

Additional Psionic Feats v1.1

| Feat | Type | Prerequisite |
|--------------------------|---------|--|
| *Blind-Fight | General | – |
| Darksense | Psionic | any 2nd level or higher Clairsentience Power, Blind-Fight, Reserve Power Points 5+ |
| Cerebral Scrutiny | Psionic | any 1st level or higher Clairsentience Power, Reserve Power Points 1+ |
| Mental Awareness | Psionic | any 1st level or higher Clairsentience power, Cerebral Scrutiny, Reserve Power Points 3+, Wis 13+ |
| **Inertial Armour | Psionic | Reserve Power Points 1+ |
| Force Barrier | Psionic | any 2nd level or higher Psychokinesis power, Inertial Armour, Reserve Power Points 7+ |
| Mind Slide | Psionic | any 3rd level or higher Psychoportation power |
| Mind's Eye Coordination | Psionic | Reserve Power Points 1+ |
| Animalism | Psionic | any 1st level or higher Psychometabolism Power, Mind's Eye Coordination, Reserve Power Points 3+ |
| Bestial Fury | Psionic | any 3rd level or higher Psychometabolism Power, Mind's Eye Coordination, Animalism, Reserve Power Points 9+ |
| Physical Augmentation | Psionic | – |
| Psychokinetic Shield | Psionic | any 1st level or higher Psychokinesis power, Reserve Power Points 1+ |
| Kinetic Shell | Psionic | any 1st level or higher Psychokinesis Power, Psychokinetic Shield, Reserve Power Points 3+ |
| **Speed of Thought | Psionic | Wis 13+, Reserve Power Points 1+ |
| Sidestep | Psionic | any 1st level or higher Psychoportation power, Wis 13+, Speed of Thought, Reserve Power Points 1+ |
| Diving Grace | Psionic | any 4th level or higher Psychoportation Power, Wis 13+, Speed of Thought, Sidestep, Reserve Power Points 11+ |
| Telepathic Communication | Psionic | any 2nd level or higher Telepathy power, Cha 13+, Reserve Power Points 5+ |
| Weaponry Attuning | Psionic | Base Attack +1 or higher, Reserve Power Points 1+ |

* from Players Handbook
** from Psionics Handbook

Animalism [Psionic]

Your animalistic nature enables you to make improved unarmed attacks.

Prerequisites: any 1st level or higher Psychometabolism power, Mind's Eye Coordination, Reserve Power Points 3+

Benefit: Whenever you attack with two Claws or fists, you attack at your full attack bonus and deal full Strength damage.

If you attack with a Bite in addition to the Claw or fist attacks, you suffer a –5 penalty to the Bite attack and only deal ½ Strength damage.

If you only make a single Bite attack (making no other attacks), you attack at your full attack bonus and deal one and a half times your normal Strength damage.

Special: Animalism counts as Two-Weapon Fighting for purposes of acquiring Improved Two-Weapon Fighting. Two-Weapon Fighting counts as Animalism for purposes of acquiring Bestial Fury.

Bestial Fury [Psionic]

You can make improved unarmed and bite attacks.

Prerequisites: any 3rd level or higher Psychometabolism power, Mind's Eye Coordination, Animalism, Reserve Power Points 9+

Benefit: You gain an improved unarmed attack progression when using a Bite, Claws or fists. You gain the multiple attacks as a Monk with an equal Base Attack Bonus. Only one of your Bite, Claw or Fist attacks gains the improved attack routine.

Cerebral Scrutiny [Psionic]

You are particularly alert to danger and pay attention to minor details.

Prerequisites: any 1st level or higher Clairsentience power, Reserve Power Points 1+

Benefit: You gain a +2 bonus on all Listen, Sense Motive, Spot and Initiative checks.

Darksense [Psionic]

You gain an intuitive sense of your surroundings.

Prerequisites: any 2nd level or higher Clairsentience power, Blind-Fight, Reserve Power Points 5+

Benefit: You gain the Blindsight ability to a distance of 10'. You must choose one of the following modes that your Blindsight works on: Surface Vibrations, Scent, Acute Hearing, Echolocation.

Special: You may take this feat multiple times. Each time increases your Blindsight radius by a further 10' and increases the Reserve Power Points by +10 each time.

Diving Grace [Psionic]

You can elude and evade the effects of most area attacks.

