

Sai Onich

Character Name

Psionic Artificer 1, Shaper 11

CLASS

12 (13)

88000 / 78000

Character Level (CR)

EXP/NEXT LEVEL

Player Name

Synad (Psionic) / Aberration

RACE

0

Male

AGE

GENDER

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

None

Alignment

Darkvision (60 ft.)

VISION

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

16

+3

16

+3

DEX

16

+3

20

+5

CON

16

+3

16

+3

INT

23

+6

29

+9

WIS

20

+5

20

+5

CHA

22

+6

22

+6

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

+3

=

+3

+

+3

+

+0

+

-3

+

+0

+

REFLEX

+8

=

+3

+

+5

+

+0

+

+0

+

WILL

+14

=

+9

+

+5

+

+0

+

+0

+

HP

hit points

86

WOUNDS/CURRENT HP

AC

armor class

22

17

22

=

10

+

0

+

0

+

5

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

7

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+7

=

+5

+

+2

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

SPEED

Walk 30 ft.

MELEE

attack bonus

TOTAL

+6

=

BASE ATTACK BONUS

+5

+

STAT

+3

+

SIZE

+0

+

MISC

-2

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+10

=

BASE ATTACK BONUS

+5

+

STAT

+5

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+8

=

BASE ATTACK BONUS

+5

+

STAT

+3

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+6

DAMAGE

1d8+3

CRITICAL

20/x2

REACH

5 ft.

Special Properties:

\*: weapon is equipped  
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

Psionics

Base PP:

106

BonusPP:

50

Total PP:

156

Current PP:

TOTAL SKILLPOINTS: 118		MAX RANKS: 15/7.5			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Appraise	INT	13	=	9	+ 4
✓ Balance	DEX	5	=	5	
✓ Bluff	CHA	6	=	6	
✓ Climb	STR	3	=	3	
✓ Concentration	CON	18	=	3	+ 15
✓ Craft (Metalworking)	INT	24	=	9	+ 15
✓ Craft (Trapmaking)	INT	24	=	9	+ 15
✓ Craft (Untrained)	INT	9	=	9	
✓ Diplomacy	CHA	6	=	6	
✓ Disguise	CHA	6	=	6	
✓ Escape Artist	DEX	5	=	5	
✓ Forgery	INT	9	=	9	
✓ Gather Information	CHA	6	=	6	
✓ Heal	WIS	5	=	5	
✓ Hide	DEX	5	=	5	
✓ Intimidate	CHA	6	=	6	
✓ Jump	STR	3	=	3	
✓ Knowledge (Arcana)	INT	10	=	9	+ 1
✓ Knowledge (Psionics)	INT	20	=	9	+ 11
✓ Knowledge (Untrained)	INT	9	=	9	
✓ Listen	WIS	7	=	5	+ 2
✓ Move Silently	DEX	5	=	5	
✓ Open Lock	DEX	20	=	5	+ 15
✓ Psicraft	INT	15	=	9	+ 4 + 2
✓ Ride	DEX	5	=	5	
✓ Search	INT	14	=	9	+ 5
✓ Sense Motive	WIS	5	=	5	
✓ Spot	WIS	7	=	5	+ 2
✓ Survival	WIS	5	=	5	
✓ Survival (Find or follow tracks)	WIS	7	=	5	+ 2
✓ Swim	STR	3	=	3	
✓ Use Psionic Device	CHA	21	=	6	+ 15
✓ Use Rope	DEX	5	=	5	
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Headband of Intellect +6	Equipped	1	0 / 36,000		
This device is a light cord with a small gem set so that it rests upon the forehead of the wearer. The headband adds to the wearer's Intelligence score in the form of an enhancement bonus of +6. This enhancement bonus does not earn the wearer extra skill points when a new level is attained; use the unenhanced Intelligence bonus to determine skill points. Moderate transmutation; CL 8th					
Poor Man's Ring Of Speed	Equipped	1	0 / 16,005		
Gain an extra Move action every turn.					
Gloves of Dexterity +4	Equipped	1	0 / 16,000		
Dexterity: These thin leather gloves are very flexible and allow for delicate manipulation. They add to the wearer's Dexterity score in the form of an enhancement bonus of +4. Both gloves must be worn for the magic to be effective. Moderate transmutation; CL 8th					
Belt, Battle Dancer's	Equipped	1	1 / 13,000		
When wrapped around a character's waist, this belt confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus. Moderate transmutation; CL 10th					
Bandoleer, Masterwork	Equipped	1	0.5 / 50		
This well-crafted bandoleer holds twelve items.0 lbs., 1 Power Stone (Null Psionics Field/Psion/11th), 1 Power Stone (Restoration, Psionic/Psion/11th), 1 Power Stone (Contingency, Psionic/Psion/11th), 1 Power Stone (Overland Flight, Psionic/Psion/11th), 1 Power Stone (Mind Probe/Psion/9th), 1 Power Stone (Teleport, Psionic/Psion/9th), 1 Power Stone (Dominate, Psionic/Psion/7th), 1 Power Stone (Freedom of Movement, Psionic/Psion/7th), 1 Power Stone (Dimensional Anchor, Psionic/Psion/7th), 1 Power Stone (Divination, Psionic/Psion/7th), 1 Power Stone (Body Adjustment/Psion/5th)					
Power Stone (Null Psionics Field/Psion/11th)	Bandoleer, Masterwork	1	0 / 825		
Power Stone (Restoration, Psionic/Psion/11th)	Bandoleer, Masterwork	1	0 / 825		
Power Stone (Contingency, Psionic/Psion/11th)	Bandoleer, Masterwork	1	0 / 825		
Power Stone (Overland Flight, Psionic/Psion/11th)	Bandoleer, Masterwork	1	0 / 825		
Power Stone (Mind Probe/Psion/9th)	Bandoleer, Masterwork	1	0 / 562.5		
Power Stone (Teleport, Psionic/Psion/9th)	Bandoleer, Masterwork	1	0 / 562.5		
Power Stone (Dominate, Psionic/Psion/7th)	Bandoleer, Masterwork	1	0 / 350		
Power Stone (Freedom of Movement, Psionic/Psion/7th)	Bandoleer, Masterwork	1	0 / 350		
Power Stone (Dimensional Anchor, Psionic/Psion/7th)	Bandoleer, Masterwork	1	0 / 350		
Power Stone (Divination, Psionic/Psion/7th)	Bandoleer, Masterwork	1	0 / 350		
Power Stone (Body Adjustment/Psion/5th)	Bandoleer, Masterwork	1	0 / 187.5		
Power Stone (Body Purification/Automatic Silent Spell/Psion/5th)	Equipped	1	0 / 187.5		
TOTAL WEIGHT CARRIED/VALUE		16.4 lbs.	87,255gp		
WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150
MONEY					
Coin (Gold): 745[Equipped]					
Total= 745 gp					
MAGIC					
Languages					
Abyssal, Celestial, Common, Draconic, Infernal, Synad, Undercommon					
Other Companions					

