

and even if you don't know it. You do have to use something equivalent. You have to wave the item around or otherwise attempt to get it to activate. You get a special +2 bonus if you've activated the item at least once before.

If you fail the check by 10 or more, you suffer brainburn. This brainburn affects you in the same way as brainburn that can occur when you attempt to manifest a power from a power stone (see page 168), except that the damage is 1d4 points per power level instead of 1d6. Brainburn damage from activating blindly is in addition to brainburn damage from manifesting a power from a power stone.

Address a Power Stone: Successfully addressing a power stone allows you to find out what power or powers it contains. Doing this requires 1 minute of concentration.

Emulate an Ability Score: To manifest a power from a power stone, you need a high ability score in the appropriate ability (Intelligence for a psion, for instance). Your effective ability score (appropriate to the class you're emulating when you try to manifest the power from the power stone) is your check result minus 15. If you already have a high enough score in the appropriate ability, you don't need to make this check.

Emulate an Alignment: Some psionic items have positive or negative effects based on your alignment. Use Psionic Device lets you use these items as if you were of an alignment of your choice. You can emulate only one alignment at a time.

Emulate a Class Feature: Sometimes you need to use a class feature to activate a psionic item. Your effective level in the emulated class equals your check result minus 20.

This skill does not let you use the class feature of another class. It just lets you activate items as if you had the class feature.

If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by emulating an appropriate alignment as a separate check (see above).

Emulate a Race: Some psionic items work only for certain races, or work better for those of certain races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

Use a Dorje: Normally, to use a dorje, you must have the dorje's power on your class power list. This use of the skill allows you to use a dorje as if you had a particular power on your class power list. This use of the skill applies to other power trigger psionic items, if applicable.

Use a Power Stone: Normally, to manifest a power from a power stone, you must have the power stone's power on your class power list. This use of the skill allows you to use a power stone as if you had a particular power on your class power list. The DC is equal to 20 + the manifester level of the power you are trying to manifest from the power stone. For instance, to manifest a 2nd-level psion power from a power stone, you would need to roll a 23 or higher since the manifester level for a 2nd-level psion power is 3rd level. *Note:* Before you use a power stone, you must first have addressed it to determine what powers it contains.

In addition, manifesting a power from a power stone requires a minimum score (10 + power level) in the appropriate ability. If you don't have a high enough score, you must emulate the ability score with a separate check (see above).

This use of the skill applies to other power completion psionic items.

Action: None. The Use Psionic Device check is made as part of the action (if any) required to activate the psionic item. (See page 158 for discussions of how psionic items are normally activated.)

Try Again: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, you can't try to activate it again for a day.

Special: You cannot take 10 with this skill.

You can't aid another on Use Psionic Device checks. Only the user of the item can attempt such a check.

A character with the Psionic Affinity feat gets a +2 bonus on Use Psionic Device checks.

Synergy: If you have 5 or more ranks in Psicraft, you get a +2 bonus on Use Magic Device checks related to power stones.

If you have 5 or more ranks in Use Psionic Device, you get a +2 bonus on Psicraft checks to address power stones.

FEATS AND PSIONICS

Like nonpsionic characters, practitioners of the mental arts rely on feats to improve their powers, expand their abilities, and unlock hidden potential. Following are descriptions of dozens of psionic-related feats, as well as a few new general feats.

The following section introduces several new kinds of feats. Psionic feats can be taken only by psionic characters and creatures. Item creation feats allow manifesters to create psionic items of all sorts. Metapsionic feats let psionic characters manifest powers with greater effect. Each of these new feat types is explained in greater detail below.

PSIONIC FEATS

Psionic feats are available only to characters and creatures with the ability to manifest powers. (In other words, they either have a power point reserve or have psi-like abilities.)

Because psionic feats are supernatural abilities—a departure from the general rule that feats do not grant supernatural abilities—they cannot be disrupted in combat (as powers can be) and generally do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to power resistance and cannot be dispelled; however, they do not function in areas where psionics is suppressed, such as a *null psionics field*. Leaving such an area immediately allows psionic feats to be used.

Many psionic feats can be used only when you are psionically focused; others require you to expend your psionic focus to gain their benefit. Expend your psionic focus does not require an action; it is part of another action (such as using a feat). When you expend your psionic focus, it applies only to the action for which you expended it. For example, if you use the Deep Impact feat (which requires you to expend your psionic focus), you cannot use the Psionic Weapon feat for the same attack, because you expended your focus to use Deep Impact. See the Concentration skill description earlier in this chapter for information on gaining your psionic focus.

PSIONIC ITEM CREATION FEATS

Manifesters can use their personal power to create lasting psionic items. Doing so, however, is draining. A manifester must put a little of himself or herself into every psionic item he or she creates. Psionic items are described in Chapter 7.

A psionic item creation feat lets a manifester create a psionic item of a certain type. Regardless of the type of items they involve, the various item creation feats all have certain features in common.

XP Cost: Power and energy that the manifester would normally keep is expended when making a psionic item. The experience point cost of using a psionic item creation feat equals 1/25 the cost of the item in gold pieces (see Chapter 7 for item costs). A character cannot spend so much XP on an item that he or she loses a level. However, upon gaining enough XP to attain a new level, he or she can 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 equals 1/2 the cost of the item.

Using a psionic item creation feat also requires access to a laboratory or psionic workshop, special tools, and other equipment. A character generally has access to what he or she needs unless unusual circumstances apply (such as if he's traveling 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, Imprint Stone, and Scribe Tattoo create items that directly reproduce the effects of powers, and the strength of these items depends on their manifester level—that is, a power from such an item has the strength it would have if manifested by a manifester of that level.

Often, that is the minimum manifester level necessary to manifest the power. (Randomly discovered items usually follow this rule.) However, when making such an item, the item's strength can be set higher than the minimum. Any time a character creates an item using a power augmented by spending additional power points, the character's effective manifester level for the purpose of calculating the item's cost increases by 1 for each 1 additional power point spent. (Augmentation is a feature of many powers that allows the power to be amplified in various ways if additional power points are spent, as described on page 69.) All other level-dependent parameters of the power forged into the item are set according to the effective manifester level.

