

# Psionic Powers Lists

## PSIONIC POWERS LIST

### 1ST LVL PSION POWERS

**Charm, Psionic:** Makes one person a friend. *Duration:* 1 hr./lvl. *Augment:* 4 extra HP raises duration to 1 day/lvl.  
**Control Object:** Telekinetically animate a small object. *Duration:* Concentration, up to 1 rd./lvl. *Augment:* None.  
**Detect Psionics:** Detect the presence of psionics. *Duration:* Concentration, up to 1 min./lvl. *Augment:* None.  
**Mindlink:** Forge a limited mental bond with another creature. *Duration:* 10 min./lvl. *Augment:* Each extra HP links another creature.  
**Mind Thrust:** Deal 1d10 damage. *Duration:* Instant. *Augment:* Each extra HP adds 1d10 to damage.  
**Preconization:** Gain +2 insight bonus to one roll. *Duration:* 10 min./lvl. *Augment:* None.

### 5TH LVL PSYCHIC WARRIOR POWERS

**Adapt Body:** Your body automatically adapts to hostile environments. *Duration:* 1 hr./lvl. *Augment:* None.  
**Catapsi:** Characters must make a Will save or pay an extra 4 hit points to manifest a power, and psi-like abilities require a full round to use. You are not affected. *Duration:* 1 rd./lvl. *Augment:* Every 4 extra HP raises range and radius by 5 ft. (base 30 ft.)  
**Metacoercion:** Link with up to 9 participants to manifest powers from their hit points. Each link boosts DC of manifested powers by 1. Everyone linked gains a +1 bonus to save vs. powers. *Duration:* 1 min./lvl. *Augment:* Each extra HP raises duration by 1 min.  
**Psychofeedback:** Boost STR or DEX score by an amount up to your psionic class level, but lower MIND by a respective amount. *Duration:* 1 rd./lvl. *Augment:* None.

### 6TH LVL PSYCHIC WARRIOR POWERS

**Breath of the Black Dragon:** Breathe a cone of acid for 1d6 damage. *Duration:* Instant. *Augment:* Each extra HP increases energy level. All energy attack damage is reduced by that amount. *Duration:* 10 min./lvl. *Augment:* 4 extra HP to manifest power as a bonus action.  
**Freedom of Movement, Psionic:** You cannot be held or rendered immobile. *Duration:* 10 min./lvl. *Augment:* None.  
**Immovability:** You are almost impossible to move (+20 to STR checks) and gain damage resistance 15. All physical attack damage is reduced by that amount. *Duration:* Concentration. *Augment:* 8 extra HP to manifest power instantly (even when it's not your turn).  
**Steadfast Perception:** Gain immunity to illusory effects and a +6 bonus on skill checks to find or notice anything. *Duration:* 10 min./lvl. *Augment:* None.  
**Weapon of Energy:** Deal an extra 1d6 damage of specific energy type (plus 1d10 on critical hit). *Duration:* 1 rd./lvl. *Augment:* None.  
**8TH LEVEL DIVINE SPELL**  
**Brain Spider:** Hear thoughts of up to eight other creatures.

### PSIONIC SPELL LISTS

**6TH LEVEL ARCANANE SPELL**  
**Probe Thoughts:** Read subject's memories, one question/rd. *Duration:* 10 min./lvl. *Augment:* None.  
**7TH LEVEL PSION POWERS**  
**Mind Blank, Personal:** You are immune to scrying and mental effects. *Duration:* 1 day. *Augment:* None.  
**Suspend Life:** Go into suspended animation (1 day passes for each year). *Duration:* Permanent unless ended or dismissed. *Augment:* None.  
**8TH LEVEL PSION POWERS**  
**Mind Probe:** You discover the subject's secret thoughts. *Duration:* 1 rd./lvl. *Augment:* None.  
**Psychic Crush:** Crush subject's mind, reducing subject to -1 hit points. *Duration:* Instant. *Augment:* Every two extra hit points increases save damage by 1d6 (base 3d6).  
**Second Chance:** Gain a reroll. *Duration:* 1 rd./lvl, until discharged. *Augment:* None.  
**Shatter Mind Blank:** Cancels target's mind blank. *Duration:* Instant. *Augment:* None.  
**Teleport, Psionic:** Instantly teleport up to 100 miles/lvl. *Duration:* Instant. *Augment:* None.