Special Qualities	
Aberration Type	[ MM ]
Aberrations eat/sleep/breathe	
AC Bonus (Ex)	[ My ]
A Battle Dancer is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmed and unencumbered, the Battle Dancer adds her Charisma bonus (if any) to her AC. In addition, a Battle Dancer gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five BattleDancer levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the BattleDancer is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load. BONUS +7, LEVEL = 5, STAT = 6	
Artificer Knowledge	[ ECS ]
An artificer can make a special artificer knowledge check with a bonus equal to his artificer level + his Int modifier to detect whether a specific item has a magical aura. The artificer must hold and examine the object for 1 minute. A successful check against DC 15 determines that the object has magical qualities, but does not reveal the specific powers of the item. An artificer cannot take 10 or take 20 on this check. A particular item can only be examined in this fashion one time; if the check fails, the artificer can learn no more about that object.	
Artisan Bonus	[ ECS ]

An artificer gains a +2 bonus on Use Magic Device checks to activate an item of a kind for which he has the prerequisite item creation feat. For example, an artificer who has the Craft Wand feat gains a +2 bonus on checks to use a spell from a wand.

**Bonus Feat** [ My ]  
An artificer gains every item creation feat as a bonus feat at or near the level at which it becomes available to manifesters. He gets Imprint Stone as a bonus feat at 1st level, Scribe Tattoo at 2nd level, Craft Universal Item at 3rd level, Craft Psionic Arms and Armor at 5th level, Craft Dorje at 6th level, Craft Cognizance Crystal at 9th level, Craft Psicrown at 12th level, and Craft Psionic Construct at 14th level. In addition, an artificer gains a bonus feat at 4th level and every four levels thereafter (8th, 12th, 16th, and 20th). For each of these bonus feats, the artificer must choose a metamagic feat or a feat from the following list: Attune Magic Weapon, Craft Construct (see the Monster Manual, page 303), Exceptional Artisan, Extra Rings, Extraordinary Artisan, Legendary Artisan, Wand Mastery.

**Bonus Feats** [ XPH ]  
A psion gains a bonus feat at 1st level, 5th level, 10th level, 15th level, and 20th level. This feat must be a psionic feat, a metapsionic feat, or a psionic item creation feat. These bonus feats are in addition to the feats that a character of any class gains every three levels (as given on Table 3-2: Experience and Level-Dependent Benefits, page 22 of the Player's Handbook). A psion is not limited to psionic feats, metapsionic feats, and psionic item creation feats when choosing these other feats.

**Collective (Su)** [ CP ]  
The part of a synad's mind known as the collective allows him to tap into a racial network of knowledge and information. A synad can spend 1 power point as a free action to gain a +2 bonus on any Knowledge or Psicraft check he makes.

**Craft Reserve** [ ECS ]  
An artificer receives a pool of points he can spend instead of experience points when crafting a magic item. Each time the artificer gains a new level, he receives a new craft reserve; leftover points from the previous level do not carry over. If the points are not spent, they are lost. An artificer can also use his craft reserve to supplement the XP cost of the item he is making, taking a portion of the cost from his craft reserve and a portion from his own XP.

**Darkvision (Ex)** [ PH ]  
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

**Disable Trap** [ ECS ]  
An artificer can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create the trap. An artificer can use the Disable Device skill to disarm magic traps. Usually the DC is 25 + the level of the spell used to create the trap. An artificer who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

**Discipline** [ XPH ]  
Every psion must decide at 1st level which psionic discipline he will specialize in. Choosing a discipline provides a psion with access to the class skills associated with that discipline (see above), as well as the powers restricted to that discipline. However, choosing a discipline also means that the psion cannot learn powers that are restricted to other disciplines. He can't even use such powers by employing psionic items. (See Psionic Disciplines, below, for a brief description of each discipline. Chapter 5 of this book contains a list of powers available to all psions and lists of powers restricted to certain disciplines.)