For example, a *dorje of concussion blast* created without augmentation is a 2nd-level power that deals 1d6 points of damage with a base save DC of 12, requiring a minimum manifester level of 3rd. If a dorje is crafted with *concussion blast* augmented by spending 6 additional power points, the minimum effective manifester level for the purpose of determining cost would be 6th (the power level remains unchanged at 2nd), and the dorje would create concussive blasts that deal 5d6 points of damage with a base save DC of 15 (see the Augment section of this power description, page 85). All manifester level-dependent effects of the power are enhanced—in this case, the range of *concussion blast* increases from 130 to 160 feet.

The price of psionic items (and thus the XP cost and the cost of the raw materials) depends on the level of the power and a character's manifester level. The character's manifester level must be high enough that the item creator can manifest the power at the chosen level. To find the final price in each case, multiply the character's manifester level by the power level, then multiply the result by a constant, as shown below.

Power Stones:

Base price = power level × manifester level × 25 gp

Psionic Tattoos:

Base price = power level × manifester level × 50 gp

Dorjes:

Base price = power level × manifester level × 750 gp

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

Some psionic items similarly incur extra costs in XP, as noted in their descriptions.

METAPSIONIC FEATS

As a manifester's knowledge of psionics grows, he can learn to manifest powers in ways slightly different from how the powers were originally designed or learned. For example, a manifester can learn how to manifest a power so that it lasts longer than normal, deals more damage than normal, or is improved in some other way. Of course, manifesting a power while using a metapsionic feat is more expensive than manifesting the power normally.

Manifesting Time: Powers manifested using metapsionic feats take the same time as manifesting the powers normally unless the feat description specifically says otherwise, such as with *Quicken Power*.

BEHIND THE CURTAIN: PSIONIC FEATS

Psionic feats are special. Only psionic characters and psionic creatures can acquire them. Why? Because all psionic feats, to one degree or another, require residual or direct psionic energy to function. Any character can use *Combat Reflexes* or *Power Attack* (feats found in the *Player's Handbook*). Not so with feats such as *Fell Shot*, which are directly empowered by the mental energy resident in a psionic creature. A nonpsionic character

could, in theory, take *Psionic Fist*, but without psionic energy to fuel it, the feat is worthless.

Some psionic feats may seem outrageously powerful at first glance. Don't worry, though: Potent psionic feats such as *Fell Shot* have been carefully balanced against the powers available to the characters who use it. Like the monk's spiritual energy, *ki*, psionic capacity allows you to push the limits of your physical abilities—and sometimes, to go beyond them.

Manifestation Cost: To use a metapsionic feat, a psionic character must both expend his psionic focus (see the Concentration skill description earlier in this chapter) and pay an increased power point cost as given in the feat description. For example, applying the Chain Power feat to a power increases the power's cost by 6 power points.

Limits on Use: As with all powers, you cannot spend more power points on a power than your manifester level. Metapsionic feats merely let you manifest powers in different ways; they do not let you violate this rule.

Effects of Metapsionic Feats on a Power: In all ways, a metapsionic power operates at its original power level, even though it costs additional power points. The modifications to a power made by a metapsionic feat have only their noted effect on the power. A manifester can't use a metapsionic feat to alter a power being cast from a power stone, dorje, or other device.

Manifesting a power modified by the Quicken Power feat does not provoke attacks of opportunity.

Some metapsionic feats apply only to certain powers, as described in each specific feat entry.

Psionic Items and Metapsionic Powers: With the right psionic item creation feat, you can store a metapsionic power in a power stone, psionic tattoo, or dorje. Level limits for psionic tattoos apply to the power's higher metapsionic level. Thus, a 3rd-level power modified with the Empower Power feat could not be stored in a psionic tattoo, because the power would be equivalent to a 5th-level power for the purpose of limiting manifestation, and a psionic tattoo can hold a power of only up to 3rd level.

A character doesn't need the appropriate metapsionic feat to activate an item in which a metapsionic power is stored, but does need the metapsionic feat to create such an item.

FEAT DESCRIPTIONS

These feat descriptions follow the standard format.

ALIGNED ATTACK [PSIONIC]

Your melee or ranged attack overcomes your opponent's alignment-based damage reduction and deals additional damage.

Prerequisite: Base attack bonus +6.

Benefit: When you take this feat, choose either chaos, good, evil or law. (Your choice must match one of your alignment components; for example, if you are lawful

good, you can choose either lawful or good, but not chaotic or evil). Once you've made this alignment choice, it cannot be changed.

To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). When you make a successful melee or ranged attack, you deal an extra 1d6 points of damage, and your attack is treated as either a good, evil, chaotic, or lawful attack (depending on your original choice) for the purpose of overcoming damage reduction.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

ANTIPSIONIC MAGIC [GENERAL]

Your spells are more potent when used against psionic characters and creatures.

Prerequisite: Spellcraft 5 ranks.

Benefit: You get a +2 bonus on caster level checks made to overcome a psionic creature's power resistance. This bonus stacks with the bonus conferred by Spell Penetration and Greater Spell Penetration. Moreover, whenever a psionic creature attempts to dispel a spell you cast, it makes its manifester level check against a DC of 13 + its manifester level.

The benefits of this feat apply only to power resistance. The bonus does not apply to spell resistance. This is an exception to the psionics-magic transparency rule (see page 55).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

AUTONOMOUS [GENERAL]

You have a knack for psionic self-sufficiency.

Benefit: You get a +2 bonus on all Autohypnosis checks and Knowledge (psionics) checks.

BODY FUEL [PSIONIC]

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

Benefit: You can recover 2 power points by taking 1 point of ability burn damage (see page 67) to each of your three ability scores: Strength, Dexterity, and Constitution. You can recover additional power points for a proportional cost; for example, you could choose to recover 6 power points by taking 3 points of ability burn damage

POWER POINT LIMIT

It's a basic rule that a psionic character can't spend more power points on a power than he has manifester levels. That power point limit includes any additional costs due to augmentation or the use of metapsionic feats.

