

<div data-bbox="87 141 161 215"></div> <h3>Distract</h3> <p>Psionic</p> <p>Ranged 10 Action: Minor Action Target: One creature</p> <p>Effect: The target grants combat advantage to the next creature that attacks it before the end of your next turn.</p> <p><i>Your mental barrage momentarily confuses an enemy.</i></p>	<div data-bbox="566 141 639 215"></div> <h3>Send Thoughts</h3> <p>Psionic</p> <p>Ranged 20 Action: Free Action Target: One creature that shares a language with you</p> <p>Effect: You send a mental message of 25 words or fewer to the target. The target can respond in kind as a free action.</p> <p><i>You communicate telepathically with a creature.</i></p>	<div data-bbox="1045 141 1118 215"></div> <h3>Adept's Insight</h3> <p>Psionic</p> <p>Close Burst 5 Action: Free Action</p> <p>Effect: You add 1 to the triggering roll. Trigger: You or an ally in burst makes an attack roll, saving throw, or skill check. Special: Augment 1 Effect: You instead add 1d4+1 to the triggering roll.</p>
<p>Psion Feature</p> <p>encounter</p>	<p>Psion Feature</p> <p>encounter</p>	<p>Noble Adept Feature</p> <p>encounter</p>
<div data-bbox="87 806 161 880"></div> <h3>Dishearten</h3> <p>Augmentable, Implement, Psionic, Psychic</p> <p>Area Burst 1 within 10 sq. Action: Standard action Target: Each creature in burst Attack: Intelligence +5 Vs. Will</p> <p>Hit: 1d6 + 5 (Intelligence modifier) psychic damage. and the target takes a -2 penalty to attack rolls until the end of your next turn. Special: Augment 1: Hit: As above. and the target cannot make opportunity attacks until the end of your next turn.</p> <p>Augment 2: Hit: 2d6 + 5 (Intelligence modifier) psychic damage, and the target takes a penalty to attack rolls equal to your Charisma modifier until the end of your next turn.</p> <p><i>You insert thoughts of defeat into your foes' minds, sapping the enemies' will to fight.</i></p>	<div data-bbox="566 806 639 880"></div> <h3>Memory Hole</h3> <p>Augmentable, Implement, Psionic, Psychic</p> <p>Ranged 10 Action: Standard action Target: One creature Attack: Intelligence +5 Vs. Will</p> <p>Hit: 1d6 + 5 (Intelligence modifier) psychic damage. and you become invisible to the target until the start of your next turn. Special: Augment 1: Hit: As above, but the invisibility lasts until the end of your next turn.</p> <p>Augment 2: Area burst 1 within 10 squares Target: Each creature in burst Hit: 2d6 + 5 (Intelligence modifier) psychic damage, and you become invisible to the target until the start of your next turn.</p> <p><i>You sift through your foe's mind for the mental representation of yourself within it and brutally rip it out.</i></p>	<div data-bbox="1045 806 1118 880"></div> <h3>Mind Thrust</h3> <p>Augmentable, Implement, Psionic, Psychic</p> <p>Ranged 10 Action: Standard action Target: One creature Attack: Intelligence +5 Vs. Will</p> <p>Hit: 1d10 + 5 (Intelligence modifier) psychic damage. Special: You can use this power unaugmented as a ranged basic attack.</p> <p>Augment 1: Hit: As above, and the target takes a penalty to Will equal to your Charisma modifier (2) until the end of your next turn.</p> <p>Augment 2: Hit: 2d10 + 5 (Intelligence modifier) psychic damage, and the target takes a penalty to all defenses equal to your Charisma modifier (2) until the end of your next turn.</p> <p><i>You unleash a psychic assault on your foe's mental pathways.</i> <i>You can increase the assault's intensity to weaken your foe's</i></p>
<p>Psion attack 1</p> <p>at will</p>	<p>Psion attack 1</p> <p>at will</p>	<p>Psion Attack 1</p> <p>at will</p>
<div data-bbox="87 1478 161 1552"></div> <h3>Telepathic Projection</h3> <p>Charm, Implement, Psionic, Psychic</p> <p>Ranged 10 Action: Standard action Target: One creature Attack: Intelligence +5 Vs. Will</p> <p>Hit: 3d8 + 5 (Intelligence modifier) psychic damage, and the target is subject to your telepathic projection (save ends). While the target is affected by your telepathic projection, when you start your turn, the target makes a melee basic attack as a free action against a target you choose. Miss: Half damage, and the target makes a melee basic attack against a random creature. If this attack targets one of your allies, the target takes a -2 penalty to the attack roll.</p> <p><i>You force your own will into an enemy's mind, manipulating the foe like a puppet under your control.</i></p>	<div data-bbox="566 1478 639 1552"></div> <h3>Action point</h3>	<div data-bbox="1045 1478 1118 1552"></div> <h3>Second wind</h3>
<p>Psion attack 1</p> <p>daily</p>	<p>encounter</p>	<p>encounter</p>