**Meager Fortitude** [ UA ]  
You are sickly and weak of stomach.

**Noncombatant** [ UA ]  
You are relatively inept at melee combat.

**Infusions** [ ECS ]  
An artificer is not a spellcaster, but he does have the ability to imbue items with magical infusions. Infusions are neither arcane nor divine; they are drawn from the artificer infusion list (see Chapter 5: Magic). They function just like spells and follow all the rules for spells. For example, an infusion can be dispelled, it will not function in an antimagic area, and an artificer must make a Concentration check if injured while imbuing an item with an infusion. An artificer can imbue an item with any infusion from the list without preparing the infusion ahead of time. Unlike a sorcerer or bard, he does not select a subset of the available infusions as his known infusions; he has access to every infusion on the list that is of a level he can use. It is possible for an artificer to learn infusions that are not on the normal artificer infusion list. These might include ancient infusions he finds in the ruins of Xen'drik or secret infusions known only to the members of certain guilds or organizations. When he encounters such an infusion, an artificer can attempt to learn it by making a Spellcraft check (DC 20 + spell level). If this check succeeds, he adds the infusion to his list. If not, he can try again when he gains another rank in Spellcraft, assuming he still has access to the new infusion. To imbue an item with an infusion, an artificer must have an Intelligence score equal to at least 10 + the infusion level (Int 11 for 1st-level infusions, Int 12 for 2nd-level infusions, and so forth). Infusions never allow saving throws. Like spellcasters, an artificer can use only a certain number of infusions of a particular level per day. His base daily infusion allotment is given on the accompanying table. In addition, he receives extra infusions per day if he has a sufficiently high Intelligence score (see Table 1-1: Ability Modifiers and Bonus Spells, page 8 of the Player's Handbook).

An artificer's infusions can only be imbued into an item or a construct (including warforged). He can not, for example, simply imbue an ally with bull's strength. He must instead imbue that ability into an item his ally is wearing. The item then functions as a belt of giant strength for the duration of the infusion. He can, however, imbue bull's strength directly on a construct or a character with the living construct subtype, and infusions such as repair light damage and iron construct function only when imbued on such characters. Many infusions have long casting times, often 1 minute or more. An artificer can spend 1 action point to imbue any infusion in 1 round (like a spell that takes 1 round to cast). Like a spellcaster, an artificer can apply item creation feats and metamagic feats to his infusions. Like a sorcerer, an artificer can apply a metamagic feat to an infusion spontaneously, but doing this requires extra time. An artificer can craft alchemical items as though he were a spellcaster. An artificer cannot automatically use a spell trigger or spell completion item if the equivalent spell appears on his infusion list. For example, an artificer must still employ the Use Magic Device skill to use a wand of light, even though light appears on his infusion list. Each day, an artificer must focus his mind on his infusions. He needs 8 hours of rest, after which he spends 15 minutes concentrating. During this period, the artificer readies his mind to hold his daily allotment of infusions. Without such a period of time to refresh himself, the character does not regain the infusion slots he used up the day before. Any infusions used within the last 8 hours count against the artificer's daily limit.

**Item Creation (Ex)** [My]

An artificer can create a psionic item even if he does not have access to the powers that are prerequisites for the item. The artificer must make a successful Use Psionic Device check (DC 20 + manifester level) to emulate each power normally required to create the item. The artificer must make a successful check for each prerequisite for each item he makes. If he fails a check, he can try again each day until the item is complete (see Creating Psionic Items, Expanded Psionics Handbook). If he comes to the end of the crafting time and he has still not successfully emulated one of the powers, he can make one final check-his last-ditch effort, even if he has already made a check that day. If that check also fails, then the creation process fails and the time, money, and XP expended to craft the item are lost. For purposes of meeting item prerequisites, an artificer's effective manifester level equals his artificer level +2. If the item duplicates a power effect, however, it uses the artificer's actual level as its manifester level. Costs are always determined using the item's minimum manifester level or the artificer's actual level (if it is higher). An artificer can also make Use Psionic Device checks to emulate nonpower requirements, including alignment and race, using the normal DCs for the skill. He cannot emulate skill or feat requirements, however, including item creation feat prerequisites. He must meet the manifester level prerequisite, including the minimum level to manifest a power he stores in a tattoo, dorje, or powerstone. An artificer's infusions do not meet power prerequisites for creating magic items.

**Maximum Power Level Known** [XPH]

A psion begins play with the ability to learn 1st-level powers. As he attains higher levels, a psion may gain the ability to master more complex powers-for example, a 3rd-level psion can learn powers of 2nd level or lower, a 5th-level psion can learn powers of 3rd level or lower, and so on. To learn or manifest a power, a psion must have an Intelligence score of at least 10 + the power's level. For example, a psion within an Intelligence score of 15 can manifest powers of 5th level or lower.

**Multitask (Su)** [CP]

A synad's threefold mind can temporarily separate, allowing him to take more than a single mental action during his turn. Once per day, a synad can spend 1 power point to gain a swift action that he can use to take any purely mental action. Examples include manifesting a psionic power or making a Knowledge, Psicraft, or other check requiring only mental cogitation. However, a synad can use his extra mental action to manifest a power only if the normal actions allowed to him during the round do not also involve manifesting a power.

**Naturally Psionic (Ex)** [XPH]

A phrenic creature gains 1 bonus power point.

**Naturally Psionic** [CP]

Synads gain 3 bonus power points at 1st level, one each for the overmind, the collective, and the oracle. This does not grant synads the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.

**Oracle (Su)** [CP]

The part of a synad's mind known as the oracle grants him a daily precognitive edge. This translates into a +2 insight bonus that the synad can apply at any time to an initiative check, attack roll, or saving throw. In the case of an attack roll or saving throw, the synad can elect to apply the bonus to the roll or save after he determines whether his unmodified roll misses. A synad can apply only one precognitive edge per day.

**Power Points/Day** [XPH]

A psion's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 2-3: The Psion. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table 2-1: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items.

**Powers Known** [XPH]

A psion begins play knowing three psion powers of your choice. Each time he achieves a new level, he unlocks the knowledge of new powers. Choose the powers known from the psion power list, or from the list of powers of your chosen discipline. You cannot choose powers from disciplines other than your chosen discipline. (Exception: The feats Expanded Knowledge, page 46, and Epic Expanded Knowledge, page 34, do allow a psion to learn powers from the lists of other disciplines or even other classes.) A psion can manifest any power that has a power point cost equal to or lower than his manifester level. The number of times

a psion can manifest powers in a day is limited only by his daily power points. A psion simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points. The Difficulty Class for saving throws against psion powers is 10 + the power's level + the psion's Intelligence modifier.

