: Medium (100 ft. + 10 ft./level)
Effect: Cloud that spreads in 30-ft. radius, 20 ft. high
Duration: 10 minutes/level
Saving Throw: None
Power Resistance: No
Power Points: 3

You call forth a deep purple mist of ectoplasm that billows out from the point you designate. The mist obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the mist in 4 rounds; a strong wind (21+ mph) disperses the mist in 1 round. The power does not function underwater.

Hellish Mist
Metacreativity (Int) [Fire]
Level: Psion 4
Display: Ma, Ol
Manifestation Time: 1 action round
Range: Medium (100 ft. + 10 ft./level)
Effect: Cloud that spreads in 30-ft. radius, 20 ft. high
Duration: 3 rounds
Saving Throw: Reflex half
Power Resistance: No
Power Points: 7

As *ectoplasmic mist* with one exception: On the manifester's initiative of the 3rd round, the mist becomes unstable and ignites, enveloping anyone in the area of the mist in a hellish white hot flame similar to the *whitfire* power. The flame deals 4d4 points of fire damage +1 point per manifester level (maximum +20). The mist totally dissipates at the end of the 3rd round.

Scream of Death
Psychokinesis (Con) [Evil, Sonic]
Level: Psion 9
Display: Au
Manifestation Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature/level and all undead creatures within a 30-ft-radius spread, centered on you
Duration: Instantaneous
Saving Throw: Fortitude partial (see text)
Power Resistance: Yes
Power Points: 17

You release a terrible scream of negatively charged sonic energy that kills living creatures (except for yourself). Creatures closest to the point of origin are affected first. Creatures who successfully make their initial Fortitude save to avoid death, as well as unattended inanimate objects, still suffer 3d6 points of vile damage, as unseen razor sharp claws rip and tear at them relentlessly, rending large swatches of flesh from living victims.

If the damage caused to an interposing barrier shatters or breaks through it, the sound may continue beyond the barrier if the power's range permits; otherwise, it stops there just as any other power effect does.

The negative energy of this power also rebukes undead creatures, causing them to cower in fear. Undead in the area may be rebuked. The manifester makes a turning check to rebuke them as a cleric of 2 levels lower than the level of manifester.

Spontaneous Combustion
Psychokinesis (Con)
Level: Psion 4
Display: Au, Vi
Manifestation Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature per 2 manifester levels, no two of which can be more than 15 ft. apart
Duration: Instantaneous
Saving Throw: Fortitude half
Power Resistance: Yes
Power Points: 7

The target's internal temperature rises rapidly; inflicting 3d6 points of fire damage plus 2 points of temporary Constitution damage. You must have line of sight to a creature for this power to affect them. A successful Fortitude save reduces damage by half.

Multiply Pain
Telepathy (Cha) [Mind-Affecting]
Level: Psion 2
Display: Me
Manifestation Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: 1 minute/level

Saving Throw: Will negates
Power Resistance: Yes
Power Points: 3

This power causes the subject to believe that any wounds it suffers while this power is in effect are worse than they actually are. This belief is so strong that the sheer mental stress causes the subject to suffer physically, taking an additional 1d6 points of subdual damage for each attack that causes damage. The maximum dice of subdual damage a subject may take in a round cannot exceed 1/2 your manifester level.

Synaptic Shock
Psychometabolism (Str)
Level: Psion 1, Psychic Warrior 1
Display: Vi, Me
Manifestation Time: 1 action
Range: Touch
Target: One living creature
Duration: 1 round/level or until discharged (D)
Saving Throw: Fortitude partial (see text)
Power Resistance: Yes
Power Points: 1

This power shrouds your hand in a shimmering violet radiance that can cause synaptic damage to an opponent. A successful melee touch attack overloads synapses in the target's body, causing 2 points of temporary Constitution damage. If the target succeeds at a Fortitude save, it takes no Constitution damage and instead takes 1d6 points of subdual damage.