For instance, a 14th-level psion manifesting a 5th-level power that cost 9 power points and deals 9d6 points of damage can choose to augment the power by spending 5 additional power points, for a power with a total cost of 14 power points that deals 14d6 points of damage. Or he could manifest the power

using the Maximize Power feat, paying 4 power points for the metapsionic effect, for a power with a total cost of 13 points that deals 54 points of damage. He can't do both, however, since the total cost of the power would be higher than his limit of 14 points.

He could, however, remain within his limit by using the Empower Power feat (increasing the cost by 2) and then augmenting the power with 3 additional power points, for a power with a total cost of 14 power points that deals 16d6 points of damage.

TABLE 3–4: FEATS

General Feats	Prerequisites	Benefit
Antipsionic Magic ⁴	Spellcraft 5 ranks	Spells against psionic creatures are more potent
Autonomous	—	+2 bonus on Autohypnosis and Knowledge (psionics) checks
Chaotic Mind ⁴	Chaotic alignment, Cha 15	Psionic insight bonuses of foes are nullified
Cloak Dance	Hide 10 ranks, Perform (dance) 2 ranks	Spend an action to gain concealment
Closed Mind ⁴	—	Gain resistance to all psionic power
Deadly Precision	Dex 15, base attack bonus +5	Reroll 1s on sneak attack dice
Force of Will ⁴	Iron Will	Make a Will save instead of Fort or Ref against psionic powers
Greater Manyshot ³	Dex 17, Manyshot, Point Blank Shot, Rapid Shot, base attack bonus +6	Shoot 2 or more arrows simultaneously, even at separate targets
Hostile Mind ⁴	Cha 15	Automatically deal damage to telepathic foes
Mental Resistance ⁴	Base Will save bonus +2	Gain mental resistance to some damaging powers
Mind over Body	Con 13	Heal ability damage more quickly
Open Minded	—	+5 skill points
Psionic Affinity	—	+2 bonus on Psicraft and Use Psionic Device checks
Psionic Hole ⁴	Con 15	Drain away psionic foes' focus and power points
Rapid Metabolism	Con 13	Heal hit points more quickly
Reckless Offense	Base attack bonus +1	Take –4 AC to gain +2 melee attack bonus
Sidestep Charge	Dex 13, Dodge	+4 bonus to AC against a charging foe
Stand Still	Str 13	Attack of opportunity stops foe's movement
Wild Talent	—	Gain psionic ability and 2 power points
Psionic Feats	Prerequisites	Benefit
Aligned Attack ¹	Base attack bonus +6	Attack gains alignment, +1d6 damage
Boost Construct	—	Astral construct gains additional ability
Combat Manifestation	—	+4 bonus on Concentration checks for defensive manifestation
Expanded Knowledge	Manifester level 3rd	Add one new power to powers known
Focused Sunder ¹	Str 13, Power Attack, Improved Sunder	Ignore 1/2 hardness of foe's weapon
Ghost Attack ²	Base attack bonus +3	Ignore incorporeal miss chance on critical hit
Inquisitor ¹	Wis 13	+10 bonus on Sense Motive checks to oppose Bluff
Mental Leap ¹	Str 13, Jump 5 ranks	+10 bonus on Jump checks
Metamorphic Transfer	Wis 13, manifester level 5th	Assume one supernatural ability of alternate form
Narrow Mind	Wis 13	+4 bonus on Concentration checks to become psionically focused
Overchannel	—	Take damage to increase your manifester level
Talented ¹	Overchannel	Take no damage from overchanneling some powers
Body Fuel	Overchannel, Talented	Take ability burn to gain power points
Power Penetration ¹	—	+4 bonus to defeat power resistance
Greater Power Penetration ¹	Power Penetration	+8 total bonus to defeat power resistance
Power Specialization	Weapon Focus (ray), manifester level 4th	+2 bonus damage to damaging powers
Greater Power Specialization	Power Specialization, Weapon Focus (ray), manifester level 12th	+4 total bonus damage to damaging powers
Psicrystal Affinity	Manifester level 1st	Obtain a psicrystal
Improved Psicrystal	Psicrystal Affinity	Enhance your psicrystal
Psicrystal Containment	Psicrystal Affinity, manifester level 3rd	Your psicrystal can hold a psionic focus
Psionic Body	—	+2 hit points for each psionic feat you have
Psionic Dodge ²	Dex 13, Dodge	+1 dodge bonus to AC
Psionic Endowment ¹	—	Add +1 to power's save DC
Greater Psionic Endowment ¹	Psionic Endowment	Add +2 to power's save DC
Psionic Fist ¹	Str 13	Unarmed attack or natural weapon deals +2d6 damage
Greater Psionic Fist ¹	Str 13, Psionic Fist, base attack bonus +5	Unarmed attack or natural weapon deals +4d6 damage
Unavoidable Strike ¹	Str 13, Psionic Fist, base attack bonus +5	Resolve unarmed or natural weapon attack as touch attack
Psionic Meditation	Wis 13, Concentration 7 ranks	Become psionically focused as a move action
Psionic Shot ¹	Point Blank Shot	Ranged weapon deals +2d6 damage
Greater Psionic Shot ¹	Point Blank Shot, Psionic Shot, base attack bonus +5	Ranged weapon deals +4d6 damage
Fell Shot ¹	Dex 13, Point Blank Shot, Psionic Shot, base attack bonus +5	Resolve ranged attack as touch attack

Psionic Feats	Prerequisites	Benefit
Return Shot ¹	Point Blank Shot, Psionic Shot, Fell Shot, base attack bonus +3	Deflect ranged attacks back at attacker
Psionic Talent	Having power points	Gain additional power points
Psionic Weapon ¹	Str 13	Melee weapon deals +2d6 damage
Greater Psionic Weapon ¹	Str 13, Psionic Weapon, base attack bonus +5	Melee weapon deals +4d6 damage
Deep Impact ¹	Str 13, Psionic Weapon, base attack bonus +5	Resolve melee weapon attack as touch attack
Speed of Thought ²	Wis 13	+10 feet to speed in light or medium armor
Psionic Charge ¹	Wis 13, Speed of Thought	Charge while taking erratic course to foe
Up the Walls ²	Wis 13	Run on walls and ceilings
Wounding Attack ¹	Base attack bonus +8	Wound opponents with your attack

