

Feat Descriptions

Disarm Mind [Psionic]

You can drain the psychic reserves of your foes with psionic attacks.

Prerequisites: any Psionic Attack Mode, Mental Adversary, Cha 13+

Benefit: You deplete a number of power points equal to your Charisma modifier x 4 from your opponent on any successful psionic attack. To use this feat, you must pay an additional 2 power points over the cost of the psionic attack mode. You may decide to use this power after discovering the success or failure of your psionic attack.

Mental Adversary [Psionic]

You can make exceptionally strong psionic attacks.

Prerequisites: any Psionic Attack Mode

Benefit: Whenever you make a successful psionic attack, you drain an extra 1d4 power points from your foe. To use this feat you must pay an extra 1 power point. You decide whether or not to use this feat after determining the success or failure of the psionic attack.

Special: You can gain this feat multiple times, each time you drain an extra 1d4 power points, but the cost increases by 2 each time.

Mind Trap [Psionic]

You can punish psionic attackers.

Prerequisites: Psychic Bastion

Benefit: You deplete power points equal to 10 + your Charisma modifier from your attacker on any psionic attack that you fail to save against. To use this feat you must pay an extra 3 power points. You decide whether or not to pay the extra cost after discovering the success or failure of your foe's attack.

Psychic Bastion [Psionic]

You can raise a fortified defence against psionic attacks.

Prerequisites: None

Benefit: Whenever you fail your save versus a psionic attack, you reduce the power point drain by half. You must pay 1 power point to use this feat. You decide whether or not to use this feat after determining success or failure of your foe's attack.

Power Descriptions

The 12 psionic attack and defense modes are different from normal psionic powers. To learn any of the powers, you must acquire the appropriate Combat Mode feat. In addition you do not need to meet any of the ability requirements (ie 15 Charisma for Mind Blast), although a poor ability score will adversely modify the save DC.

The save DCs for all of the attack modes is equal to 1d20 + mode's effective level + appropriate ability modifier. There is no non-psionic buffer (except for Id Insinuation), or save modifiers for defence modes.

Bodily Barrier

Defence Mode (Con)

Effective Level: Psion/Psychic Warrior 2

Display: None

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Power Resistance: No

Power Points: 3

You protect your mind from the depravations of psionic attacks by sacrificing your bodily health to augment your mental defences.

Whenever you fail to save versus a psionic attack mode that drains power points, you take subdual damage instead.

You can raise Bodily Barrier as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode.

Ego Whip

Attack Mode (Dex) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 0

Display: Au (mental resonance)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Power Points: 1

Your mind lashes out, with a whip-like crack, assaulting the victim's ego, leaving him with feelings of inferiority and worthlessness.

Non-Psionic targets are dismayed and become **shaken** for 2 rounds. Psychic creatures lose faith in their ability and may not use any psionic powers or activate psionic items for 1 round (although they may attack or use other items normally).

Empty Mind

Defence Mode (Wis)

Effective Level: Psion/Psychic Warrior 0

Display: None

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 minute (see text)

Saving Throw: Will negates (harmless)

Power Resistance: No

Power Points: 1

Empty Mind allows you to calm your mind and emotions so that you are effectively invisible to psionic attack modes.

When using Empty Mind, you gain total concealment (50% miss chance) from psionic attack modes. If you use a psionic attack mode, this power ends immediately.

You can raise Empty Mind as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode, so long as you have not used a psionic attack mode in the same round.

Id Insinuation

Attack Mode (Str) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 2

Display: Au (mental resonance)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Power Resistance: No

Power Points: 3

Your mental attack, shrieking with a bestial roar, seeks to awaken your foe's primitive subconscious pitting it against his Superego.

For Non-Psionic targets (who receive a +2 *Non-Psionic Buffer* bonus to their save), their subconscious Id – which controls primitive needs, animal drives, cruelty and ferocity – seeks to lash out in a rage of violence and desire, while the Superego – the civilised part of the brain – struggles to maintain control. As such the victim is left in a state of **confusion** for 1d8 rounds.

Psychic targets (whose minds are more disciplined) struggle to repress their primitive desires. For 1d6 rounds, whenever the affected psychic creature attempts to use a psionic power, it must make a concentration check (DC = original save DC + power's level) to subdue the Id. If the check fails, the creature must spend double the normal power points to manifest the power. If the creature doesn't have enough power points, all remaining power points are used and the power fails.

Intellect Fortress

Defence Mode (Cha)

Effective Level: Psion/Psychic Warrior 2

Display: Vi (mental imagery)

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 minute/level (see text)

Saving Throw: Will negates (harmless)

Power Resistance: No

Power Points: 3

The strength of your psychic resolve can overcome previous mental assaults, and provide you with a buffer against further attack.