Vile Mist
Metacreativity (Int) [Evil]
Level: Psion 3
Display: Ma, OI
Manifestation Time: 1 action round
Range: Medium (100 ft. + 10 ft./level)
Effect: Cloud that spreads in 30-ft. radius, 20 ft. high
Duration: 10 minutes/level
Saving Throw: Will negates
Power Resistance: No
Power Points: 5

As *ectoplasmic mist*, however the mist glows slightly with a sickly green aura. Anyone in the area takes 1d4 points of vile damage per round (see *Book of Vile Darkness*). The mist does not damage a creature that makes its save, but the creature's vision is still obscured.

Items

Dark Heart of Vollus: Originally created by Vollus, a grim psion obsessed with keeping his Psychometabolism powers as he embraced his death, the dark heart grants an undead creature a Constitution score of 18 for the purposes of manifesting powers and saving throws only. It does not grant bonus hit points.

A dark heart is a shiny black crystal about the size of a human heart weighing roughly 4 pounds. When inserted into the body cavity where the subject's heart used to be, it begins to pulse with an ominous red glow, and a faint sound similar to that of a heartbeat can be heard with each pulse. Over the course of a round, hundreds of shimmering black strands resembling a circulatory system stretch out from the heart, burrowing through skin and bone, and attaching themselves to all parts of the undead creature.

While the heart does not grant the undead a true metabolism, it does allow them to manifest any Psychometabolism powers that do not rely on the manifester having a metabolism. For example, an undead psion with this could manifest *talons* but could not manifest *vigor*. The heart also grants a +4 bonus on Fortitude saves. The heart functions only when placed in a corporeal psionic undead.

Manifester Level: 18th; **Prerequisites:** Craft Universal Item, psionic reality alteration; **Market Price:** 225,000 gp; **Weight:** 4 lb.

Developed from ideas submitted by members of the Wizards online community.

As a special bonus, we have even more psionic goodness coming your way. Take a look at this cache of 41 new psionic stocking stuffers for the holidays.



Talent Items

These items allow you to expend your free 0-level manifestations to activate the item. You must be psionic to use these items, though you do not need to meet the key ability requirements for manifesting the power, and you do not need to have the power on your class power list to activate the item. Single-use items (the glob, potions, and oils) can be used only once and are destroyed on use. Activating these items costs one free 0-level manifestation. These items may be activated once per round, though some have durations long enough that they don't need to be activated every round. The exception to this is the *Circlet of Intuition*, which may be activated once per day.

Random Generation: To generate a talent item randomly, roll on Table 1-1: Talent Items.