Metapsionic Feats	Prerequisites	Benefit
Burrowing Power ¹	—	Bypass barrier with power
Chain Power ¹	—	Choose additional targets with power
Delay Power ¹	—	Delay effect of power up to 5 rounds
Empower Power ¹	—	Increase power's variable, number effects by 50%
Enlarge Power ¹	—	Double power's range
Extend Power ¹	—	Double power's duration
Maximize Power ¹	—	Maximize power's variable, numeric effects
Opportunity Power ¹	—	Make attacks of opportunity with touch powers
Quicken Power ¹	—	Manifest powers as free action
Split Psionic Ray ¹	Any metapsionic feat	Split one ray attack into two
Twin Power ¹	—	Manifest power twice
Unconditional Power ¹	—	Manifest power despite character condition
Widen Power ¹	—	Double power's area

Item Creation Feats	Prerequisites	Benefit
Craft Cognizance Crystal	Manifest level 3rd	Create <i>cognizance crystals</i>
Craft Dorje	Manifest level 5th	Create dorjes
Craft Psicrown	Manifest level 12th	Create psicrowns
Craft Psionic Arms and Armor	Manifest level 5th	Create psionic arms and armor
Craft Psionic Construct	Craft Psionic Arms and Armor, Craft Universal Item	Create psionic constructs
Craft Universal Item	Manifest level 3rd	Create psionic item
Imprint Stone	Manifest level 1st	Create <i>power stones</i>
Scribe Tattoo	Manifest level 3rd	Create psionic tattoos

1 You must expend your psionic focus to use this feat. See the Concentration skill description, page 37.

2 You must be psionically focused to use this feat. See the Concentration skill description, page 37.

3 A fighter may select this feat as one of his fighter bonus feats.

4 You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve).

to Strength, Dexterity, and Constitution. These recovered points are added to your power point reserve as if you had gained them by resting overnight.

Special: Only living creatures can use this feat. You can take advantage of this feat only while in your own body (if you are under the effect of *mind switch* or *metamorph*, for example, you gain no benefit).

BOOST CONSTRUCT [PSIONIC]

Your astral constructs have more abilities.

Benefit: When you create an astral construct, you can give it one additional special ability from any menu (see page 186) that the construct currently has an ability from.

BURROWING POWER [METAPSIONIC]

Your powers sometimes bypass barriers.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You

can attempt to manifest your powers against targets that are sheltered behind a wall or force effect. Your power briefly skips through the Astral Plane to bypass the barrier.

The strength and thickness of the barrier determine your chance of success. To successfully bypass the barrier with your power, you make a Psicraft check against a DC equal to 10 + the hardness of the barrier + 1 per foot of thickness (minimum 1). Assign a hardness of 20 to barriers without a hardness rating, such as force effects (or a *wall of ectoplasm*). Force walls or *walls of ectoplasm* are assumed to have less than 1 foot of thickness unless noted otherwise.

If a power requires line of sight (which includes most powers that affect a target or targets instead of an area), you cannot manifest it as a burrowing power unless you can somehow see the target, such as with *clairvoyant sense*.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifest level.

CHAIN POWER [METAPSIONIC]

You can manifest powers that arc to hit other targets in addition to the primary target.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can chain any power that affects a single target and that deals either acid, cold, electricity, fire, or sonic damage. After the primary target is struck, the power can arc to a number of secondary targets equal to your manifester level (maximum twenty). The secondary arcs each strike one target and deal half as much damage as the primary one did (round down). Each target gets to make a saving throw, if one is allowed by the power. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example).

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

CHAOTIC MIND [GENERAL]

The turbulence of your thoughts prevents others from gaining insight into your actions.

Prerequisite: Chaotic alignment, Cha 15.

Benefit: Creatures and characters who have an insight bonus on their attack rolls, an insight bonus to their Armor Class, or an insight bonus on skill checks or ability checks do not gain those bonuses against you.

The benefit of this feat applies only to insight bonuses gained from psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule (see page 55).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

CLOAK DANCE [GENERAL]

You are skilled at using optical tricks to make yourself seem to be where you are not.

Prerequisites: Hide 10 ranks, Perform (dance) 2 ranks.

Benefit: You can take a move action to obscure your exact position. Until your next turn, you have concealment.

Alternatively, you can take a full-round action to entirely obscure your exact position. Until your next action, you have total concealment.

CLOSED MIND [GENERAL]

Your mind is better able to resist psionics than normal.

Benefit: You get a +2 bonus on all saving throws to resist powers.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule (see page 55).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

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 or use a psi-like ability while on the defensive (see Manifesting Powers on the Defensive, page 54) or while you are grappling or pinned.

CRAFT COGNIZANCE CRYSTAL [ITEM CREATION]

You can create psionic *cognizance crystals* that store power points.

Prerequisite: Manifester level 3rd.

Benefit: You can create a *cognizance crystal*. Doing so takes one day for each 1,000 gp in its base price. The base price of a *cognizance crystal* is equal to the highest-level power it could manifest using all its stored power points, squared, multiplied by 1,000 gp. For example, a *cognizance crystal* that stores 5 power points could be used to manifest a power as high as 3rd level. Thus, its cost is 9,000 gp ($3 \times 3 \times 1,000 = 9,000$). To create a *cognizance crystal*, you must spend 1/25 of its base price in XP and use up raw materials costing one-half its base price.

CRAFT DORJE [ITEM CREATION]

You can create slender crystal wands called dorjes that manifest powers when charges are expended.

Prerequisite: Manifester level 5th.

Benefit: You can create a dorje of any psionic power you know (barring exceptions, such as *bestow power*, as noted in a power's description). 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. To craft a dorje, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

A newly created dorje has 50 charges.

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

CRAFT PSICROWN [ITEM CREATION]

You can create psicrowns, which have multiple psionic effects.

Prerequisite: Manifester level 12th.

Benefit: You can create any psicrown whose prerequisites you meet. Crafting a psicrown takes one day for each 1,000 gp in its base price. To craft a psicrown, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. See page 169 for descriptions of psicrowns, the prerequisites associated with each one, and their prices.