### EMPATHIC FEEDBACK

When hit in melee, your attacker takes equal damage or 5 points of damage (whichever is less). *Duration:* 10 min./lvl. *Augment:* Each extra HP raises the damage potential by 1.  
**Evade Burst:** Instantly take no damage on a successful Reflex save. *Duration:* Instant. *Augment:* 4 extra HP to only take half damage even on a failed save.  
**Grift Weapon:** Gain +1 competence bonus to attack and damage with weapon and cannot be disarmed. *Duration:* 24 hrs. *Augment:* None.  
**Mental Barrier:** Instantly gain +4 deflection bonus to AC (even when it's not your turn). *Duration:* 1 rd. *Augment:* Each extra HP raises the duration by 1 rd. Every 4 extra HP raises the AC bonus by 1.  
**Ubiquitous Vision:** You have all-around vision. *Duration:* 10 min./lvl. *Augment:* None.

### 4TH LVL PSYCHIC WARRIOR POWERS

**Energy Adaptation:** Gain resistance 10 (20 at 9th level and 30 at 13th level). All energy attack damage is reduced by that amount. *Duration:* 10 min./lvl. *Augment:* 4 extra HP to manifest power as a bonus action.  
**Freedom of Movement, Psionic:** You cannot be held or rendered immobile. *Duration:* 10 min./lvl. *Augment:* None.  
**Immovability:** You are almost impossible to move (+20 to STR checks) and gain damage resistance 15. All physical attack damage is reduced by that amount. *Duration:* Concentration. *Augment:* 8 extra HP to manifest power instantly (even when it's not your turn).  
**Steadfast Perception:** Gain immunity to illusory effects and a +6 bonus on skill checks to find or notice anything. *Duration:* 10 min./lvl. *Augment:* None.  
**Weapon of Energy:** Deal an extra 1d6 damage of specific energy type (plus 1d10 on critical hit). *Duration:* 1 rd./lvl. *Augment:* None.

### 7TH LEVEL PSION POWERS

**Ethereal Jaunt, Psionic:** Become ethereal for 1 rd/lvl. *Duration:* 1 rd./lvl. *Augment:* None.  
**Fission:** You briefly duplicate yourself. *Duration:* 1 rd./lvl. *Augment:* None.  
**Insanity:** Subject is permanently confused. *Duration:* Instant. *Augment:* Every 2 extra HP raises save DC by 1 and affects another creature.  
**Moment of Precience, Psionic:** Gain an insight bonus equal to your psionic character level on a single attack roll, check, or save. *Duration:* 1 rd./lvl, until discharged. *Augment:* None.  
**Reddopsi:** Powers targeting you rebound back. *Duration:* 10 min./lvl. *Augment:* None.  
**Temporal Acceleration:** Your time frame accelerates for 1 rd. *Duration:* 1 rd. (apparent time). *Augment:* Every 4 extra HP raises duration by 1 rd.  
**Restoration, Psionic:** Restores level and stats from drains. *Duration:* 11. *Augment:* None.  
**Null Psionics Field:** Create a field where psionic power does not function. *Duration:* 10 min./lvl. *Augment:* None.  
**Crystallize:** Turn subject permanently to crystal. *Duration:* Permanent. *Augment:* None.  
**Co-opt Concentration:** Take control of foe's power. *Duration:* Concentration, up to 1 rd./lvl. *Augment:* None.  
**Mind Mind, Mass:** Erase knowledge of your presence from the minds of one creature/lvl. *Duration:* 1 min./lvl. *Augment:* None.

**True Seeing, Psionic:** See all things as they really are. *Duration:* 1 min./lvl. *Augment:* None.

### 6TH LVL PSION POWERS

**Control Body:** Take rudimentary control of foe's limbs. *Duration:* Concentration, up to 1 min./lvl. *Augment:* Every 2 extra HP affects a target one size larger.  
**Death Urge:** Target tries to kill itself. *Duration:* 1 rd. *Augment:* Every 4 extra HP raises save DC by 2 and duration by 1 rd.  
**Dimension Door, Psionic:** Teleport short distance. *Duration:* Instant. *Augment:* 6 extra HP to manifest as a bonus action.  
**Mindwipe:** Wipe a part of target's mind to reduce target's current level by 2. *Duration:* 1 hr. *Augment:* Every 2 extra HP raises DC by 2. Every 3 extra HP reduces an extra level.  
**Schism:** Split your mind into two independent entities. *Duration:* 1 rd./lvl. *Augment:* None.  
**Telekinetic Maneuver:** Telekinetically bull rush, disarm, grapple, or trip your target. *Duration:* Concentration, up to 1 rd./lvl. *Augment:* Every 2 extra HP grants a +1 bonus to maneuver checks.

### 5TH LVL PSION POWERS

**Telekinetic Force:** Move an object (up to 250 lbs.) with your mind. *Duration:* Concentration, up to 1 rd./lvl. *Augment:* Each extra HP raises weight limit by 25 lbs.