Table 1-1: Talent Items

Minor	Medium	Major	Item	Market Price	Power Reference
1-8	--	--	<i>Glob of Ectoplasm</i>	25 gp	Mind's Eye - December 2002
9-17	--	--	<i>Oil of Binding/Loosening</i>	25 gp	Mind's Eye - December 2002
18-27	--	--	<i>Potion of Altered Senses</i>	25 gp	Mind's Eye - December 2002
28-31	1-2	--	<i>Belt of Floating</i>	200 gp	<i>Psionics Handbook</i>
32-35	3-4	--	<i>Bio-Boost Bracers</i>	200 gp	Mind's Eye - Master More Powers of the Minds
36-39	5-6	--	<i>Boots of Burst</i>	200 gp	<i>Psionics Handbook</i>
40-43	7-8	--	<i>Boots of Volitation</i>	200 gp	Mind's Eye - December 2002
44-47	9-10	--	<i>Bracelet of Bolts</i>	200 gp	<i>Psionics Handbook</i>
48-51	11-12	--	<i>Bracelet of Thrust</i>	200 gp	Mind's Eye - Master More Powers of the Minds
52-55	13-14	--	<i>Buckle of Verve</i>	200 gp	<i>Psionics Handbook</i>
56-59	15-16	--	<i>Cap of Befuddlement</i>	200 gp	Mind's Eye - Master More Powers of the Minds
60-63	17-18	--	<i>Circlet of Awareness</i>	200 gp	Mind's Eye - Master More Powers of the Minds
64-67	19-20	--	<i>Circlet of Intuition</i>	200 gp	Mind's Eye - December 2002
68-71	21-22	--	<i>Eyes of Elfsight</i>	200 gp	<i>Psionics Handbook</i>
72-75	23-24	--	<i>Eyes of Light</i>	200 gp	<i>Psionics Handbook</i>
76-79	25-26	--	<i>Fur-Covered Slippers</i>	200 gp	<i>Psionics Handbook</i>
80-83	27-28	--	<i>Gloves of Force</i>	200 gp	Mind's Eye - Master More Powers of the Minds
84-87	29-30	--	<i>Ring of Webbing</i>	200 gp	Mind's Eye - December 2002
88-91	31-32	--	<i>Talon Rings</i>	200 gp	<i>Psionics Handbook</i>
92-96	33-34	--	<i>Telepathic Ring</i>	200 gp	<i>Psionics Handbook</i>
97-100	35-36	--	<i>Third Eye of Third Eye</i>	200 gp	Mind's Eye - December 2002
--	37-39	1-7	<i>Gloves of Kinetic Manipulation</i>	350 gp	<i>Psionics Handbook</i>
--	40-42	8-12	<i>Coin of Decision</i>	400 gp	<i>Psionics Handbook</i>
--	43-46	13-17	<i>Hourglass of Time</i>	400 gp	Mind's Eye - December 2002
--	47-49	18-22	<i>Key of Opening/Closing</i>	400 gp	Mind's Eye - December 2002
--	50-52	23-27	<i>Memory Cube</i>	400 gp	Mind's Eye - Master More Powers of the Minds
--	53-55	28-32	<i>Psychoactive Skin of Lesser Natural Armor</i>	400 gp	<i>Psionics Handbook</i>
--	56-58	33-37	<i>Shadow Puppet</i>	400 gp	<i>Psionics Handbook</i>
--	59-62	38-42	<i>Sphere of Direction</i>	400 gp	<i>Psionics Handbook</i>
--	63-66	43-47	<i>Sphere of Hovering</i>	400 gp	Mind's Eye - December 2002
--	67-70	48-52	<i>Spider Stone</i>	400 gp	Mind's Eye - December 2002
--	71-74	53-57	<i>Square of Healing</i>	400 gp	Mind's Eye - Damage Control
--	75-78	58-62	<i>Third Eye of Dazing</i>	400 gp	<i>Psionics Handbook</i>
--	79-82	63-67	<i>Third Eye of Sending</i>	400 gp	<i>Psionics Handbook</i>
--	83-85	68-72	<i>Torc of Alteration</i>	400 gp	Mind's Eye - December 2002
--	86-88	73-77	<i>Torch of My Light</i>	400 gp	<i>Psionics Handbook</i>
--	89-92	78-82	<i>Trinket Tool</i>	400 gp	<i>Psionics Handbook</i>

--	93-96	83-87	Whistle of Distraction	400 gp	Psionics Handbook
--	97-100	88-92	Xenostone	400 gp	Mind's Eye - December 2002
--	--	93-97	Gem of Detection	450 gp	Psionics Handbook
--	--	98-100	Ring of Minor Psionic Energy	650 gp	Mind's Eye - December 2002 / Psionics Handbook

Belt of Floating: When activated, this leather belt, which is adorned with a polished brass buckle, grants the effects of the *float* power on its wearer for 1 hour.
Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *float*; *Market Price:* 200 gp; *Weight:* 1 lb.

Bio-Boost Bracers: These fine brass bracers, once activated, glow with an eerie green glow and grant the wearer the effects of the bio-booster power for 1 hour. The bracers must be worn to gain the benefits.
Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *bio-booster*; *Market Price:* 200 gp; *Weight:* 1 lb.

Boots of Burst: When activated, these boots grant the wearer the effects of the *burst* power for 1 round. These boots are made from fine leather and adorned with brass rivets.
Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *burst*; *Market Price:* 200 gp; *Weight:* 1 lb.