Some psicrowns incur extra costs in XP as noted in their descriptions. These costs are in addition to those derived from the psicrown's base price.

CRAFT PSIONIC ARMS AND ARMOR [ITEM CREATION]

You can create psionic weapons, armor, and shields.

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, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price. See Chapter 7 for descriptions of psionic weapons, armor, and shields, the prerequisites associated with each, and the prices of their features.

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

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 enhance that item in the first place.

CRAFT PSIONIC CONSTRUCT [ITEM CREATION]

You can create golems and other psionic automatons that obey your orders.

Prerequisites: Craft Psionic Arms and Armor, Craft Universal Item.

Benefit: You can create any psionic construct whose prerequisites you meet. Creating a construct takes one day for each 1,000 gp in its base price. To create a construct, you must spend 1/25 of the construct's base price in XP and use up raw materials costing one-half of this price (see the psion-killer description, page 208, for details).

A newly created construct has average hit points for its Hit Dice.

Deep Impact

CRAFT UNIVERSAL ITEM [ITEM CREATION]

You can create universal psionic items, such as a *third eye* or a *psychoactive skin*.

Prerequisite: Manifester level 3rd.

Benefit: You can create any universal psionic item whose prerequisites you meet (see page 172 for prerequisites and other information on universal items). Crafting a universal psionic item takes one day for each 1,000 gp in its base price. To craft a universal psionic item, you must spend 1/25 of the item's base price in XP and use up raw materials costing one-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 craft that item in the first place.

Some universal items incur extra costs in 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 to mend a broken one.

DEADLY PRECISION [GENERAL]

You empty your mind of all distracting emotion, becoming an instrument of deadly precision.

Prerequisite: Dex 15, base attack bonus +5.

Benefit: You have deadly accuracy with your sneak attacks. You can reroll any result of 1 on your sneak attack's extra damage dice. You must keep the result of the reroll, even if it is another 1.

DEEP IMPACT [PSIONIC]

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

Prerequisite: Str 13, Psionic Weapon, base attack bonus +5.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can resolve your attack with a melee weapon as a touch attack.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

DELAY POWER [METAPSIONIC]

You can manifest powers that go off up to 5 rounds later.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can manifest a power as a delayed power. A delayed power doesn't activate immediately.

When you manifest the power, you choose one of three trigger mechanisms: (1)

The power activates

when you

take a standard action to activate it;

(2) It activates when a creature enters

the area that the power will affect (only powers that affect areas can use this trigger condition); or (3) It activates on your turn after 5 rounds pass. If you choose one of the first two triggers and the conditions are not



met within 5 rounds, the power activates automatically on the fifth round.

Only area and personal powers can be delayed.

Any decisions you would make about the delayed power, including attack rolls, designating targets, or determining or shaping an area, are decided when the power is manifested. Any effects resolved by those affected by the power, including saving throws, are decided when the delay period ends.

A delayed power can be dispelled normally during the delay, and can be detected normally in the area or on the target by the use of powers that can detect psionic effects.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

EMPOWER POWER [METAPSIONIC]

You can manifest powers to greater effect.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can empower a power. All variable, numeric effects of an empowered power are increased by one-half. An empowered power deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. Augmented powers can also be empowered (multiply 1-1/2 times the damage total of the augmented power). Saving throws and opposed checks (such as the one you make when you manifest *dispel psionics*) are not affected, nor are powers without random variables.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

ENLARGE POWER [METAPSIONIC]

You can manifest powers farther than normal.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can alter a power with a range of close, medium, or long to increase its range by 100%. An enlarged power with a range of close has a range of 50 feet + 5 feet per level, a medium-range power has a range of 200 feet + 20 feet per level, and a long-range power has a range of 800 feet + 80 feet per level. Powers whose ranges are not defined by distance, as well as powers whose ranges are not close, medium, or long, are not affected.

Using this feat does not increase the power point cost of the power.

EXPANDED KNOWLEDGE [PSIONIC]

You learn another power.

Prerequisites: Manifester level 3rd.

Benefit: Add to your powers known one additional power of any level up to one level lower than the highest-level power you can manifest. For example, a 7th-level psion gains either a new 1st, 2nd, or 3rd-level power. You can choose any power, including powers from another discipline's list or even from another class's list.

Special: You can gain this feat multiple times. Each time, you learn one new power at any level up to one less than the highest-level power you can manifest.

EXTEND POWER [METAPSIONIC]

You can manifest powers that last longer than normal.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can manifest an extended power. An extended power lasts twice as long as normal. A power with a duration of concentration, instantaneous, or permanent is not affected by this feat.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

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 +5.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can resolve your ranged attack as a ranged touch attack.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

FOCUSED SUNDER [PSIONIC]

You can sense the stress points on others' weapons.

Prerequisite: Str 13, Power Attack, Improved Sunder.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). 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 increase its hardness.

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.

FORCE OF WILL [GENERAL]

You are able to resist psionic attacks with extreme force of will.

Prerequisite: Iron Will.

Benefit: Once per round, when targeted by a psionic effect that allows a Reflex save or a Fortitude save, you can instead make a Will saving throw to avoid the effect.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics-magic transparency rule (see page 55).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

GHOST ATTACK [PSIONIC]

Your deadly strikes against incorporeal foes always find their mark.

Prerequisite: Base attack bonus +3.

Benefit: You must be psionically focused to use this feat. When you make a melee attack or a ranged attack against an incorporeal creature, you can make two rolls to check for the miss chance. If either is successful, the attack is treated as if it were made with a ghost touch weapon for the purpose of affecting the creature. Your weapon or natural weapon actually appears to become briefly incorporeal as the attack is made.

GREATER MANYSHOT [GENERAL]

You are skilled at firing many arrows at once, even at different opponents.

Prerequisites: Dex 17, Manyshot, Point Blank Shot, Rapid Shot, base attack bonus +6.

Benefit: When you use the Manyshot feat, you can fire each arrow at a different target instead of firing all of them at the same target. You make a separate attack roll for each arrow, regardless of whether you fire them at separate targets or the same target. Your precision-based damage applies to each arrow fired, and, if you score a critical hit with more than one of the arrows, each critical hit deals critical damage.