### 1ST LVL PSYCHIC WARRIOR POWERS

**Call Weaponry:** Call a weapon "from thin air" into your hand *Duration:* 1 min./lvl. *Augment:* Every 4 extra HP grants a +1 enhancement bonus to the weapon.  
**Catfall:** Instantly save yourself from a fall (as if fall was 10 ft. shorter). *Duration:* Until landing or 1 rd./lvl. *Augment:* Each extra HP makes the fall a further 10 ft. shorter.  
**Detect Psionics:** You detect the presence of psionics. *Duration:* Concentration, up to 1 min./lvl. *Augment:* None.  
**Prescience, Offense:** Gain +2 insight bonus on your damage rolls. *Duration:* 1 min./lvl. *Augment:* Every 3 extra HP raises damage bonus by +1. 6 extra HP to manifest power as a bonus action.  
**Synesthesia:** You receive one kind of sense when another sense is stimulated. *Duration:* 10 min./lvl. *Augment:* None.  
**Vigor:** Gain 5 temporary hit points. *Duration:* 1 min./lvl. *Augment:* Each extra HP gives 5 extra hit points.

### 2ND LVL PSYCHIC WARRIOR POWERS

**Animal Affinity:** Gain +4 to one stat. *Duration:* 1 min./lvl. *Augment:* Every 5 extra HP enhances another stat.  
**Body Adjustment:** Heal 1d12 damage. *Duration:* Instant. *Augment:* Every 2 extra HP heals an extra 1d12.  
**Detect Hostile Intent:** Detect hostile creatures within 30 ft. *Duration:* 10 min./lvl. *Augment:* None.  
**Hustle:** Instantly gain a move action. *Duration:* Current round. *Augment:* None.  
**Sustenance:** You can go without food and water for one day. *Duration:* Instant. *Augment:* None.  
**Wall Walker:** You can walk on walls and ceilings. *Duration:* 1 min./lvl. *Augment:* None.

### 9TH LEVEL PSION POWERS

**Assimilate:** Inflict 20d6 damage and incorporate creature (fully or partially) into your own body. *Duration:* Instant or 1 hr. *Augment:* None.  
**Etherealness, Psionic:** You and 1 creature/3 levels become ethereal. *Duration:* 1 min./lvl. *Augment:* None.  
**Microcosm:** One creature (100 hp or less) or group of creatures (each 30 hp or less, totaling 300 hp max) is trapped forevermore in world of own imagination (no saving throw). *Duration:* Instant. *Augment:* Each extra HP raises the HP limit of target by 10.  
**Timeless Body:** Ignore all harmful, and helpful, effects for 1 rd. *Duration:* 1 rd. *Augment:* None.

### 8TH LEVEL PSION POWERS

**Astral Seed:** You plant the seed of your rebirth from the Astral Plane. You return from death (even disintegration) after 10 days. *Duration:* Instant. *Augment:* None.  
**Hypercognition:** You can deduce almost anything. *Duration:* Instant. *Augment:* None.  
**Mind Blank, Psionic:** Subject immune to mental/emotional effects, scrying, and remote viewing. *Duration:* 1 day. *Augment:* None.  
**Time Hop, Mass:** Willing subjects hop forward in time. *Duration:* 1 hr./lvl. *Augment:* 6 extra HP to instantly manifest the power (even when it's not your turn).

### 2ND LVL PSION POWERS

**Clairvoyant Sense:** See and hear a distant location. *Duration:* 1 min./lvl. *Augment:* None.  
**Cloud Mind:** You erase knowledge of your presence from target's mind. *Duration:* 1 min./lvl. *Augment:* None.  
**Ego Whip:** Deal 1d4 MIND damage and daze for 1 rd. *Duration:* Instant. *Augment:* Every 4 extra HP increases damage by 1d4 points and save DC by 2.  
**Identify, Psionic:** Learn the properties of a psionic item. *Duration:* Instant. *Augment:* None.  
**Read Thoughts:** Detect the thoughts of creatures in range. *Duration:* Concentration, up to 1 min./lvl. *Augment:* None.  
**Sensitivity to Psychic Impressions:** Find out about an area's past. *Duration:* Concentration, up to 10 min./lvl. *Augment:* None.

### 3RD LVL PSION POWERS

**Body Adjustment:** You heal 1d12 damage. *Duration:* Instant. *Augment:* Every 2 extra HP heals an extra 1d12.  
**Dispel Psionics:** Cancel psionic powers and effects. *Duration:* Instant. *Augment:* Each extra HP raises dispel check by 2.  
**False Sensory Input:** Subject sees what isn't there. *Duration:* Concentration, up to 1 min./lvl. *Augment:* Every 2 extra HP affects another target.  
**Fate Link:** Link the fates of two targets. *Duration:* 10 min./lvl. *Augment:* Every 2 extra HP raises DC by 1.  
**Psionic Blast:** Stun creatures in 30-ft. cone for 1 rd. *Duration:* Instant. *Augment:* Every 2 extra HP raises duration by 1 rd.