



A feat is a special feature that either gives your character a new capability or improves on he or she already has. Chapter 4 of the *Player's Handbook* describes the general feats available to any class (some of which are repeated here), while this book mainly presents feats available only to psionic characters and creatures. For example, Ialdabode (a human psion) chooses to start with the Inner Strength feat and the Toughness feat (a bonus feat for being human) at 1st level. Inner Strength grants Ialdabode +1 power points while Toughness grants him +3 hit points. Inner Strength is a new psionic feat, and is described in this chapter, while Toughness is a core feat presented in the *Player's Handbook*. At 3rd level (see Table 1-1: The Psion), he gains a new feat and chooses Combat Manifestation. This feat allows him to manifest psionic powers in the midst of melee with less change of the power being disrupted.

Unlike a skill, a feat has no ranks. A character either has the feat or does not. However, a few psionic feats can be taken multiple times.

### ACQUIRING FEATS

Unlike skills, feats are not bought with points. You simply choose them for your character. Each psion and psychic warrior gets one feat when the character is created. Every three levels (3rd, 6th, 12th, 15th, and 18th), he or she gains another feat. For multiclass characters, feats come according to

total character level, regardless of individual class levels.

Additionally, psychic warriors get extra class-related feats chosen from special lists (see Table 1-6: The Psychic Warrior). Humans also get a bonus feat at 1st level, chosen by the Player from any feat for which his or her character qualifies.

### PREREQUISITES

Some feats have prerequisites. You must have the specified ability score, feat, skill, or base attack bonus in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite. For example, at 1st level, Ialdabode could choose the Inner Strength (for which Inner Strength is a prerequisite) at the same time.

You can't use a feat if you've lost a prerequisite. For example, if your Charisma drops below 13 because of protracted psionic combat, you can't use the Mental Adversary feat.

### TYPES OF FEATS

Four types of feats are presented here: general, psionic, metapsionic, and item creation feats.



## GENERAL FEATS

Any class can take a general feat (general feats described here are reprinted from the *Player's Handbook* and are indicated with an asterisk).

## PSIONIC FEATS

To nonpsionic characters, all psionic feats are treated as special (only psionic characters and creatures may take them). Psionic feats allow the psionic character to enhance combat, augment psionic powers, and manipulate psionic attack and defense modes.

Some psionic feats do not directly use the power points of a psionic character, but the mere presence of those power points and the psionic potential implicit therein allow psionic characters access to feats others can never hope to gain. This psionic potential fuels feats that would otherwise be impossible. Feats that have a prerequisite of "reserve power points [some number+]" require the psionic character or creature to possess a number of unused power points equal to or greater than the given number to use the feat in any given round. These power points are not used to power the feat; however, if they are not held in reserve, insufficient psionic resonance renders the feat temporarily unavailable. For instance, if Ma'varkith is a 4th-level psychic warrior, her maximum power point pool is 5. She has the Psionic Dodge feat; while she maintains at least 5 power points in reserve, she can use Psionic Dodge as normal. However, desperate to avoid a series of psionic attacks, Ma'varkith ends up spending 2 power points on empty mind. Now she cannot use Psionic Dodge until the next day when her power points are renewed.

Note: If a psionic character's total power point maximum never equals the reserve power point prerequisite, the character cannot take the feat.

TABLE 3-1: PSIONIC FEATS

Feat	Type	Prerequisite
Combat Manifestation	Psionic	—
Dodge*	General	Dex 13+
Psionic Dodge	Psionic	Dex 13+, Dodge*, reserve power points 5+
Improved Psycrystal	Psionic	—
Inertial Armor	Psionic	Reserve power points 1+
Inner Strength	Psionic	—
Talented	Psionic	Inner Strength
Body Fuel	Psionic	Inner Strength, Talented
Trigger Power	Psionic	Inner Strength, Talented, reserve power points n+
Mental Adversary	Psionic	Cha 13+
Disarm Mind	Psionic	Cha 13+, Mental Adversary
Mental Leap	Psionic	Str 13+, Jump skill (6 ranks), reserve power points 3+
Metacreative	Psionic	Any item creation feat
Point Blank Shot*	General	—
Psionic Shot	Psionic	Dex 13+, Point Blank Shot*
Fell Shot	Psionic	Dex 13+, Point Blank Shot*, Psionic Shot, base attack bonus 3+
Return Shot	Psionic	Dex 13+, Point Blank Shot*, Psionic Shot, reserve power points 5+
Power Attack*	General	Str 13+
Sunder*	General	Str 13+, Power Attack*
Great Sunder	Psionic	Str 13+, Power Attack*, Sunder*, reserve power points 5+
Psionic Weapon	Psionic	Str 13+, Power Attack*
Deep Impact	Psionic	Str 13+, Power Attack*, Psionic Weapon, reserve power points 3+
Power Penetration	Psionic	—
Greater Power Penetration	Psionic	Power Penetration
Psionic Body	Psionic	—
Psionic Fist	Psionic	Str 13+
Power Touch	Psionic	Str 13+, Psionic Fist
Unavoidable Strike	Psionic	Str 13+, Psionic Fist, base attack bonus 3+
Psionic Focus	Psionic	—
Greater Psionic Focus	Psionic	Psionic Focus
Psychic Bastion	Psionic	—
Mind Trap	Psionic	Psychic Bastion
Psychoanalyst	Psionic	Cha 13+
Psychic Inquisitor	Psionic	Cha 13+, Psychoanalyst
Rapid Metabolism	Psionic	Con 13+
Psionic Metabolism	Psionic	Con 13+, Rapid Metabolism
Speed of Thought	Psionic	Wis 13+, reserve power points 1+
Psionic Charge	Psionic	Wis 13+, Speed of Thought, reserve power points 3+
Up the Walls	Psionic	Wis 13+, Speed of Thought, Psionic Charge, reserve power points 5+
Stand Still	Psionic	Str 13+, reserve power points 1+
Craft Crystal Capacitor	Item Creation	Manifester level 9th+
Craft Dorje	Item Creation	Manifester level 5th+
Craft Psionic Arms and Armor	Item Creation	Manifester level 5th+
Craft Universal Item	Item Creation	Manifester level 3rd+
Encode Stone	Item Creation	Manifester level 1st+
Scribe Tattoo	Item Creation	Manifester level 3rd+
Delay Power	Metapsionic	—
Enlarge Power	Metapsionic	—
Extend Power	Metapsionic	—
Persistent Power	Metapsionic	Extend Power
Heighten Power	Metapsionic	—
Hide Power	Metapsionic	—
Master Dorje	Metapsionic	—
Maximize Power	Metapsionic	—
Quicken Power	Metapsionic	—
Twin Power	Metapsionic	—

\*This feat is reprinted from the *Player's Handbook*.