Special: A fighter may select this feat as one of his fighter bonus feats.

GREATER POWER PENETRATION [PSIONIC]

Your powers are especially potent at breaking through power resistance.

Prerequisite: Power Penetration.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You get a +4 bonus on manifester level checks to overcome a creature's power resistance. This bonus stacks with the bonus from Power Penetration (see page 49).

GREATER POWER SPECIALIZATION [PSIONIC]

You deal more damage with your powers.

Prerequisites: Power Specialization, Weapon Focus (ray), manifester level 12th.

Benefit: Your powers that deal damage deal an extra 2 points of damage. This damage stacks with other bonuses on damage rolls to powers, including the one from Power Specialization. The damage bonus applies only if the target or targets are within 30 feet.

GREATER PSIONIC ENDOWMENT [PSIONIC]

You can use meditation to focus your powers.

Prerequisite: Psionic Endowment.

Benefit: When you use the Psionic Endowment feat, you add +2 to the save DC of a power you manifest instead of +1.

GREATER PSIONIC FIST [PSIONIC]

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Str 13, Psionic Fist, base attack bonus +5.

Benefit: When you use the Psionic Fist feat, your unarmed attack or attack with a natural weapon deals an extra 4d6 points of damage instead of an extra 2d6 points.

GREATER PSIONIC SHOT [PSIONIC]

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot, Psionic Shot, base attack bonus +5.

Benefit: When you use the Psionic Shot feat, your ranged attack deals an extra 4d6 points of damage instead of an extra 2d6 points.

GREATER PSIONIC WEAPON [PSIONIC]

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13, Psionic Weapon, base attack bonus +5.

Benefit: When you use the Psionic Weapon feat, your attack with a melee weapon deals an extra 4d6 points of damage instead of an extra 2d6 points.

HOSTILE MIND [GENERAL]

Your mind recoils violently against those who use psionics against you.

Prerequisite: Cha 15.

Benefit: Whenever you are subject to a power from the telepathy discipline (regardless of whether the power is harmful or beneficial to you), the manifester must make a Will saving throw against a DC of 10 + 1/2 your character level + your Charisma bonus or take 2d6 points of damage.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule (see page 55).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

IMPRINT STONE [ITEM CREATION]

You can create power stones to store psionic powers.

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 power \times its manifester level \times 25 gp. To imprint a power stone, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

Any power stone 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 encoding the stone.

IMPROVED PSICRYSTAL [PSIONIC]

You can upgrade your psicrystal.

Prerequisites: Psicrystal Affinity.

Benefit: You can implant another personality fragment in your psicrystal. You gain the benefits of both psicrystal

personalities. Your psicrystal's personality adjusts and becomes a blend between all implanted personality fragments. From now on, when determining the abilities of your psicrystal, treat your manifester level as one higher than your normal manifester level.

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, and you treat your level as one higher for the purpose of determining your psicrystal's abilities.

INQUISITOR [PSIONIC]

You know when others lie.

Prerequisite: Wis 13.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You gain a +10 bonus on a Sense Motive check to oppose a Bluff check.

You must decide whether or not to use this feat prior to making a Sense Motive check. If your check fails, or if the opponent isn't lying, you still expend your psionic focus.

MAXIMIZE POWER [METAPSIONIC]

You can manifest powers to maximum effect.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can maximize a power. All variable, numeric effects of a power modified by this feat 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. Saving throws and opposed checks are not affected, nor are powers without random variables.

Augmented powers can be maximized; a maximized augmented power deals the maximum damage (or cures the maximum hit points, and so on) of the augmented power.

An empowered and maximized power gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

MENTAL LEAP [PSIONIC]

You can make amazing jumps.

Prerequisite: Str 13, Jump 5 ranks.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You gain a +10 bonus on a Jump check.

MENTAL RESISTANCE [GENERAL]

Your mind is armored against mental intrusion.

Prerequisite: Base Will save bonus +2.

Benefit: Against psionic attacks that do not employ an energy type to deal damage, such as *mind thrust*, you gain damage reduction 3/-. In addition, when you are hit with ability damage (but not ability drain or ability burn damage) from a psionic attack, you take 3 points less than you would normally take.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics-magic transparency rule (see page 55).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

METAMORPHIC TRANSFER [PSIONIC]

You can gain a supernatural ability of a metamorphed form.

Prerequisite: Wis 13, manifester level 5th.

Benefit: Each time you change your form, such as through the *metamorphosis* power, you gain one of the new form's supernatural abilities, if it has any.

You gain only three uses of the metamorphic ability per day, even if the creature into which you metamorph has a higher limit on uses. For instance, if you gain a dragon's breath weapon, you can use that ability only three times before losing access to the ability for the day. (You are still subject to other restrictions on the use of the ability. For example, after you use a dragon's breath weapon, you can't use it again for 1d4 rounds.) The save DC to resist a supernatural ability gained through Metamorphic Transfer (if it is an attack) is 10 + your Cha modifier + 1/2 your Hit Dice.

Normal: You cannot use the supernatural abilities of creatures whose form you assume.

Special: You can gain this feat multiple times. Each time, you can gain one additional supernatural ability.

MIND OVER BODY [GENERAL]

Your ability damage heals more rapidly.

Prerequisite: Con 13.

Benefit: You heal ability damage and ability burn damage more quickly than normal. You heal a number of ability points per day equal to 1 + your Constitution bonus.

Normal: You heal ability damage and ability burn damage at a rate of 1 point per day.

NARROW MIND [PSIONIC]

Your ability to concentrate is as keen as an arrowhead, allowing you to gain your psionic focus even in the most turbulent situations.

Prerequisite: Wis 13.

Benefit: You gain a +4 bonus on Concentration checks you make to become psionically focused.

OPEN MINDED [GENERAL]

You are naturally able to reroute your memory, mind, and skill expertise.

Benefit: You immediately gain an extra 5 skill points. You spend these skill points as normal. If you spend them on a cross-class skills they count as 1/2 ranks. You cannot exceed the normal maximum ranks for your level in any skill.

Special: You can gain this feat multiple times. Each time, you immediately gain another 5 skill points.