Boots of Volitation: When activated, these fine black leather boots grant the wearer the effects of the *volitation* power for 1 hour.
Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *volitation*; *Market Price:* 200 gp; *Weight:* 1 lb.

Bracelet of Bolts: When activated, this polished brass bracelet causes an arrow, bolt, or sling stone to appear in your hand as the *bolt* power. The bracelet keeps the object for 1 hour or until used. This bracelet is special in that can be combined with the *bracelet of thrust* and become one bracelet. The combined bracelet can be activated as a single item. The effect is as the *bracelet of bolts*, though all ammunition created also has the effects of the thrust power applied to it.
Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *bolt*; *Market Price:* 200 gp; *Weight:* 1 lb.

Bracelet of Thrust: This polished brass bracelet, once activated, grants the effects of the *thrust* power. This bracelet is special in that can be combined with the *bracelet of bolts* and become one bracelet. The combined bracelet can be activated as a single item. The effect is as the *bracelet of bolts*, however all ammunition created also has the effects of the thrust power applied to it.
Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *thrust*; *Market Price:* 200 gp; *Weight:* 1 lb.

Buckle of Verve: This brass buckle can be used on any nonmagical or nonpsionic belt, boot, sash, strap, and so on, that normally uses a buckle. When activated, it grants the wearer the effects of the *verve* power for 1 minute.
Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *verve*; *Market Price:* 200 gp; *Weight:* 1 lb.

Cap of Befuddlement: When activated, this black leather cap, which is adorned with brass rivets along its rim, grants you the ability to befuddle an opponent as though you manifested the *befuddle* power.
Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *befuddle*; *Market Price:* 200 gp; *Weight:* 1 lb.

Circlet of Awareness: This polished brass headband, once activated, glows with an eerie green light. The wearer is granted the effects of the *awareness* power for 1 hour. The circlet must be worn to gain the benefits.
Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *awareness*; *Market Price:* 200 gp; *Weight:* 1 lb.

Circlet of Intuition: This polished brass headband, once activated, grants its wearer the effects of the *intuition* power once per day.
Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *intuition*; *Market Price:* 200 gp; *Weight:* 1 lb.

Coin of Decision: Once activated, this brass coin can be flipped and grants the effects of the *inkling* power to the user. This item must be activated each time you wish to use it. Using this coin counts toward your daily limit of uses of the *inkling* power.
Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *inkling*; *Market Price:* 400 gp; *Weight:* --.

Eyes of Elfsight: Once activated, these brass-rimmed red crystal lenses grant the wearer the effects of the *elfsight* power for up to 1 hour.

Put That Where?

The ***Dungeon Master's Guide*** provides us with an easy-to-use list of how many magic items of a given type can be worn at the same time. Items that appear on this list are known as "slotted" items. However, finding out which slots some psionic items belong to can be challenging at best -- until now. Below is an extended list of item slots that includes all psionic items, as well.

Magic Item Slots

- 1 headband, hat, helmet, or circlet
- 1 pair of eye lenses or goggles, or mask
- 1 cloak, cape, or mantle
- 1 amulet, brooch, medallion, necklace, periapt, scarab, torc, or psionatrix
- 1 suit of armor
- 1 robe
- 1 vest, vestment, or shirt
- 1 pair of bracers, bracelets, or psionic restraints
- 1 pair of gloves or gauntlets
- 2 rings
- 1 belt
- 1 pair of boots

Unslotted Items

- * *ioun stones*
- 1 third eye
- 3 psychoactive skins
- 17 tattoos
- * There is no limit to the number of *ioun stones* that can be used at the same time.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *elfsight*; *Market Price:* 200 gp; *Weight:* --.

Eyes of Light: These brass-rimmed clear crystal lenses, once activated, grant the wearer the effects of the *my light* power for up to 1 hour.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *my light*; *Market Price:* 200gp; *Weight:* --.