Prerequisites: any 4th level or higher Psychoportation power, Wis 13+, Speed of Thought, Sidestep, Reserve Power Points 11+

Benefit: You gain the Improved Evasion ability of a 9th level Monk so long as you are in light or no armour.

Force Barrier [Psionic]

You can project a field of force to protect your body from harm.

Prerequisites: any 2nd level or higher Psychokinesis power, Inertial Armour, Reserve Power Points 7+

Benefit: Your psychokinetic might enhances the defences of your Inertial Armour. You may use your Constitution modifier as the armour bonus of your Force Barrier instead of the +4 from Inertial Armour. In addition for every 4 Manifester levels you have obtained you gain a +1 enhancement bonus to your Force Barrier.

Kinetic Shell [Psionic]

Your latent psychokinetic talents deflect incoming missiles.

Prerequisites: any 1st level or higher Psychokinesis Power, Psychokinetic Shield, Reserve Power Points 3+

Benefit: Once per round whenever you would normally be hit with a ranged weapon, you may make a Reflex saving throw (using your Constitution modifier instead of Dexterity) against a DC of 20 (if the ranged weapon has a magical bonus to attack, the DC increases by that amount). You must be aware of the attack and not flat-footed. Exceptional ranged weapons, such as boulders hurled by giants or *Melf's Acid Arrows*, can't be deflected.

Mental Awareness [Psionic]

You can foresee danger allowing you to react instinctively to attacks.

Prerequisites: any 1st level or higher Clairvoyance power, Cerebral Scrutiny, Reserve Power Points 3+, Wis 13+

Benefit: You gain the Uncanny Dodge ability of a Rogue equal in level to 2 + your Wisdom modifier. This means that you do not lose your Dexterity modifier to AC if caught flat-footed or attacked by an invisible creature, and may allow you to avoid being flanked.

Mind Slide [Psionic]

You can physically follow your mental and ranged attacks.

Prerequisites: any 3rd level or higher Psychoportation power

Benefit: Whenever you make a successful psionic or ranged attack, you can *Dimensional Slide* to the victim's location, appearing in an unoccupied area within 5' of the target. If there is no free space within 5' of the target, you do not move. To use this feat with a psionic attack mode or ranged attack you must pay an additional 5 power points. You may decide to use this feat after discovering the success or failure of your psionic or ranged attack.

Mind's Eye Coordination [Psionic]

Your psychic resolve focuses your coordination.

Prerequisites: Reserve Power Points 1+

Benefit: You suffer no off-hand penalties for fighting with an additional weapon or natural attack. If you manifest a Claw and Bite power, you can make two off-hand attacks instead of one.

Special: Mind's Eye Coordination counts as Ambidexterity for purposes of acquiring Improved Two-Weapon Fighting. Ambidexterity counts as Mind's Eye Coordination for acquiring Animalism.

Physical Augmentation [Psionic]

Your innate psionic ability strengthens your body.

Prerequisites: None

Benefit: You gain a +2 psionic bonus to your Constitution score when determining your hit points.

Psychokinetic Shield [Psionic]

Your mastery of forces enables you protect your body from harm.

Prerequisites: any 1st level or higher Psychokinesis power, Reserve Power Points 1+

Benefit: Your mind generates a tangible field of force that provides a +2 cover bonus to your armour class. The cover bonus from Psychokinetic Shield stacks with Inertial Armour and Force Barrier or with wearing normal armour and using a shield, but does not stack with cover from walls and other barriers.

Sidestep [Psionic]

Your reactions enable you to avoid some area effect attacks.

Prerequisites: any 1st level or higher Psychoportation power, Wis 13+, Speed of Thought, Reserve Power Points 1+

Benefit: You gain the Evasion ability of a 1st level Monk so long as you are in light or no armour.

Telepathic Communication [Psionic]

You can communicate telepathically with nearby creatures.

Prerequisites: any 2nd level or higher Telepathy power, Cha 13+, Reserve Power Points 5+

Benefit: You can communicate telepathically with any intelligent creature in a radius equal to your Charisma modifier x 10'.

Weaponry Attuning [Psionic]

You can instantly attune yourself to a weapon, gaining proficiency with that weapon whilst it is held.

Prerequisites: Base Attack +1 or higher, Reserve Power Points 1+

Benefit: You are considered proficient with any weapon that you pick up. You may only be attuned with one weapon at a time, although you may attune yourself to another weapon as a free action once each round.