**Psionic** [XPH]

Total Power Points 156; Base Power Points 106; Bonus Power Points 50

**Opening Tap** [CS]

As a swift action, you can make an Open Lock check with a -10 penalty by tapping a lock with a hard, blunt object such as the pommel of a weapon. You don't take any additional penalty for making the check without thief's tools. You can use this trick any number of times per day until you fail an Open Lock check made in this way. After a failure, you can't use Opening Tap again until after you have rested for 8 hours.

**Collector of Stories** [CS]

When you attempt a trained Knowledge check to identify a creature to learn its special powers or vulnerabilities, you gain a +5 competence bonus on the check.

**Swift Concentration** [CS]

You can maintain concentration on a spell or similar effect as a swift action.

**Threefold Mind (Su)** [CP]

The threefold synthesis of mind, controlled by the overmind, grants synads an advantage when resisting mental attacks. They gain a +2 bonus on Will saving throws.

**Weapon and Armor Proficiency** [ECS]

Artificers are proficient with all simple weapons, with light and medium armor, and with shields (except tower shields).

**Weapon and Armor Proficiency** [XPH]

Psions are proficient with the club, dagger, heavy crossbow, light crossbow, quarter staff, and shortspear. They are not proficient with any type of armor or shield. Armor does not, however, interfere with the manifestation of powers.

**Feats**

**Boost Construct** [XPH]

Your astral constructs have more abilities.

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** [XPH]

Your powers sometimes bypass barriers.

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 manifester level.

**Extend Power** [XPH]

You can manifest powers that last longer than normal.

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.

**Linked Power** [CP]

You can link a power to the power you manifest in this round so that it goes off next round.

To use this feat, you must expend your psionic focus. Manifesting a power altered by this feat means that you must choose two powers one you intend to manifest in this round, and one you intend to manifest in the next round. The power that is manifested in this round is not altered in any way, nor is the linked power that goes off in the next round however, you do not need to spend any of your actions or power points next round to manifest the linked power. The linked power is automatically targeted on the same area or target as the power you manifest in this round (if the power you manifest this round has no area or target, choose an area or target in this round for the linked power to affect in the next round). If the same creature is targeted by both 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 psionic charm followed by a linked 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). It is possible that by the time the linked power comes into effect on the following round, the area where it goes off or the target that it affects no longer has relevance. On the other hand, you are free on the subsequent round to take actions normally. Using this feat increases the power point cost of the power manifested this round by a number equal to the power point cost of the linked power. Thus if you manifest energy stun (3 power points) and energy burst (5 power points) as the linked power, the metapsionic

cost is 8. The total of power points you spend in this manner cannot exceed your manifester level.

**Practiced Manifester** [CP]

Choose a manifesting class that you possess. The powers you manifest from that class are more powerful.

Your manifester level for the chosen manifesting class increases by four. This benefit can't increase your manifester level higher than your Hit Dice. Even if you cant benefit from the full bonus immediately, however, if you later gain levels of nonmanifesting classes, you might be able to apply the rest of the bonus. For example, a human 5th-level psion/3rd-level fighter who selects this feat would increase his psion manifester level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus, and his psion manifester level would become 9th (since he now has 9 Hit Dice). A character with, two or more manifesting classes (such as a psychic warrior/psion) must choose which class gains the feats effect. This feat does not affect your powers per day or powers known. It only increases your manifester level, which helps you overcome power resistance and increases the duration and other effects of your powers. Special: You can select this feat multiple times. Each time you choose it, you must apply it to a different manifesting class.

**Psicrystal Affinity** [XPH]

You have created a psicrystal. (See Psicrystals, page 21 and 207, for details on how psicrystals work).

**Psicrystal Containment** [XPH]

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

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 Meditation** [XPH]

You can focus your mind faster than normal, even under duress.  
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 fullround action to become psionically focused.

**Split Psionic Ray** [XPH]

You can affect two targets with a single ray.  
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.

**Synad Multitask, Enhanced** [CP]

As a synad (page 139), your threefold mind grants you an additional opportunity to multitask.  
You gain one additional use per day of your multitask racial trait. You can spend 1 power point to gain a swift action that you can use to take any purely mental action twice per day.

**Imprint Stone** [Wizards of the Coast - Expanded Psionics Handbook, p.47]

You can create power stones to store psionic powers.  
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 x its manifester level x 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.

**Alertness (Granted)** [PH]

You have finely tuned senses.  
You get a +2 bonus on all Listen checks and Spot checks. Special: The master of a familiar (see the Familiars sidebar, page 52) gains the benefit of the Alertness feat whenever the familiar is within arm's reach.

Proficiencies
Aspergillum (Heavy), Battle Gauntlet, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Darts (Barbed), Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Ranged Spell, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Strike (Unarmed), Unarmed Strike

Templates
Phrenic
Psionic



- Force Screen
- Precognition, Defensive

## Innate Racial Spells

	Name	School	Time	Duration	Range	Source
<div><div></div><div></div><div></div></div>	<b>Force Screen</b>	<b>Psychokinesis [Force]</b>	1 standard action	[CASTERLEVEL] minutes	Personal	TME:p.108
<b>[Au] TARGET:</b> You; <b>EFFECT:</b> You create an invisible mobile disk of force that hovers in front of you. The force screen provides a +4 shield bonus to Armor Class [which applies against incorporeal touch attacks, since the force screen is a force effect]. Since it hovers in front of you, the effect has no armor check penalty associated with it. Augment: For every 4 additional power points you spend, the shield bonus to Armor Class improves by 1. <b>[SR:No]</b>						
<div><div></div><div></div><div></div></div>	<b>Precognition, Defensive</b>	<b>Clairementence</b>	1 standard action	[CASTERLEVEL] min. [D]	Personal	TME:p.124
<b>[Ma, Vi] TARGET:</b> You; <b>EFFECT:</b> Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows. You gain a +1 insight bonus to AC and on all saving throws. If caught in a situation where your Dexterity bonus isn't applied to your Armor Class, this bonus to AC and saving throws does not apply. Augment: You can augment this power in one or both of the following ways. 1. For every 3 additional power points you spend, the insight bonus gained increases by 1. 2. If you spend 6 additional power points, you can manifest this power as a swift action.						