Fur-Covered Slippers: These leather slippers, covered in fine catlike fur, grant the wearer the effects of the *catfall* power for 1 hour when activated.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *catfall*; *Market Price:* 200 gp; *Weight:* 1 lb.

Gem of Detection: This small ruby gemstone, once activated, will glow in the presence of psionics (60-foot radius) and grants the effects of the *detect psionics* power to anyone holding the gem.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *detect psionics*; *Market Price:* 450 gp; *Weight:* 1 lb.

Glob of Ectoplasm: This small glob of sticky, silver ectoplasm, once activated, repairs an object as the *ectoplasmic repair* power. This item can be used only once.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *ectoplasmic repair*; *Market Price:* 25 gp; *Weight:* --.

Gloves of Force: Once activated, these fine silvery silken gloves grant the wearer the effects of the *force* power. Activating the item is a standard action, but gaining the benefits of the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *force*; *Market Price:* 200 gp; *Weight:* 1 lb.

Gloves of Kinetic Manipulation: These fine leather gloves, adorned with several brass rivets, can be activated in one of two ways. They can either grant the wearer the effects of the *far hand* power provided the wearer maintains concentration as normal, or they can manifest the *far punch* power.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *far hand*, *far punch*; *Market Price:* 350 gp; *Weight:* 1 lb.

Hourglass of Time: This small brass and crystal hourglass is nonfunctional as a timepiece, but when activated, it grants the benefits of the *chrono sense* power to anyone holding the hourglass.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *chrono sense*; *Market Price:* 400 gp; *Weight:* 1 lb.

Key of Opening/Closing: This brass key, once activated, grants the holder the effects of the *open/close* power.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *open/close*; *Market Price:* 400 gp; *Weight:* --.

Memory Cube: This small, 1-inch wide brass cube, once activated, grants the effects of the *memory recall* power.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *memory recall*; *Market Price:* 400 gp; *Weight:* 1 lb.

Oil of Binding/Loosening: This silvery oil, once activated (upon application), causes two objects to either slide more easily against each other or bind against each other as the *bind/loosen* power; the effect is chosen when the oil is activated. This item can be used only once.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *bind/loosen*; *Market Price:* 25 gp; *Weight:* 1 lb.

Potion of Altered Senses: Once activated, this potion can be poured onto any food or drink and it alters the taste and smell of the food for anyone who eats it as though they were affected by the *alter smell/taste* power. The choice of how food is affected, positively or negatively, is determined when the potion is brewed. The potion's effect lasts for 3 hours once activated. This item can be used only once.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *smell/taste*; *Market Price:* 25 gp; *Weight:* 1 lb.

Psychoactive Skin of Lesser Natural Armor: This psychoactive skin, once activated, grants the wearer the effects of the *lesser natural armor* power for 1 hour.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *lesser natural armor*; *Market Price:* 400 gp; *Weight:* 1 lb.

Ring of Minor Psionic Energy: Once activated, this fine brass ring, adorned with five colored crystal stones (green, blue, yellow, purple, and red), manifests one of the following powers (*acid splash*, *chilling mist*, *deafening burst*, *electric jolt*, or *finger of fire*) that the wearer can target as normal.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *acid splash*, *chilling mist*, *deafening burst*, *electric jolt*, *finger of fire*; *Market Price:* 650 gp; *Weight:* --.

Ring of Webbing: This polished brass ring sparkles with 8 aquamarine gemstones. Once activated, the ring grants the wearer the effects of the *webbing* power for up to 1 hour.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *webbing*; *Market Price:* 200 gp; *Weight:* --.

Shadow Puppet: Once activated, this small hand puppet made from black cloth and adorned with a head made of brass grants the wearer the ability to manipulate a shadow as the *control shadow* power for 1 minute.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *control shadow*; *Market Price:* 400 gp; *Weight:* 1 lb.

Sphere of Direction: This item appears as a small brass arrow suspended inside a polished crystal sphere (1 inch across). Once activated the sphere can be held and grants anyone holding it the effects of the *know direction* power.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *know direction*; *Market Price:* 400 gp; *Weight:* --.