OPPORTUNITY POWER [METAPSIONIC]

You can make power-enhanced attacks of opportunity.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). When

you make an attack of opportunity, you can use any power you know with a range of touch, if you have at least one hand free. Manifesting this power is an immediate action.

You cannot use this feat with a touch power whose manifesting time is longer than 1 full-round action.

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

Normal: Attacks of opportunity can be made only with melee weapons.



Opportunity Power

OVERCHANNEL [PSIONIC]

You burn your life force to strengthen your powers.

Benefit: While manifesting a power, you can increase your effective manifester level by one, but in so doing you take 1d8 points of damage. At 8th level, you can choose to increase your effective manifester level by two, but you take 3d8 points of damage. At 15th level, you can increase your effective manifester level by three, but you take 5d8 points of damage.

The effective increase in manifester level increases the number of power points you can expend on a single power manifestation, as well as increasing all manifester level-dependent effects, such as range, duration, and overcoming power resistance.

Normal: Your manifester level is equal to your total levels in classes that manifest powers.

POWER PENETRATION [PSIONIC]

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

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You get a +4 bonus on manifester level checks made to overcome a creature's power resistance.

POWER SPECIALIZATION [PSIONIC]

You deal more damage with your powers.

Prerequisites: Weapon Focus (ray), manifester level 4th.

Benefit: With rays and ranged touch attack powers that deal damage, you deal an extra 2 points of damage. If you expend your psionic focus when you manifest a ray or a ranged touch attack power that deals damage, you add your key ability bonus to the damage (instead of adding 2).

PSICRYSTAL AFFINITY [PSIONIC]

You have created a psicrystal.

Prerequisites: Manifester level 1st.

Benefit: This feat allows you to gain a psicrystal. See Psicrystals, page 21, for details on how psicrystals work.

PSICRYSTAL CONTAINMENT [PSIONIC]

Your psicrystal has advanced enough that it can hold a psionic focus that you store within it.

Prerequisites: Psicrystal Affinity, manifester level 3rd.

Benefit: You can spend a full-round action attempting to psionically focus your psicrystal (see the Concentration skill description, page 37). At any time when you need to expend your psionic focus, you can expend your psicrystal's psionic focus instead, as long as the crystal is within 5 feet of you. Psionically focusing your psicrystal works just like focusing yourself. The psicrystal cannot focus itself—only the owner can spend the time to focus the crystal.

PSIONIC AFFINITY [GENERAL]

You have a knack for psionic endeavors.

Benefit: You get a +2 bonus on all Psicraft checks and Use Psionic Device checks.

PSIONIC BODY [PSIONIC]

Your mind reinforces your body.

Benefit: When you take this feat, you gain 2 hit points for each psionic feat you have (including this one). Whenever you take a new psionic feat, you gain 2 more hit points.

Illus. by W. Reynolds

PSIONIC CHARGE [PSIONIC]

You can charge in a crooked line.

Prerequisite: Dex 13, Speed of Thought.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). When you charge, you can make one turn of up to 90 degrees during your movement. All other restrictions on charges still apply; for instance, you cannot pass through a square that blocks or slows movement, or that contains a creature. You must have line of sight to the opponent at the start of your turn.

PSIONIC DODGE [PSIONIC]

You are proficient at dodging blows.

Prerequisite: Dex 13, Dodge.

Benefit: You must be psionically focused (see the Concentration skill description, page 37) to use this feat. You receive a +1 dodge bonus to your Armor Class. This bonus stacks with the bonus from the Dodge feat (but only applies on attacks made by the opponent you have designated).

PSIONIC ENDOWMENT [PSIONIC]

You can endow your manifestations with more concentrated focus.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You add 1 to the save DC of a power you manifest.

PSIONIC FIST [PSIONIC]

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Str 13.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). Your unarmed strike or attack with a natural weapon deals an extra 2d6 points of damage.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

PSIONIC HOLE [GENERAL]

You are anathema to psionic creatures and characters.

Prerequisite: Con 15.

Benefit: When a foe strikes you in melee combat, the foe immediately loses its psionic focus, if any.

Also, if you are the target of a power, the manifester of the power must spend an additional number of power points equal to your Wisdom bonus, or the power fails (all the power points spent on the power are still lost). This extra cost does not count toward the maximum power points a manifester can spend on a single power.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

PSIONIC MEDITATION [PSIONIC]

You can focus your mind faster than normal, even under duress.

Prerequisite: Wis 13, Concentration 7 ranks.

Benefit: You can take a move action to become psionically focused (see the Concentration skill description, page 37).

Normal: A character without this feat must take a full-round action to become psionically focused.

PSIONIC SHOT [PSIONIC]

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). Your ranged attack deals +2d6 points of damage.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

PSIONIC TALENT [PSIONIC]

You gain additional power points to supplement those you already had.

Prerequisite: Having a power point reserve.

Benefit: When you take this feat for the first time, you gain 2 power points.

Special: You can take this feat multiple times. Each time you take the feat after the first time, the number of power points you gain increases by 1 (for example, you gain 3 power points if you take this feat a second time).

PSIONIC WEAPON [PSIONIC]

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). Your attack with a melee weapon deals an extra 2d6 points of damage.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

QUICKEN POWER [METAPSIONIC]

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

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can quicken a power. You can perform another action, even manifest another power, in the same round that you manifest a quickened power. You can manifest only one quickened power per round. A power whose manifesting time is longer than 1 round cannot be quickened.

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

Manifesting a quickened power does not provoke attacks of opportunity.

RAPID METABOLISM [GENERAL]

Your wounds heal rapidly.

Prerequisite: Con 13.

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

bonus. You heal even if you do not rest. This healing replaces your normal natural healing. If you are tended successfully by someone with the Heal skill, you instead regain double the normal amount of hit points + double your Constitution bonus.

RECKLESS OFFENSE [GENERAL]

You can shift your focus from defense to offense.

Prerequisite: Base attack bonus +1.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of -4 to your Armor Class and add a +2 bonus on your melee attack roll. The bonus on attack rolls and penalty to Armor Class last until the beginning of your next turn.