\* =Domain/Speciality Spell

## Psion Powers

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	—	5	4	4	4	4	1	—	—	—
PER DAY	—	—	—	—	—	—	—	—	—	—

## LEVEL 1 / Per Day:0 / Caster Level:11

Power Points	Name	School	Time	Duration	Range	Source
1	<b>Detect Psionics</b>	<b>Clairementence</b>	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	TME:p.91
<b>[Au Vi] TARGET:</b> Cone-shaped emanation centered on you; <b>EFFECT:</b> You detect psionic auras. A psionic aura is given off by any active or permanent power, or during the use of any psionic feat. Characters who have levels in a psionic class, creatures with the psionic subtype, and creatures with the Wild Talent feat possess psionic auras. The amount of information revealed by the manifestation of this power depends on how long you study a particular area or subject. 1st Round: Presence or absence of psionic auras. 2nd Round: Number of different psionic auras and the strength of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Psicraft checks to determine the discipline involved in each aura. [Make one check per aura; DC 15 + power level, or 15 + one-half manifester level for an effect that is not created by a power, such as that of a psionic item.] Psionically charged locations, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras. Strength: A psionic aura's strength depends on a functioning power's level or an item's manifester level. If an aura falls into more than one category, detect psionics indicates the stronger of the two. Detection of an overwhelming aura [see the accompanying table] dazes you for 1 round and the power ends. Each round, you can turn to detect psionics in a new area. You can tell the difference between magical and psionic auras. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. <b>[SR:No]</b>						
1	<b>Endure Elements, Psionic</b>	<b>Psychometabolism</b>	1 standard action	24 hours	Touch	CP:p.85
<b>[Visual] TARGET:</b> Creature touched; <b>EFFECT:</b> As endure elements [PH 226], except as noted here. <b>[SR:Yes (harmless); DC:20, Will negates (harmless)]</b>						
1	<b>Energy Ray</b>	<b>Psychokinesis [See text]</b>	1 standard action	Instantaneous	Close (50 ft.)	XPH:p.103
<b>[Au] TARGET:</b> Ray; <b>EFFECT:</b> Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create a ray of energy of the chosen type that shoots forth from your fingertip and strikes a target within range, dealing 1d6 points of damage, if you succeed on a ranged touch attack with the ray. Cold: A ray of this energy type deals +1 point of damage per die. Electricity: Manifesting a ray of this energy type provides a +3 bonus on your attack roll if the target is wearing metal armor and a +2 bonus on manifester level checks for the purpose of overcoming power resistance. Fire: A ray of this energy type deals +1 point of damage per die. Sonic: A ray of this energy type deals -1 point of damage per die and ignores an object's hardness. This power's subtype is the type of energy you manifest.Augment: For every additional power point you spend, this power's damage increases by one die [d6]. <b>[SR:Yes]</b>						
1	<b>Inertial Armor</b>	<b>Psychokinesis</b>	1 standard action	11 hours [D]	Personal	XPH:p.113
<b>[Vi, see text] TARGET:</b> You; <b>EFFECT:</b> Your mind generates a tangible field of force that provides a +4 armor bonus to Armor Class. 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 they do normal armor. Your inertial armor can be invisible or can appear as a colored glow, at your option. The armor bonus provided by inertial armor does not stack with the armor bonus provided by regular armor. Augment: For every 2 additional power points you spend, the armor bonus to Armor Class increases by 1. <b>[SR:No]</b>						
1	<b>Mind Thrust</b>	<b>Telepathy [Mind-Affecting]</b>	1 standard action	Instantaneous	Close (50 ft.)	XPH:p.120
<b>[Au] TARGET:</b> One creature; <b>EFFECT:</b> You instantly deliver a massive assault on the thought pathways of any one creature, dealing 1d10 points of damage to it. Augment: For every additional power point you spend, this power's damage increases by 1d10 points. For each extra 2d10 points of damage, this power's save DC increases by 1. <b>[SR:Yes; DC:20, Will negates]</b>						