## METAPSIONIC FEATS

Metapsionic feats allow a psionic character to enhance the manifestation of a regular power. Using a metapsionic feat doesn't take any longer but does increase the total power point cost to manifest the power.

A psionic character can use multiple metapsionic feats on a power, and the extra power point cost is cumulative, but a power altered by metapsionic feats can never cost more power points than the manifester's level minus one (minimum one). Thus, a 10th-level character can manifest a single power with a cost of up to 9 power points. For example, as a 10th-level telepath, Ialdabode has the metapsionic feats Maximize Power and Quicken Power. He could maximize a 1st-level power, giving it a final cost of 7 power points, or he could quicken the same 1st-level power, giving it a final cost of 9 power points. But he can't use both Quicken Power and Maximize Power on the same 1st-level power, because that would bring the total cost to 15 power points, which exceeds the maximum of 9 set by his level.

With the proper item creation feat, you can store a power enhanced by a metapsionic feat in a power stone (a crystal that stores a specific power), psionic tattoo (a design that stores a specific power), or dorje (a "psionic wand"), but the level limits for psionic tattoos, power stones, and dorjes apply to the power's higher, metapsionic level. The metapsionic level increases by 1 for every 2 points a metapsionic feat increases a power's cost. Thus, you couldn't Maximize a 2nd-level power for a psionic tattoo, because the +6 power point cost raises its metapsionic level to 5th, and the highest-level power you can inscribe in a psionic tattoo is 3rd.

**Important:** Metapsionic feats cannot be used to augment psionic attack and defense modes. The feats that allow direct manipulation of psionic attack and defense mode powers are specifically noted with the given feat.

## ITEM CREATION FEATS

Psionic characters can use their personal power to create lasting psionic items. Doing so, however, is draining. A psionic character must put a little of himself or herself into every psionic item he or she creates.

An item creation feat lets a psionic character create a psionic item of a certain type. Regardless of the type of item, each item creation feat has certain features in common.

**XP Cost:** Power and energy that the psionic character would normally have expended when making a psionic item. The XP cost normally equals 1/25 the cost of the item in gp (see Chapter 7: Psionic Items for item costs). A psionic

character cannot spend so much XP that he or she loses a level. However, he or she can, on gaining enough XP to achieve a new level, immediately expend XP on creating an item rather than keeping the XP to advance a level.

**Raw Materials Cost:** Creating a psionic item requires costly components, most of which are consumed in the process. The cost of these materials normally equals half the cost of the item.

Using an item creation feat also requires access to a laboratory or psionic workshop, special tools, and so on. A psionic character generally has access to what he or she needs unless unusual circumstances apply (such as, he's travelling far from home).

**Time:** The time to create a psionic item depends on the feat and the cost of the item. The minimum time is one day.

**Item Cost:** Craft Dorje, Encode Stone, and Scribe Tattoo create items that directly reproduce power effects and whose strength depends on manifester level. A power from one of these items has the strength it would have if manifested by a psionic character of that level. The base price of these items (and thus the base XP cost and the base cost of the raw materials) depends on the manifester level and the power level imprinted into the item. The manifester level must be high enough that the psionic character creating the item can manifest the power at that level. To find the final price in each case, multiply the manifester level by the power's level and then multiply that figure by a cost in gold pieces noted in each specific feat.

**Extra Costs:** Any dorje, power stone, or psionic tattoo that stores a power with a costly material component or an XP cost also carries a commensurate cost. For psionic tattoos and power stones, the psionic character must pay the XP cost when creating the item. For a dorje, the psionic character must pay fifty times the XP cost.

Some psionic items similarly incur extra costs in material components or XP as noted in their descriptions.

## FEAT DESCRIPTIONS

This is the format for feat descriptions.

### FEAT NAME [TYPE OF FEAT]

Description of what the feat does or represents in plain language.

**Prerequisite:** A minimum ability score, another feat or feats, a minimum base attack bonus, a skill, a base number of power points, or a level that a character must have in order to

## BEHIND THE CURTAIN: PSIONIC FEATS

Psionic feats are special. Only psionic characters may acquire them. Why? Because all psionic feats, to one degree or another, require residual or direct psionic energy to function. Any character can use Tumble or Power Attack. Not so with Fell Shot or Inertial Armor. These feats are directly empowered by the mental energy resident in a psionic creature. A nonpsionic character could take Psionic Fist, but without psionic energy to "supercharge" it, the feat is worthless.

Psionic feats may seem outrageous at first glance, but don't

worry—they do not break the "fourth wall." The cost of making, say, Inertial Armor a feat has been carefully balanced against making it an *inertial armor* power (like its arcane twin, *mage armor*). If the abilities granted by these psionic feats showed up in a core book, they would be spells—but that's the whole point. A psionic character benefits from these abilities as feats, which compensates for a narrower power selection compared to the sorcerer, for example. Like the monk's spiritual energy, *ki*, psionic capacity allows you to push the limits of physical abilities, and sometimes, to go beyond.

acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

**Benefit:** What the feat enables you (the character) to do.

**Normal:** What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

**Special:** Any special rules concerning the feat, such as rules for taking the feat multiple times (normally not allowed).