By infusing your mind with a shimmering surge of self-confidence, you can quickly shake off the effects and conditions of mind controlling powers. Whenever you fail a saving throw versus a mind affecting power or effect with a non-instantaneous duration, you are allowed to make an additional save in the following round. If the second save succeeds, you are not affected by the power. If your second save fails, the shock to your confidence crumbles your resolve and Intellect Fortress is dismissed.

You may raise Intellect Fortress as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode.

Mental Barrier

Defence Mode (Dex)

Effective Level: Psion/Psychic Warrior 2

Display: Vi (mental imagery)

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Power Resistance: No

Power Points: 3

By raising maze-like mental barriers around your mind, you seek to draw in and trap your opponent while you mount a counter attack.

Whenever you are attacked with a psionic attack mode, you may make an immediate *psionic attack of opportunity* (which counts towards your maximum number of *attacks of opportunity* in the round). Your opponent suffers a –4 penalty to his save versus your surprise attack.

You may raise Mental Barrier as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode.

Mind Blast

Attack Mode (Cha) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 5

Display: Vi (see text)

Manifestation Time: 1 action

Range: 60'

Area: Cone

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Power Points: 9

The most powerful of the psionic attack modes, Mind Blast causes the very air itself to ripple with the force of your mental attack. All creatures within the cone are blasted by your mental power.

Non-Psionic creatures are staggered and left reeling, unable to react or do anything other than try to collect their thoughts. Such creatures are **stunned** for 3d4 rounds. Psychic creatures blasted by your mental fury find themselves stripped of their resolve, and lose [1d6 plus 1 per level] Power Points.

Mind Blast is particularly effective against Thought Shield and Empty Mind defence modes. Due to the area of effect, Mind Blast targets each of the mental images of a Thought Shield (thus dispelling them), and ignores the concealment of Empty Mind.

Mind Flu

Attack Mode (Con) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 2

Display: Au (see text)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Power Points: 3

With a sneeze, you assault the victim's mind with a short-lived mental flu.

Against Non-Psionic creatures your attack sickens and **nauseates** them for 1d6 rounds. Psionic targets fare little better, for the next 1d6 rounds they must make a concentration check (DC = original save DC + 5) to attempt to manifest any psionic power. If they fail their check, they are unable to manifest a power as they dry retch, unable to do anything other than a single move equivalent action. If they succeed they can use their power normally (which may entail further concentration checks).

Mind Thrust

Attack Mode (Int) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 1

Display: Vi (mental imagery)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Power Points: 1

Your mental attack stabs at the victim's mind like a scalpel, severing his thoughts and disrupting his actions.

Against a Non-Psionic target, Mind Thrust **dazes** the victim for 1d4 rounds. When used against a Psychic target, the victim loses [1d4 plus 1 per 2 levels] Power Points as your attack slices through his mental resolve.

Psychic Crush

Attack Mode (Wis) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 3

Display: Vi (mental imagery)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Power Points: 5

With this power you seek to envelop your victim's mind, and crush out all resistance to your mental might with a vice-like grip.

When used against a Non-Psionic creature, the constricting nature of your attack **panics** the creature for 2d6 rounds. When used against a Psychic target, your crushing mental power reduces their psychic potential to a mere trickle, preventing them from using more than 5 power points per round for 1d6 rounds.

Progressive attacks against a Psychic foe further stifle their psychic energy, reducing expenditure to 3, then 1, then no power points a round. Each successful attack also increases the duration by a further 1d6 rounds.

Thought Shield

Defence Mode (Int)

Effective Level: Psion/Psychic Warrior 1

Display: Vi (mental imagery)

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 minute/level (see text)

Saving Throw: Will negates (harmless)

Power Resistance: No

Power Points: 1

By raising a Thought Shield, you attempt to protect your mind from invasion by projecting false thoughts and ideas to lure away your attacker.

When using Thought Shield, you project another 1d4 mental images of your mind to protect your real psyche. Psychic attackers randomly determine which 'mind' is targeted. Your real psyche and the images interchange and interact to confuse an attacker that has found the real target. Images are dispelled when subject to a psionic attack mode.

You can raise Thought Shield as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode.

Tower of Iron Will

Defence Mode (Str)

Effective Level: Psion/Psychic Warrior 3

Display: Vi (mental imagery)

Manifestation Time: See text

Range: Personal

Target: 10' radius emanation, centred on you

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Power Resistance: No

Power Points: 5

When activated, Tower of Iron Will protects your mind and emotions as well as the minds of all allies nearby, by protecting them behind a towering fortress of impregnable psychic might.

You and all allies within 10' gain a +4 bonus to saves versus Mind-Affecting powers and effects.

You may raise Tower of Iron Will as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode.

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