## LEVEL 2 / Per Day:0 / Caster Level:11

Power Points	Name	School	Time	Duration	Range	Source
3	<b>Crystalstorm</b>	<b>Metacreativity (Creation)</b>	1 standard action	Instantaneous	Close (50 ft.)	CP:p.81
<b>[Material] TARGET:</b> Ray; <b>EFFECT:</b> Razor-sharp crystal shards shoot from your hand. These crystals are supernaturally sharp and lacerate flesh. You must succeed on a ranged touch attack with the ray to deal damage to a target. the ray deals 2d4 points of slashing damage [see the Metacreativity and Damage Reduction sidebar, page 79] and causes a living target to gush blood, dealing an additional 1d4 points of Constitution damage on a failed Fortitude saving throw. Augment: You can augment this power in one or both of the following ways. 1. For every additional power point you spend, the shards deal an additional 1d4 points of damage. 2. For every 2 additional power points you spend, the shards deal an additional point of Constitution damage on a failed Fortitude saving throw. <b>[SR:No; DC:21, Fortitude partial; see text]</b>						
3	<b>Knock, Psionic</b>	<b>Psychoporation</b>	1 standard action	Instantaneous; see spell text	Medium (210 ft.)	TME:p.114
<b>[Ma] TARGET:</b> One door, box, or chest with an area of up to 110 sq. ft.; <b>EFFECT:</b> As the knock spell, except as noted here. <b>[SR:No]</b>						
3	<b>Swarm of Crystals</b>	<b>Metacreativity (Creation)</b>	1 standard action	Instantaneous	15 ft.	XPH:p.134
<b>[Ma] TARGET:</b> Cone-shaped spread; <b>EFFECT:</b> Thousands of tiny crystal shards spray forth in an arc from your hand. These razorlike crystals slice everything in their path. Anyone caught in the cone takes 3d4 points of slashing damage. Augment: For every additional power point you spend, this power's damage increases by 1d4 points. <b>[SR:No]</b>						
3	<b>Tongues, Psionic</b>	<b>Telepathy [Mind-Affecting]</b>	1 standard action	110 min.	Personal	TME:p.138
<b>[None] TARGET:</b> You; <b>EFFECT:</b> As the tongues spell, except as noted here. This power does not enable you to speak with creatures immune to mind-affecting powers.						

## LEVEL 3 / Per Day:0 / Caster Level:11

Power Points	Name	School	Time	Duration	Range	Source
5	<b>Dispel Psionics</b>	<b>Psychokinesis</b>	1 standard action	Instantaneous or 1d4 rounds; see text	Medium (210 ft.)	XPH:p.94
<b>[Vi] TARGET:</b> One manifester, creature, or object; or 20-ft.-radius burst; <b>EFFECT:</b> You can use dispel psionics to end ongoing powers that have been manifested on a creature or object, to temporarily suppress the psionic abilities of a psionic item, or to end ongoing powers [or at least their effects] within an area. A dispelled power ends as if its duration had expired. Some powers, as detailed in their descriptions, can't be defeated by dispel psionics, or can be ended only if you manifest dispel psionics at a high enough manifester level. Dispel psionics can end spell-like effects just as it does powers. The effect of a power with an instantaneous duration can't be dispelled, because the psionic effect is already over before the dispel psionics can take effect. You choose to use dispel psionics in one of two ways: a targeted dispel or an area dispel. Targeted Dispel: One object, creature, or power is the target of the dispel psionics power. You make a dispel check 10 against the power or against each ongoing power currently in effect on the object or creature. The DC for this dispel check is 11 + the power's manifester level. If you succeed on a particular check, that power is dispelled; if you fail, that power remains in effect. If you target an object or creature that is the effect of an ongoing power or is under the effect of an ongoing power, you make a dispel check to end the power or its effect. If the object that you target is a psionic item, you make a dispel check against the item's manifester level. If you succeed, all the item's psionic properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonpsionic for the duration of the effect. An interdimensional interfaceis temporarily closed. A psionic item's physical properties are unchanged: A suppressed psionic sword is still a sword [a masterwork sword, in fact]. Artifacts and deities are unaffected by mortal power such as this. You automatically succeed on your dispel check against any power that you manifested yourself. Area Dispel: When dispel psionics is used in this way, the power affects everything within a 20-foot radius. For each creature within the area that is the subject of one or more powers, you make a dispel check against the power with the highest manifester level. If that check fails, you make dispel checks against progressively weaker powers until you dispel one power [which discharges the dispel psionics power so far as that target is concerned] or until you fail all your checks. The creature's psionic items are not affected. For each object within the area that is the target of one or more powers, you make dispel checks as with creatures. Psionic items are not affected by an area dispel. For each ongoing area or effect power whose point of origin is within the area of the dispel psionics power, you can make a dispel check to dispel the power. For each ongoing power whose area overlaps that of the dispel psionics power, you can make a dispel check to end the effect, but only within the overlapping area. If an object or creature that is the effect of an ongoing power is in the area, you can make a dispel check to end the power that created that object or construct in addition to attempting to dispel powers targeting the creature or object. You can choose to automatically succeed on dispel checks against any power that you have manifested. Augment: For every additional power point you spend, the bonus on your dispel check increases by 2 [to a maximum bonus of +20 for a 5-point expenditure]. <b>[SR:No]</b>						
5	<b>Solicit Psicrystal</b>	<b>Telepathy</b>	1 swift action	11 rounds [D]	Close (50 ft.)	XPH:p.133
<b>[Au] TARGET:</b> Your psicrystal; <b>EFFECT:</b> Your psicrystal takes over the responsibility of maintaining concentration on any single power you have manifested and are concentrating on. While maintaining this concentration, the psicrystal is limited to move actions in each round, as normal. When the duration of solicit psicrystal expires, the power you transferred to the psicrystal ends [even if this would mean that the power ends earlier than normal]. If necessary, the psicrystal makes Concentration checks using your Concentration modifier. You can manifest this power [and transfer the responsibility] with an instant thought, quickly enough to gain the benefit of the power before you take any other actions in a round. Manifesting the power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn. Augment: For every additional power point you spend, this power's maximum duration increases by 1 round. <b>[SR:No]</b>						
5	<b>Telekinetic Force</b>	<b>Psychokinesis [Force]</b>	1 standard action	Concentration, up to 11 rounds	Medium (210 ft.)	TME:p.135
<b>[Vi] TARGET:</b> One object at a time; <b>EFFECT:</b> You move an object by concentrating your mind upon its current location and then the location you desire, creating a sustained force. You can move an object weighing no more than 250 pounds up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with power resistance. The weight can be moved across the ground or through the air. This power ends if the object is forced out of range. If you cease concentration, the object falls or stops. You can drop a weight and pick up another during the power's duration, as long as you don't stop concentrating on maintaining the power. An object can be telekinetically manipulated as if you were moving it with one hand. If you spend at least 5 rounds concentrating on an unattended object, you can attempt to break or burst it as if making a Strength check, except that you apply your key ability modifier to the check instead of your Strength modifier. Augment: For every additional power point you spend, the weight limit of the target increases by 25 pounds. <b>[SR:Yes (object); DC:22, Will negates (object); see text]</b>						
5	<b>Telekinetic Thrust</b>	<b>Psychokinesis</b>	1 standard action	Instantaneous	Medium (210 ft.)	XPH:p.135
<b>[Vi] TARGET:</b> One or more objects or creatures with a total weight of 250 lb. or less; <b>EFFECT:</b> You can affect one or more objects or creatures by concentrating your mind upon, sending them in a deadly hail at your foes-or simply by hurling your foe! You can hurl one object or creature per manifester level [maximum fifteen separate targets], as long as all are within the power's range and each is no more than 10 feet away from another one. Each object or creature can be hurled a maximum distance of 10 feet per level. You must succeed on ranged attack rolls [one per creature or object thrown] to hit the target of the hurled items with the items, applying your Intelligence modifier to						
* =Domain/Speciality Spell						