\*Feats marked with an asterisk are reprinted from the *Player's Handbook* for ease of reference.

## BODY FUEL [PSIONIC]

You can expand your power point total at the expense of your health.

**Prerequisite:** Inner Strength, Talented.

**Benefit:** You can "burn" ability points as power points on the basis of 1 power point per 2 ability score points burned. Burning ability points for power points is a free action: You could burn more than 2 ability score points to gain several power points per free action. Treat reduced ability scores as temporary ability damage.

## COMBAT MANIFESTATION [PSIONIC]

You are adept at manifesting powers in combat.

**Benefit:** You get a +4 bonus on Concentration checks made to manifest a power while on the defensive (see page 35). The general feat Combat Casting described in the *Player's Handbook* is essentially the same as Combat Manifestation, and taking either one serves the same purpose, whether for casting spells for manifesting powers (unless your DM uses the Psionics Are Different option described in Chapter 4: Psionics).

## CRAFT CRYSTAL CAPACITOR [ITEM CREATION]

You can create psionic crystal capacitors that store power points (see Chapter 7: Psionic Items for rules about crystal capacitors).

**Prerequisite:** Manifester level 9th+.

**Benefit:** You can create a *crystal capacitor* that stores a number of power points equal to or less than your base power points for your highest manifester level. The nature of power point storage, at least in conjunction with this feat, allows a maximum of 17 power points to be stored in a single *crystal capacitor*. Moreover, a *crystal capacitor's* maximum is always an odd number. For instance, you'd never find a *crystal capacitor* with a maximum storage capacity of 6 power points (but you would find those that store a maximum of 5 or 7), or one that stores more than 17. Note that during use, a *crystal capacitor* very often contains even numbers of power points, just not when fully charged.

Crafting a *crystal capacitor* takes one day for each 1,000 gp in its base price. The base price of a *crystal capacitor* is equal to the highest-level power it could manifest using all its stored power points, squared, multiplied by 1,000 gp. For example, the highest-level power a *crystal capacitor* that stores 5 power points could be used to manifest is a 3rd-level power:  $3 \times 3 \times 1,000 = 9,000$  gp. To encode a *crystal capacitor*, you must spend  $1/25$  of this base price in XP and use up raw materials costing half this base price.

## CRAFT DORJE [ITEM CREATION]

You can create slender crystal wands called dorjes that can manifest powers when charges are expended (see Chapter 7: Psionic Items for rules on dorjes).

**Prerequisite:** Manifester level 5th+.

**Benefit:** You can create a dorje of any psionic power of 9th level or lower that you know (or can gain access to). Crafting a dorje takes one day for each 1,000 gp in its base price. The base price of a dorje is its manifester level  $\times$  the power level  $\times$  750 gp (treat 0-level powers as one-half level). To craft a dorje, you must spend  $1/25$  of this base price in XP and use up raw materials costing half of this base price.

A newly created dorje has enough power points to manifest its primary power fifty times.

Any dorje that stores powers with an XP cost also carries a commensurate cost. In addition to the cost derived from the base cost, you must pay fifty times the XP cost.

## CRAFT PSIONIC ARMS AND ARMOR [ITEM CREATION]

You can create psionic weapons, armor, and shields (see Chapter 7: Psionic Items for rules about psionic arms and armor).

**Prerequisite:** Manifester level 5th+.

**Benefit:** You can create any psionic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its psionic features. To enhance a weapon, suit of armor, or shield, you must spend  $1/25$  of its features' total price in XP and use up raw materials costing half of this to price. See Chapter 7: Psionic Items for descriptions of psionic weapons, armor, or shields, the prerequisites associated with each one, and prices of their features.

You can also mend a broken psionic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to empower that item in the first place.

The weapon, armor, or shield to be enhanced must be a masterwork item that you must provide. (Its cost is not included in the above cost.)

## CRAFT UNIVERSAL ITEM [ITEM CREATION]

You can create miscellaneous psionic items, such as *third eyes* or *psychoactive skins* (see Chapter 7: Psionic Items for rules about universal items).

**Prerequisite:** Manifester level 3rd+.

**Benefit:** You can create any miscellaneous psionic item whose prerequisites you meet. Crafting a miscellaneous psionic item takes one day for each 1,000 gp in its price. To empower a miscellaneous psionic item, the psionic character must spend  $1/25$  of the item's price in XP and use up raw materials costing half of this price.

You can also mend a broken universal item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to empower that item in the first place.

Some universal items incur extra costs in materials components or XP as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or mend a broken one.



## DEEP IMPACT [PSIONIC]

You can strike your foe with a melee weapon as if making a touch attack.

**Prerequisite:** Str 13+, Power Attack, Psionic Weapon, base attack bonus +3 or more.

**Benefit:** If you pay 5 power points per strike, you can resolve your melee attack with a weapon as a touch attack for purposes of assessing your foe's Armor Class. You must decide whether or not to pay the cost prior to making the melee attack. Your weapon remains "charged" for a maximum number of rounds equal to your Strength modifier +1, or until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

## DELAY POWER [METAPSIONIC]

You can manifest powers that trigger a set duration after manifestation.

**Benefit:** A delayed power doesn't activate until 1 to 5 rounds after you finish manifesting it. You determine the delay when manifesting the power, and it cannot be changed once set. The power activates just before your turn on the round you designate. Only area, personal, and touch powers may be affected by this feat. Any decisions you would make about the power (including attack rolls, designating targets, or determining or shaping an area) are decided when the power is manifested, while any effects resolved by those affected by the power (including saving throws) are decided when the power triggers. A delayed power may be negated normally during the delay, and can be detected normally in the area or on the target with powers that can detect psionic effects. A delayed power costs a number of power points equal to its standard cost + 6.

## DISARM MIND [PSIONIC]

You can directly deplete your foe's power point total with psionic attacks.