Sphere of Hovering: About an inch in diameter, this polished brass sphere, once activated, acts as an *ioun stone* and orbits your head. As long as the brass sphere remains in orbit, a *hover field* is created, as the power, for up to 10 hours.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *hover field*; *Market Price:* 400 gp; *Weight:* --.

Spider Stone: This polished crystal sphere, once activated, is bathed in a thin layer of ectoplasm that changes shape to that of an astral spider. It acts as an *astral spider* for up to 10 minutes.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *astral spider*; *Market Price:* 400 gp; *Weight:* --.

Square of Healing: This 4-inch-square piece of red silk cloth, once activated, can be placed on a wounded creature, healing a single point of damage as the minor body adjustment power.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *minor body adjustment*; *Market Price:* 400 gp; *Weight:* --.

Talon Rings: These eight finely crafted brass rings, once activated, grant the wearer the effects of the *talon* power for up to 10 minutes. Four rings must be worn on each hand, and they count as a single magic ring for purposes of determining how many magic rings can be worn.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *talon*; *Market Price:* 200 gp; *Weight:* --.

Telepathic Ring: Once activated, the crystal stone in this polished brass ring changes to a random color. Any creature you touch has its mood altered for 1 minute as though affected by the *telepathic projection* power. You choose how creatures are affected just before they make their Will save.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *telepathic projection*; *Market Price:* 200 gp; *Weight:* --.

Third Eye of Dazing: This emerald third eye, when activated, grants the wearer the ability to affect one target as though the *daze* power were manifested on them.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *daze*; *Market Price:* 400 gp; *Weight:* --.

Third Eye of Sending: This sapphire third eye, when activated, grants the wearer the ability to send a single telepathic message in a manner similar to the *missive* power.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *missive*; *Market Price:* 400 gp; *Weight:* --.

Third Eye of Third Eye: The clear crystal third eye, once activated, disappears as though absorbed by the skin and is replaced with a functioning eye. The wearer gains the effects of the *third eye* power for a period of 1 hour. This third eye does not affect the functioning of a standard third eye item and instead uses the magic item slot reserved for headbands and helmets.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *third eye*; *Market Price:* 200 gp; *Weight:* --.

Torc of Alteration: Once activated, this polished brass necklace grants the wearer the effects of both the *facial alteration* and *dermal alteration* powers for 1 hour.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *dermal alteration*, *facial alteration*; *Market Price:* 400 gp; *Weight:* 1 lb.

Torch of My Light: When activated, this hollow brass rod produces a white flame at one end of the rod. The flame burns like a standard torch. The flame lasts up to 3 hours and can be extinguished as a normal flame.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *my light*; *Market Price:* 400 gp; *Weight:* 1 lb.

Trinket Tool: This item appears as a small brass sphere; however, when activated, it changes shape as though the *trinket* power were manifested. It can take the form of any tool or implement that the psion has knowledge of, up to 10 cubic inches in size. It will keep its form for 1 hour before returning to that of a sphere.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *trinket*; *Market Price:* 400 gp; *Weight:* --.

Whistle of Distraction: Once activated, this small brass whistle can be blown to produce the effects of the *distract* power on all living creatures within 25 feet. The effect wears off after 1 round unless you blow the whistle again. Blowing the whistle creates no discernable sound. Activating the item is a standard action, but blowing the whistle is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *distract*; *Market Price:* 400 gp; *Weight:* --.

Xenostone: This small crystal pyramid (1 inch in diameter), once activated, can be placed on a target to determine their health as if the *xenoscope* power had been used on the target.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *xenoscope*; *Market Price:* 400 gp; *Weight:* --.

Game Resources: To use the material in this article to its fullest, check out the [Psionics Handbook](#). Of course, you'll also want to keep the [Player's Handbook](#), [Dungeon Master's Guide](#), and the [Monster Manual](#) handy!