Psion Powers

the attack roll instead of your Dexterity modifier. Hurled weapons deal their standard damage [your Strength bonus does not apply; arrows or bolts deal damage as daggers of their size when used in this manner]. Other objects deal damage ranging from 1 point per 25 pounds of weight [for less dangerous objects such as an empty barrel] to 1d6 points per 25 pounds of weight [for hard, dense objects such as a boulder]. Creatures are allowed Will saves [and power resistance] to negate the effect, as are those whose held possessions are targeted by this power. If you use this power to hurl a creature against a solid surface, it takes damage as if it had fallen 10 feet [1d6 points]. Augment: For every additional power point you spend, the weight limit of the target or targets increases by 25 pounds. [SR:Yes or Yes (object); see text; DC:22, Will negates or Will negates (object)]

LEVEL 4 / Per Day:0 / Caster Level:11

Power Points	Name	School	Time	Duration	Range	Source
7	Dimension Door, Psionic	Psychoportation (Teleportation)	1 standard action	Instantaneous	Long 0	TME:p.83

[Visual] **TARGET:** You and touched objects or other touched willing creatures; **EFFECT:** As dimension door [PH 221], except as noted here. Augment: This power appears in Expanded Psionics Handbook [page 92], but it has been updated here with new augmentation options. A character who already knows the power also knows these new augmentations, which can be applied individually or all at once. 1. If you spend 2 points less than the given power point cost, you manifest this power as a full-round action. 2. If you spend 2 points less than the given power point cost, you teleport yourself and touched objects or other touched willing creatures up to 20 feet. 3. If you spend 2 additional power points, the visual display of the power is particularly dazzling, the bright flash left behind when you vacate an area dazzles all remaining creatures within a 10-foot radius of your previous position. 4. If you spend 6 additional power points, you can manifest this power as a move action. This option cannot be used in conjunction with augmentation option 1. As the dimension door spell, except as noted here. Augment: If you spend 6 additional power points, you can manifest this power as a move action. [SR:No and yes (object); DC:23, None and Will negates (object)]

7	Quintessence	Metacreativity (Creation)	1 round	Instantaneous	0 ft.	XPH:p.128
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[Ma; see text] **TARGET:** 1-inch-diameter dollop of quintessence; see text; **EFFECT:** You collapse a bit of time from the continuum, forming a 1-ounce dollop of thick, gooey material called quintessence. This substance shimmers like a silver mirror when viewed from some angles but is transparent from other viewpoints. You can smooth a dollop of quintessence around any extremely small object. Objects sealed within quintessence are protected from the effects of time; in practical terms, they enter a state of stasis. Living flesh with only partial contact with quintessence is also partially pulled out of the time stream [the manifester is immune to this effect]. This disruption deals 1 point of damage per round beginning 10 rounds after partial contact occurs. Quintessence can be manually scraped away from a protected object, freeing it to rejoin the time stream. When you do this, there is a 75% chance that the quintessence evaporates back into the continuum. Otherwise, it coalesces again into a 1-inch-diameter bead, available for later use. Large quantities of quintessence could theoretically be gathered to preserve large items or structures [or even a complete living creature; if completely immersed, a living creature would not take the damage associated with partial contact]. However, psionic characters and creatures are generally loath to do so because accumulations of quintessence weighing 1 pound or more hinder psionic activity within a 5-foot radius of the accumulation: Powers require twice as many power points to manifest, unless the manifester makes a successful Will save each time he or she attempts to manifest a power. Also in these circumstances, manifesting a psi-like ability that is usable at will is a full-round action rather than a standard action. [SR:No]

7	Telekinetic Maneuver	Psychokinesis [Force]	1 standard action	Concentration, up to 11 rounds	Medium (210 ft.)	TME:p.135
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[Vi] **TARGET:** One creature; **EFFECT:** You can affect a foe by concentrating your mind upon its current status and the status you desire, once per round. You can perform a bull rush, a disarm, a grapple [including a pin], or a trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your manifester level in place of your base attack bonus [for disarm and grapple attempts], you use your Intelligence modifier in place of your Strength modifier or Dexterity modifier, and a failed attempt doesn't allow a reactive attempt by the target [such as normally allowed on disarm or trip attempts]. No save is allowed against these attempts, but power resistance applies normally. Augment: For every 2 additional power points you spend, this power grants a +1 bonus on your checks involving bull rush, disarm, grapple, or trip attempts. [SR:Yes]