**Prerequisite:** Cha 13+, Mental Adversary.

**Benefit:** You deplete a number of power points equal to your Charisma modifier x 4 from your opponent on any psionic attack that deals 1 or more ability damage, after accounting for your opponent's mental hardness. To use this feat, you must pay power points equal to the cost of the psionic attack + 3. You decide whether or not to pay the extra cost after discovering the failure or success of your psionic attack to deal ability damage.

## DODGE [GENERAL]\*

You are adept at dodging blows.

**Prerequisite:** Dex 13+.

**Benefit:** During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action. Note: A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge

bonuses. Also, dodge bonuses (such as this one and a dwarf's racial bonus to dodge giants) stack with each other, unlike most other types of bonuses.

## ENCODE STONE [ITEM CREATION]

You can create power stones, from which you or another psion can manifest the powers stored therein (see Chapter 7: Psionic Items for rules on power stones).

**Prerequisite:** Manifester level

1st+.

**Benefit:** You can create a power stone of any power that you know. Encoding a power stone takes one day for each 1,000 gp in its base price. The base price of a power stone is the level of the stored psionic power x its manifest level x 25 gp (treat a 0-level power as one-half level). To encode a power stone, you must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

Any power stone that stores a psionic power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must pay the XP when encoding the stone.

## ENLARGE POWER [METAPSIONIC]

You can manifest powers farther than normal.

**Benefit:** An enlarged power has its range doubled. Powers whose ranges are not defined by distance do not have their ranges increased. Determine an enlarged power's area or effect as if you were two manifest levels higher than you actually are. An enlarged power costs a number of power points equal to its standard cost + 2.

## EXTEND POWER [METAPSIONIC]

You can manifest powers that last longer than normal.

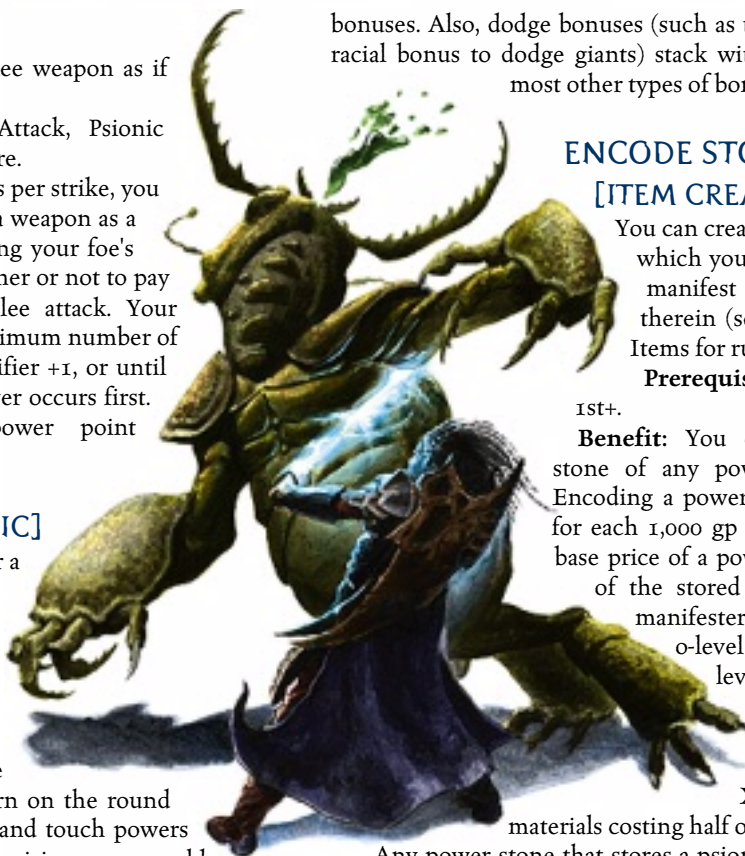
**Benefit:** An extended power lasts twice as long as normal. Powers with a concentration, instantaneous, or permanent duration are not extended. An extended power costs a number of power points equal to its standard cost + 2.

## FELL SHOT [PSIONIC]

You can strike your foe with a ranged weapon as if making a touch attack.

**Prerequisite:** Dex 13+, Point Blank Shot, Psionic Shot, base attack bonus +3 or more.

**Benefit:** If you pay 5 power points per shot, you can resolve your ranged attack as a touch attack for purposes of assessing your foe's Armor Class. You must decide whether or not to pay the cost prior to making the ranged attack. Your bullet, bolt, or arrow remains "charged" for a maximum number of rounds equal to your Dexterity modifier + 1, or



until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

### GREAT SUNDER [PSIONIC]

You can sense the stress points on others' weapons.

**Prerequisite:** Str 13+, Power Attack, Sunder, reserve power points 5+.

**Benefit:** When you strike at an opponent's weapon, you ignore half of the weapon's total hardness (round down). "Total hardness" includes any magical or psionic enhancements possessed by the weapon that normally add to its hardness. However, to strike and do any damage to a magically or psionically enhanced weapon, you still need a weapon of equal or better enhancement.

**Special:** You can also sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the object's total hardness (round down) when attacking that object.

### GREATER POWER PENETRATION [PSIONIC]

Your powers are especially potent at breaking through power resistance.

**Prerequisite:** Power Penetration.

**Benefit:** You get a +4 bonus on manifester level checks (1d20 + manifester level) to beat a creature's power resistance. This bonus overlaps (does not stack with) the bonus from Power Penetration.

### GREATER PSIONIC FOCUS [PSIONIC]

Your powers within your primary discipline have even greater potency.

**Prerequisite:** Psionic Focus.

**Benefit:** Add +4 to the DC for all saving throws against powers from within your discipline if you've already taken the Psionic Focus feat for the selected discipline. This bonus overlaps (does not stack with) the bonus from Psionic Focus.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new discipline, but a psion must choose her primary discipline the first time she takes this feat.

### HEIGHTEN POWER [METAPSIONIC]

You can manifest a power as if it were higher level than it actually is.

**Benefit:** A heightened power has a higher psionic power level than normal (up to 9th level). Unlike other metapsionic feats, Heighten Power actually increases the effective level of the power that it modifies. All effects dependent on power level (such as saving throw DCs and ability to penetrate a minor dead psionics zone or a *minor globe of invulnerability*) are calculated according to the heightened level. The heightened power costs as many power points as a power of its effective level.

### HIDE POWER [METAPSIONIC]

You can manifest powers without a telltale display.

**Benefit:** A psionic power can be manifested without one associated display characteristic chosen by you when you take the feat: auditory, material, mental, olfactory, or visual (See Chapter 4: Psionics.) The hidden power costs a number of power points equal to the standard cost + 2.

**Special:** You can take this feat multiple times, each time choosing a different display characteristic to hide while manifesting a given power.

### IMPROVED PSI CRYSTAL [PSIONIC]

You can upgrade your psicrystal.

**Benefit:** You can implant another personality fragment in your psicrystal. You gain the benefits listed for both psicrystal types. Your psicrystal's personality adjusts and becomes a blend between all implanted personality fragments.

**Special:** You can gain this feat multiple times. Each time, you implant a new personality fragment in your psicrystal from which you derive the noted benefits.

### INERTIAL ARMOR [PSIONIC]

Your mind instinctively generates a field of protective energy.

**Prerequisite:** Reserve power points 1+.

**Benefit:** While you retain 1 or more power points, your mind automatically generates a tangible field of force that provides a +4 armor bonus to AC. Unlike mundane armor, Inertial Armor entails no armor check penalty or speed reduction. Because inertial armor is composed of psychokinetic force, incorporeal creatures can't bypass it the way the do normal armor. Your inertial armor can be invisible or appear as a colored glow, at your option. The armor bonus provided by Inertial Armor does not stack with the armor bonus provided by a shield or regular armor.

### INNER STRENGTH [PSIONIC]

You have more power points than normal.

**Benefit:** You gain +1 power points.

**Special:** A character may gain this feat multiple times, each time gaining a number of power points equal to the previous Inner Strength gain + 1. For instance, Ma'varkith the psychic warrior takes the feat three times, the first time receiving 1 extra power point, the second time receiving 2, extra power points, the third time 3 extra, for a total of 6 extra power points.

### MASTER DORJE [METAPSIONIC]

You can manifest a dorje's power with power points.

**Benefit:** You can manifest a power stored in a dorje without expending a charge. Instead, you pay for the imbedded power from your own power point reserve by spending a number of power points equal to its standard cost + 2. When all the charges of a dorje are exhausted, the dorje becomes inert; thus, this feat no longer affects that individual dorje.

### MAXIMIZE POWER [METAPSIONIC]

You can manifest powers to maximum effect.

**Benefit:** All variable, numeric effects of a maximized power are maximized. A maximized power deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate. For example, a maximized *whitefire* deals 20 points of damage. Saving throws and opposed rolls (such as the one you make when you manifest *negate psionics*) are not affected. Powers without random variables are not affected. The maximized power costs a number of power points equal to its standard cost + 6.



## MENTAL ADVERSARY [PSIONIC]

You can make exceptionally strong psionic attacks.

**Prerequisite:** Cha 13+.

**Benefit:** You deal +1 ability damage on a successful psionic attack when you pay the cost of the psionic attack + 3 power points. You decide whether or not to pay the extra cost after determining the failure or success of your psionic attack to breach the defender's will save.

**Special:** You can gain this feat multiple times, each time gaining the potential to deal bonus damage equal to the previous damage bonus + 1, but at a cost equal to the previous cost plus 8 power points. You decide what increment of bonus damage to deal within the range granted by gaining this feat multiple times. For instance, if Ialdabode took Mental Adversary twice, he could deal +2 ability damage if he pays 11 power points, or deal +1 ability damage for a cost of 3 power points.

## MENTAL LEAP [PSIONIC]

You can make amazing jumps.

**Prerequisite:** Str 13+, 6 ranks of the Jump skill, reserve power points 3+.

**Benefit:** You jump twice as far or as high as is indicated on your Jump check (the Jump skill is described in the *Player's Handbook*). Your maximum jump (a function of your height) is twice normal, and extra distance jumped (above and beyond the normal distance rolled) is not counted against your total allowed movement in the round.

**Special:** You can take this feat multiple times. Each time increases your jump multiple by one and increases your prerequisite of reserve power points by +8. For instance, if Ma'varkith takes Mental leap three times, she can jump four times the distance indicated on her Jump check if her reserve power points are 19+, three times the distance if her reserve power points are 11+, or twice the distance if her reserve power points are 3+.

## METACREATIVE [PSIONIC]

You supplement your craft with psionic inspiration.

**Prerequisite:** Any item creation feat.

**Benefit:** Each time you take this feat, choose one item creation feat you know. When determining your cost in XP and raw materials for creating items with this feat, multiply the base price by 75%.

**Special:** You may gain this feat multiple times. Each time you take the feat, it applies to a new item creation feat.

## MIND TRAP [PSIONIC]

You can punish psionic attackers.

**Prerequisite:** Psychic Bastion.

**Benefit:** You deplete a number of power points equal to 10 + your Charisma modifier from your attacking opponent on any psionic attack that deals 1 or more ability damage to you. Against freely manifested attack modes, Mind Trap deals back ability score damage equal in type and amount plus 2 to that dealt you, against which your opponent may not raise defense modes. To do so, you must pay power points equal to the cost of the psionic defense + 3. You decide whether or not to pay the extra cost after discovering the failure or success of your opponent's psionic attack to deal ability damage.

## PERSISTENT POWER [METAPSIONIC]

You make one of your powers last all day.

**Prerequisite:** Extend Power.

**Benefit:** A persistent power has a duration of 24 hours. The persistent power must have a personal range or a fixed range; you can't use this feat on a power with a variable range, or on a power with an instantaneous duration. Note that you must concentrate on some powers to use their effects (for example, *detect psionics* and *detect thoughts*); concentration on such a power is a standard action that does not provoke an attack of opportunity. A persistent power costs a number of power points equal to its standard cost + 8.

## POINT BLANK SHOT [GENERAL]\*

You are skilled at making well-placed shots with ranged weapons at close range.

**Benefit:** You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

## POWER ATTACK [GENERAL]\*

You can make exceptionally powerful melee attacks.

**Prerequisite:** Str 13+.

**Benefit:** On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage applies until your next action.

## POWER PENETRATION [PSIONIC]

Your powers are especially potent, breaking through power resistance more readily than normal.

**Benefit:** You get a +2 bonus on manifester level checks (1d20 + manifester level) to beat a creature's power resistance.

## POWER TOUCH [PSIONIC]

You can make power-enhanced attacks of opportunity.

**Prerequisite:** Str 13+, Psionic Fist.

**Benefit:** You can make attacks of opportunity using any power you know with a range of touch, if you have at least one hand free. The Power Touch attack of opportunity does not preclude the normal manifestation of a psionic power during the same round. The power used in conjunction with this feat costs a number of power points equal to its standard cost + 2.

**Normal:** Attacks of opportunity do not involve casting spells or manifesting powers.

**Special:** Possession of the Quicken Power feat reduces the extra cost of Power Touch to 0 power points (you still must pay the standard cost for the power used in the attack of opportunity).

## PSIONIC BODY [PSIONIC]

Your mind reinforces your body.

**Benefit:** At 1st level, you may use your key ability modifier determined by your primary discipline, if a psion, instead of your Constitution modifier to determine bonus hit points. At higher levels, your bonus hit points are determined by your Constitution, as normal. However, you now gain +1 hit point every time you learn a metapsionic feat.

**Special:** You may only take this feat as a 1st-level character.

**PSIONIC CHARGE [PSIONIC]**

You can charge in a crooked line.

**Prerequisite:** Wis 13+, Speed of Thought, reserve power points 3+.

**Benefit:** When taking a charge action in combat (see Chapter 8 of the *Player's Handbook*), you can make a number of turns, each of not more than 90 degrees, equal to your Dexterity modifier. The action still counts as a charge.

**PSIONIC DODGE [PSIONIC]**

You are proficient at dodging blows.

**Prerequisite:** Dex 13+, Dodge, reserve power points 5+.

**Benefit:** During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. This can be the same opponent designated for the standard Dodge feat, or a separate opponent. If the same opponent is chosen for both Dodge and Psionic Dodge, the bonuses stack. You can select a new opponent on any action. Note: A condition that makes you lose your Dexterity bonus to Armor Class (if any) does not make you lose the dodge bonus from the Psionic Dodge feat. Also, dodge bonuses (such as this one, the one from the Dodge feat, the one granted from the Mobility feat, and a dwarf's racial bonus to dodge giants) stack with one another, unlike most other types of bonuses.

**PSIONIC FIST [PSIONIC]**

You can charge your unarmed strikes with additional damage potential.

**Prerequisite:** Str 13+.

**Benefit:** Your unarmed strikes deal +1d4 points of bludgeoning damage when you pay the cost of 1 power point. You must decide whether or not to pay the cost prior to making the melee attack. Your hand or foot remains "charged" for a maximum number of rounds equal to your Strength modifier + 1, or until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

**PSIONIC FOCUS [PSIONIC]**

Your powers within your primary discipline are more potent than normal.

**Benefit:** Add +2 to the DC for all saving throws against powers from the selected discipline.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new discipline, but a psion must choose his primary discipline the first time he takes this feat.

**PSIONIC METABOLISM [PSIONIC]**

Your wounds heal especially rapidly.

**Prerequisite:** Con 13+, Rapid Metabolism.

**Benefit:** You convert 1 point of normal damage to 1 point of subdual damage per hour if you pay the cost of 1 power point per hour. If you are unconscious or dying, Psionic Metabolism does not work.

**PSIONIC SHOT [PSIONIC]**

You can charge your ranged attacks with additional damage potential.

**Prerequisite:** Dex 13+, Point Blank Shot.

**Benefit:** Your ranged shots deal +1d4 points of piercing damage when you pay the cost of 1 power point. You must decide

whether or not to pay the cost prior to making the ranged attack. Your arrow, bolt, or bullet remains "charged" for a maximum number of rounds equal to your Strength modifier + 1, or until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

**PSIONIC WEAPON [PSIONIC]**

You can charge your melee weapon with additional damage potential.

**Prerequisite:** Str 13+, Power Attack.

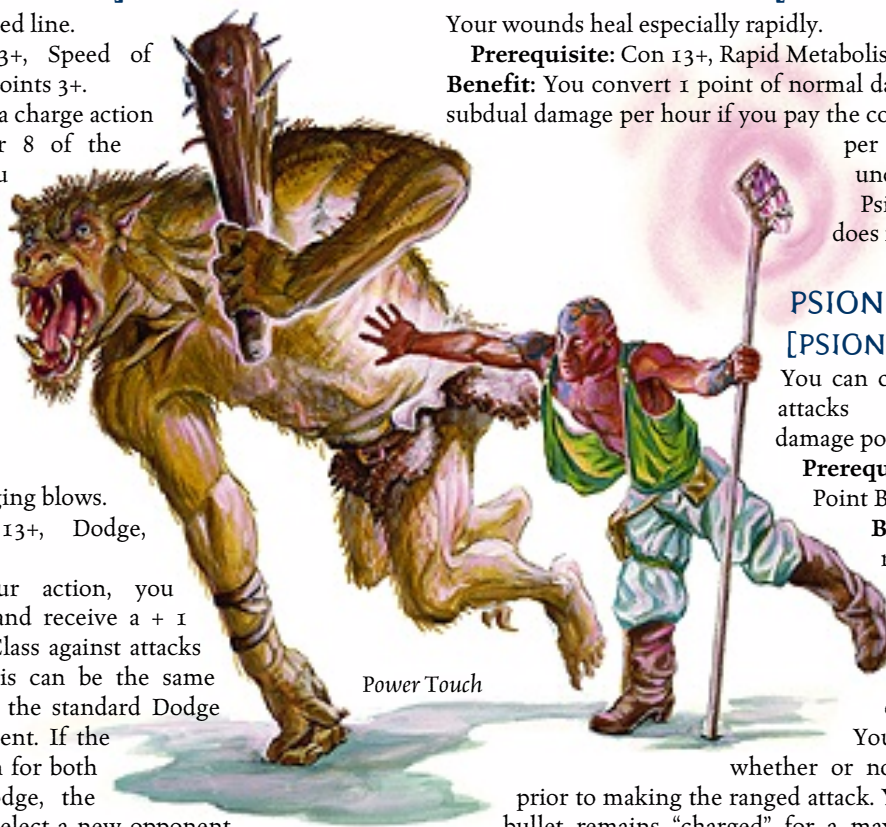
**Benefit:** Your melee weapon deals +1d4 points of damage (slashing, piercing, or bludgeoning, as appropriate to the weapon) when you pay the cost of 1 power point. You must decide whether or not to pay the cost prior to making the melee attack. Your weapon remains "charged" for a maximum number of rounds equal to your Strength modifier + 1, or until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

**PSYCHIC BASTION [PSIONIC]**

You can raise a fortified defense against psionic attacks.

**Benefit:** You gain +1 mental hardness against a foe's successful psionic attack when you pay the cost of 3 power points. You decide whether or not to pay the cost after determining the failure or success of the psionic attack to breach your Will save.

**Special:** You can gain this feat multiple times, each time gaining bonus mental hardness equal to the previous bonus + 1, but you must pay a cost equal to the previous cost + 8. You decide what mental hardness increment to use within the range granted by gaining this feat multiple times.



Power Touch



## PSYCHIC INQUISITOR [PSIONIC]

You know when others lie.

**Prerequisite:** Cha 13+, Psychoanalyst.

**Benefit:** When a living humanoid lies directly to you, you perceive it. You detect a maximum number of lies per conversation equal to your Charisma modifier. A conversation with an individual, once concluded, may not be renewed with Psychic Inquisitor active for a period of 8 hours. You decide when, or if, to begin using this feat during a conversation.

## PSYCHOANALYST [PSIONIC]

Your knowledge of the mind gives you influence with others.

**Prerequisite:** Cha 13+.

**Benefit:** You get a +2 bonus on all Diplomacy, Bluff, and Intimidate checks against living humanoids with an Intelligence score of 4 or higher. You get the same +2 bonus on Charisma checks used to influence or interact with living humanoids having an Intelligence score of 4 or higher.

## QUICKEN POWER [METAPSIONIC]

You can manifest a power with a moment's thought.

**Benefit:** Manifesting a quickened power is a free action. You can perform another action, even manifest another power, in the same round as you manifest a quickened power. You may only manifest one quickened power per round. A power whose rime to manifest is more than 1 full round cannot be quickened. The quickened power costs a number of power points equal to its standard cost + 8.

**Special:** Possession of the Power Touch feat allows the use of that feat and one quickened power in the same round.

## RAPID METABOLISM [PSIONIC]

Your wounds heal rapidly.

**Prerequisite:** Con 13+.

**Benefit:** You naturally heal a number of hit points per day of rest equal to the standard healing rate + your Constitution modifier.

## RETURN SHOT [PSIONIC]

You can return incoming arrows, as well as crossbow bolts, spears, and other shot or thrown weapons.

**Prerequisite:** Dex 13+, Point Blank Shot, Psionic Shot, reserve power points 5+.

**Benefit:** You need not have a free hand (holding nothing) to use this feat, but you must relinquish a two-handed hold on a single item or drop a shield as a free action. Once per round when you would normally be hit with a ranged weapon, you may make a Reflex save (DC 20) if the ranged weapon has an enhancement bonus to attack, the DC increases by that amount). If you succeed, you snatch the ranged weapon. You must be aware of the attack and not flatfooted, and you cannot already have acted in the round. You may only use this feat once in any given round.

Snatching a ranged weapon or ammunition (such as an arrow, bolt, or sling bullet) counts as a free action. If you successfully retrieve a bolt, arrow, or sling bullet, you can load and fire it back at your foe if you hold the appropriate weapon. A bow requires a move-equivalent action, a crossbow

requires a standard action, and a thrown weapon such as a spear or knife is a free action to throw back. If you are not holding a ranged weapon suitable to the snatched ammunition in your off hand, you cannot return the attack.

You make the return attack at a bonus equal to half your foe's ranged attack bonus (round down) + your full ranged attack bonus. Exceptional ranged weapons, such as boulders hurled by giants or *Melf's acid arrow*, can't be snatched.

**Special:** If you also have the Deflect Arrows feat (see the *Player's Handbook*), you make return attacks at a bonus equal to your foe's full ranged attack bonus + your full attack bonus.

## SCRIBE TATTOO [ITEM CREATION]

You can create psionic tattoos, also called psionic circuits, which store psionic powers within their designs (see Chapter 7: Psionic Items for rules on psionic tattoos).

**Prerequisite:** Manifester level 3rd+.

**Benefit:** You can create a psionic tattoo of any psionic power of 3rd level or lower that you know and that targets a creature or creatures (see Special, below). Scribing a psionic tattoo takes one day. When you create a psionic tattoo, you set the manifester level. The manifester level must be sufficient to manifest the power in question and no higher than your own level. The base price of a psionic tattoo is its power level x its manifester level x 50 gp (inscribing a 0-level power costs 25 gp). To scribe a tattoo, you must spend 1/25 of this base price in XP and use up raw materials (special inks, masterwork needles, and so on) costing half of this base price.

When you create a psionic tattoo, you make any choices that you would normally make when manifesting the power. When its wearer physically activates the tattoo, the wearer is the target of the power.

Any psionic tattoo that stores a power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must pay the XP when creating the tattoo.

**Special:** All Psychometabolism powers are an exception to the target criteria, and may be scribed into a tattoo despite the fact that they are personal powers.

## SPEED OF THOUGHT [PSIONIC]

You move faster.

**Prerequisite:** Wis 13+, reserve power points 1+.

**Benefit:** Your base speed is equal to your normal speed +10.

**Special:** You can take this feat multiple times. Each time increases your base speed by 10 feet and increases your prerequisite of reserve power points by 4. For instance, if Ma'varkith takes Speed of Thought three times, her speed is equal to her normal speed + 30 if her reserve power points are 9 or more, her normal speed + 20 if her reserve power points are 5 or more, or her normal speed + 10 if her reserve power points are 1 or more.

## STAND STILL [PSIONIC]

You can prevent foes from fleeing or closing.

**Prerequisite:** Str 13+, reserve power points 1+.

**Benefit:** When a foe's movement would otherwise grant you an attack of opportunity, you may give up that attack and instead attack your foe prior to your foe's actual movement.

This is akin to a readied action, but Stand Still doesn't affect your initiative count or actual readied actions, if any. The foe must succeed at a Fortitude save against a DC equal to 10 + the damage you deal, or be unable to move into or out of the area you threaten—essentially, this ends the movement of a foe who is closing, and prevents any movement of a foe who is fleeing (if you are normally allowed an attack of opportunity against the fleeing foe). Since you use the Stand Still feat in place of your attack of opportunity, you may only do so a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

**Normal:** Attacks of opportunity occur after a foe has already moved within the area you threaten; thus, you are unable to affect their movement with an attack.

### SUNDER [GENERAL]\*

You are skilled at attacking others' weapons.

**Prerequisite:** Str 13+, Power Attack.

**Benefit:** When you strike at an opponent's weapon, you do not provoke an attack of opportunity (see *Strike a Weapon* in Chapter 8 of the *Player's Handbook*).

### TALENTED [PSIONIC]

You can manifest more o-level powers for free.

**Prerequisite:** Inner Strength.

**Benefit:** You can manifest three more o-level powers for free per day than normal.

### TRIGGER POWER [PSIONIC]

You choose one power that you can attempt to manifest for free.

**Prerequisite:** Inner Strength, Talented, reserve power points (see below).

**Benefit:** Choose any o-, 1st-, 2nd-, or 3rd-level power you know. From now on you can attempt to trigger that power without paying its cost. To trigger a power, you must first satisfy the requirement of a power point reserve equal to or greater than what it would normally cost you to manifest the power. Then, make an ability check appropriate for the power's discipline (for instance, you would make a Charisma check for *charm person*). If you meet or exceed the ability check DC (see below), the power is manifested normally with no power point cost. If you fail the check, you are forced to pay its cost, but the power is still manifested normally. You can't use Trigger Power in conjunction with psionic attack or defense modes.

DCs for the ability check are determined by level: o-level, 11; 1st level, 13; 2nd level, 15; and 3rd level, 17.

**Special:** You can take this feat multiple times, each time using it for a new triggered power.

### TWIN POWER [METAPSIONIC]

You can manifest a power simultaneously with another power just like it.

**Benefit:** Manifesting a power altered by this feat causes the power to take effect twice on the target, as if you were simultaneously manifesting the same power two times on the same location or target. Any variables in the power (such as

targets, shaping an area, and so on) apply to both of the resulting powers. The target suffers all the effects of both powers individually and receives a saving throw for each. In some cases, failure of both of the target's saving throws results in redundant effects, such as a twinned *charm person* (see *Combining Magical Effects* in Chapter 10 of the *Player's Handbook*, reading "psionic" for "magic"), although any ally of the target would have to succeed at two negate attempts in order to free the target from the charm. A twinned power costs a number of power points equal to its standard cost + 8.

### UNAVOIDABLE STRIKE [PSIONIC]

You can make an unarmed strike against your foe as if delivering a touch attack.

**Prerequisite:** Str 13+, Psionic Fist, base attack bonus +3 or more.

**Benefit:** If you pay 5 power points per unarmed attack you can resolve your unarmed attack as a touch attack for purposes of assessing your foe's Armor Class. You must decide whether or not to pay the cost prior to making the unarmed melee attack. Your hand or fist remains "charged" for a maximum number of rounds equal to your Strength modifier + 1 or until your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

### UP THE WALLS [PSIONIC]

You can run on walls for brief distances.

**Prerequisite:** Wis 13+, Speed of Thought, Psionic Charge, reserve power points 5+.

**Benefit:** You can take part of one of your move actions and a wall if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on a horizontal surface, you fall prone, taking damage as appropriate for your height above the floor. Treat the wall as a normal floor for the purposes of measuring your movement. Passing the boundary between horizontal and vertical is equivalent to 5 feet of movement along a normal floor. Opponents on the floor still get attacks of opportunity as you move up the wall within areas they threaten.

For instance, Ma'varkith the psychic warrior has a speed of 40 feet (due to her Speed of Thought feat). She begins her action standing next to the wall. She runs up the wall at a 45-degree angle ("diagonally") for 15 feet, which also puts her 15 feet farther along the wall. At this point, Ma'varkith runs 15 feet straight down the wall, ending her move on a 5 foot-square immediately next to the wall, and takes her attack normally against an opponent there, which potentially sets up flanking for her comrades. If the wall had a ledge within 30 feet, Ma'varkith could have ended her move on it instead of heading back down the wall.

**Special:** You can take other move actions in conjunction, with moving on a wall. For instance, the Spring Attack feat allows you to make your attack from the wall against a foe; standing on the floor who is within the area you threaten; however, if you are somehow prevented from completing your move, you fall. Likewise, you could tumble along the wall to avoid attacks of opportunity.