RETURN SHOT [PSIONIC]

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

Prerequisite: Point Blank Shot, Psionic Shot, Fell Shot, base attack bonus +3.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37) and have at least one hand free. Once per round when you would normally be hit by a projectile or a thrown weapon no more than one size category larger than your size, you can deflect the attack so that you take no damage from it. The attack is deflected back at your attacker, using the attack bonus of the original attack on you. You must be aware of the attack and not flat-footed. Attempting to return a shot is a free action.

Special: If you also have the Deflect Arrows feat (see page 93 of the *Player's Handbook*), the deflected attack is made with the original attack bonus plus your Dexterity bonus.

SCRIBE TATTOO [ITEM CREATION]

You can create psionic tattoos, which store powers within their designs.

Prerequisite: Manifestor level 3rd.

Benefit: You can create a psionic tattoo of any power of 3rd level or lower that you know and that targets one or more creatures. Scribing a psionic tattoo takes one day. When you create a psionic tattoo, you set the manifestor level. The manifestor 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 \times its manifestor level \times 50 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 one-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.

SIDESTEP CHARGE [PSIONIC]

You are skilled at dodging past charging opponents and taking advantage when they miss.

Prerequisite: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against charge attacks. If a charging opponent fails to make a successful attack against you, you gain an immediate attack of opportunity. This feat does not grant you more attacks of opportunity than you are normally allowed in a round. If you are flat-footed or otherwise denied your Dexterity bonus to Armor Class, you do not gain the benefit of this feat.

SPEED OF THOUGHT [PSIONIC]

The energy of your mind energizes the alacrity of your body.

Prerequisite: Wis 13.

Benefit: As long as you are psionically focused and not wearing heavy armor, you gain an insight bonus to your speed of 10 feet.

SPLIT PSIONIC RAY [METAPSIONIC]

You can affect two targets with a single ray.

Prerequisite: Any other metapsionic feat.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can split psionic rays you manifest. The split ray affects any two targets that are both within the power's range and within 30 feet of each other. If the ray deals damage, each target takes as much damage as a single target would take.

Using this feat increases the power point cost of the power by 2.

STAND STILL [GENERAL]

You can prevent foes from fleeing or closing.

Prerequisite: Str 13.

Benefit: When a foe's movement out of a square you threaten grants you an attack of opportunity, you can give up that attack and instead attempt to stop your foe in his tracks. Make your attack of opportunity normally. If you hit your foe, he must succeed on a Reflex save against a DC of 10 + your damage roll (the opponent does not actually take damage), or immediately halt as if he had used up his move actions for the round.

Since you use the Stand Still feat in place of your attack of opportunity, you can do so only 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 cannot halt your foes in their tracks.

TALENTED [PSIONIC]

You can overchannel powers with less cost to yourself.

Prerequisite: Overchannel.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). When manifesting a power of 3rd level or lower, you do not take damage from overchanneling.

TWIN POWER [METAPSIONIC]

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

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You

can twin a power. Manifesting a power altered by this feat causes the power to take effect twice on the area or 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 duration, number of targets, and so on) are the same for both of the resulting powers. The target experiences all the effects of both powers individually and receives a saving throw (if applicable) for each. In some cases, such as a twinned *psionic charm*, failing both saving throws results in redundant effects (although, in this example, any ally of the target would have to succeed on two dispel attempts to free the target from the charm effect).

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

UNAVOIDABLE STRIKE [PSIONIC]

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

Prerequisite: Str 13, Psionic Fist, base attack bonus +5.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can resolve your unarmed strike or attack with a natural weapon as a touch attack.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

UNCONDITIONAL POWER [METAPSIONIC]

Disabling conditions do not hold you back.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). Your mental strength is enough to overcome some otherwise disabling conditions. You can manifest an unconditional power when you are dazed, *confused*, nauseated, shaken, or stunned. Only personal powers and powers that affect your person can be manifested as unconditional powers.

Using this feat increases the power point cost of the power by 8. The power's total cost cannot exceed your manifester level.

UP THE WALLS [PSIONIC]

You can run on walls for brief distances.

Prerequisite: Wis 13.

Benefit: While you are psionically focused, you can take part of one of your move actions to traverse a wall or other relatively smooth vertical surface 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 falling damage as appropriate for your distance above the ground. Treat the wall as a normal floor for the purpose of measuring your movement. Passing from floor to wall or wall to floor costs no movement; you can change surfaces freely. Opponents on the ground can make attacks of opportunity as you move up the wall.

For instance, Ma'varkith the psychic warrior has a speed of 40 feet (due to her Speed of Thought feat). She begins her turn standing next to a wall. She moves up the wall at a 45-degree angle ("diagonally") for 20 feet, which puts her 15 feet farther along the wall and 15 feet above the ground. Then she moves 15 feet straight down, ending her move in a 5-foot square adjacent to the wall (she has used up 35 feet of her allowed movement). At this point she takes her attack normally against an opponent adjacent to her, which potentially sets up flanking opportunities for her comrades. If the wall had a ledge within 30 feet of the ground, she could have ended her move on the ledge instead of having to move back down to the floor.

Special: You can take other move actions in conjunction with moving along a wall. For instance, the Spring Attack feat allows you to make an attack from the wall against a foe standing on the ground 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.

WIDEN POWER [METAPSIONIC]

You can increase the area of your powers.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can alter a burst, emanation, line, or spread-shaped power to increase its area. (Powers that do not have an area of one of these four sorts are not affected by this feat.) Any numeric measurements of the power's area increase by 100%. For example, an *energy burst* power (which normally produces a 40-foot-radius spread) that is widened now fills an 80-foot-radius spread.

Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

WILD TALENT [GENERAL]

Your mind wakes to a previously unrealized talent for psionics.

Benefit: Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points and can take psionic feats, metapsionic feats, and psionic item creation feats. You do not, however, gain the ability to manifest powers simply by virtue of having this feat.

WOUNDING ATTACK [PSIONIC]

Your vicious attacks wound your foe.

Prerequisite: Base attack bonus +8.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can make an attack with such vicious force that you wound your opponent. A wound deals 1 point of Constitution damage to your foe in addition to the usual damage dealt.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.