7	Wall of Ectoplasm	Metacreativity (Creation)	1 standard action	11 min. [D]	Close (50 ft.)	GW:p.140
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[Vi] **TARGET:** Wall whose area is up to 110 sq.ft. or a sphere or hemisphere with a radius of up to 11 ft.; **EFFECT:** You fashion a rolling wall of ectoplasm, imbuing it with solidity. The wall cannot move once it is formed. It is 1 inch thick per four manifester levels and occupies up to one 5-foot square per level. Each 5-foot square of the wall has 10 hit points per inch of thickness and hardness 5. A section of the wall whose hit points drop to 0 is breached. If a creature tries to break through the wall, the DC for the Strength check is 15 + 2 per inch of thickness. The wall of ectoplasm is susceptible to dispel psionics, but it gains a +4 bonus on any check to determine whether the wall is negated. Spells, powers, and breath weapons cannot pass through the wall in either direction [though they could damage it]. It blocks ethereal creatures as well as material creatures [though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings]. The wall is opaque, so neither vision nor gaze attacks operate through it. The wall does not block psychoportive travel, such as that provided by the psionic teleport power. You can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level or into a sphere or hemisphere with a radius of up to 1 foot per level. The wall of ectoplasm must be continuous and unbroken when manifested. If its surface is interrupted by any object or creature, the power fails. This spell creates an anchored plane of ectoplasm or a hemisphere of ectoplasm, depending upon the version selected. A wall of ectoplasm cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. The ectoplasm is semisolid [not raw]-about the consistency of packed snow-and retains its shape rather than collapsing into a formless mass. Because ectoplasm is a ghost touch material, it is an impenetrable barrier to incorporeal creatures [although they may attack the wall or go around it]. The ectoplasm is opaque and blocks line of effect. Ectoplasm Plane: A sheet of ectoplasm appears. The wall is 1 inch thick per caster level and covers up to a 10-foot-square per caster level [so a 6th-level wizard could create a wall of ectoplasm 30 feet long and 20 feet high, a wall 60 feet long and 10 feet high, and so on]. The plane can be oriented in any fashion as long as it is anchored. A vertical wall need be anchored only on the floor, while a horizontal or slanting wall must be anchored on two opposite sides. The wall is primarily defensive in nature and is used to stop pursuers from following you and the like. Each 10-foot square of wall has hardness 0 and 2 hit points per inch of thickness. Creatures can hit the wall without making an attack roll. A section of wall whose hit points drop to 0 is breached. A creature can break through the wall with a Strength check [DC 12 + caster level]. Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet +1 foot per caster level. Thus, a 7th-level caster can create a hemisphere 10 feet in radius. It is as hard to break through as the ectoplasm plane variation. You can create the hemisphere so that it traps one or more creatures, though these creatures get a Reflex saving throw to avoid being trapped. Material Component: A cube of resin and a drop of oil. [SR:No]

LEVEL 5 / Per Day:0 / Caster Level:11

Power Points	Name	School	Time	Duration	Range	Source
9	Cranial Deluge	Psychometabolism	1 round	Instantaneous	Close (50 ft.)	CP:p.81

[Auditory and visual] **TARGET:** One creature that has an Intelligence score of 3 or higher; **EFFECT:** Grasping the biofeedback controls of your foe's brain, you begin to force his head to produce a deluge of cranial fluid. At the beginning of your next turn, when you finish manifesting the power, your foe must succeed on a Fortitude save or take 18d6 points of damage from cranial swelling. If your foe is reduced to 0 or fewer hit points by this power, his head explodes. A creature that dies from cranial deluge can be resurrected but not raised. Augment: For every 2 additional save DC increases by 1. [SR:Yes; DC:24, Fortitude negates]

9	Major Creation, Psionic	Metacreativity (Creation)	10 minutes	See spell text	Close (50 ft.)	XPH:p.114
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[Ma] **TARGET:** Unattended, nonpsionic, nonmagical object of nonliving plant matter, up to 11 cu. ft.; **EFFECT:** You create a nonmagical, unattended object of nonliving, vegetable, stone or metal matter.The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex item, such as Craft [bowmaking] check to make straight arrow shafts. Attempting to use any created object as a material component causes the spell to fail. As the major creation spell, except as noted here. [SR:No]

9	Plane Shift, Psionic	Psychoportation	1 standard action	Instantaneous	Touch	XPH:p.124
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[Vi] **TARGET:** Creature touched, or up to eight willing creatures joining hands; **EFFECT:** As the plane shift spell, except as noted here. [SR:Yes; DC:24, Will negates]

9	True Seeing, Psionic	Clairementence	1 standard action	11 min.	Personal	TME:p.139
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[Vi] **TARGET:** You; **EFFECT:** As the true seeing power, except as noted here.

LEVEL 6 / Per Day:0 / Caster Level:11

Power Points	Name	School	Time	Duration	Range	Source
11	Fabricate, Greater Psionic	Metacreativity (Creation)	see text	Instantaneous	Close (50 ft.)	XPH:p.106

[Ma] **TARGET:** Up to 1100 cu. ft; see text; **EFFECT:** As psionic fabricate, except ten times as much material is affected by the power. You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 10 cubic foot per level instead of 100 cubic feet. You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship. Casting requires 1 round per 100 cubic feet [or 10 cubic foot] of material to be affected by the spell. Material Component: The original material, which costs the same amount as the raw materials required to craft the item to be created. [SR:No]

\* =Domain/Speciality Spell

# Sai Onich

Synad (Psionic)

RACE	0
AGE	
GENDER	Male
VISION	Darkvision (60 ft.)
ALIGNMENT	None
DOMINANT HAND	Right
HEIGHT	0' 0"
WEIGHT	0 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	
DEITY	Aberration
Race Type	

Race Sub Type

Description:  
Biography: