

## Psion Powers

Psionic powers are called manifestations, and as mentioned before their effects can vary wildly.

### Class Features

#### Mindlink (All Psions)

*With a simple gaze, you make the connection. They belong to you now...*

#### At-Will \* Psionic

**Minor Action** **Ranged LOS**

**Target:** One thinking creature

**Effect:** See *Psion Class Features* for details.

#### Telepathy

*"Yes, its me! Now get up and unlock my door!"*

#### At-Will \* Psionic

**Standard Action** **Ranged 10**

**Target:** One Mindlinked Creature

**Effect:** See *Psion Class Features* for details.

#### Mindhand

*With a small flick of your hand you lift the key with your mind and place it gently in your pocket.*

#### At-Will \* Psionic, Force

**Minor Action** **Ranged 10**

**Effect:** You can pick up any object weighting 20 pounds or less and move it 5 squares as an additional move action.

**Sustain Minor:** You can sustain the hand indefinitely.

**Special:** You can create only one sustained force at a time.

### Level 1 At-Will Manifestations

#### Mind Thrust

*With a venomous stare you force your thoughts like a spear into your enemy's mind.*

#### At-Will \* Psionic, Implement

**Standard Action** **Ranged 20**

**Target:** One Creature

**Attack:** Intelligence or Charisma vs. Will

**Effect:** 1d8 + Con modifier psychic damage.

Increase damage to 2d8 + Con modifier at 21st level.

**Special:** If the target is currently connected to the psion via a mindlink, then the target is dazed until the end of the psion's next turn.

### TK Assault

*Swinging your fists in mid-air you strike your enemy with invisible fists of telekinetic force.*

**At-Will \* Psionic, Force, Implement**

**Standard Action** **Ranged 10**

**Target:** One Creature

**Attack:** Intelligence or Charisma vs. AC

**Effect:** 2d4 + Con modifier force damage.

Increase damage to 4d4 + Con modifier at 21st level.

**Special:** On a critical hit the target is pushed 1 square directly away from the psion. If this is not possible, then the target takes another 1d6 damage.

### Shadow Assailant

*Closing your eyes, you summon forth the nightmares lurking in the shadows of your mind to hinder your enemies.*

**At-Will \* Psionic, Illusion**

**Minor Action** **Ranged 5**

**Target:** One Creature

**Attack:** Intelligence or Charisma vs. Will

**Effect:** Target is distracted by unseen shadows in his mind and must give combat advantage to his enemies until the beginning of your next turn.

**Sustain:** Standard

**Special:** If the target is mindlinked to the psion then the effect can be maintained as a minor action.

### TK Shield

*As enemies surround you, you summon unseen forces to keep them back.*

**At-Will \* Psionic, Force, Implement**

**Standard Action** **Close Burst 1**

**Target:** Each creature in burst

**Attack:** Intelligence or Charisma vs. AC

**Effect:** 1d6 + Con modifier force damage.

Increase damage to 2d6 + Con modifier at 21st level.

**Special:** On any critical hit the target is shifted 1 square directly away from the psion. If this is not possible, then the target takes another 1d6 force damage.

### Molecular Agitation

*With a flare of light from your eyes, your enemy's skin scorches and smokes as if exposed to searing flame.*

**At-Will \* Psionic, Fire, Implement**

**Standard Action** **Ranged 5**

**Target:** One Creature or Object

**Attack:** Intelligence or Charisma vs. Fort

**Effect:** 1d6 + Con modifier fire damage.

Increase damage to 2d6 + Con modifier damage at 21st level.

**Special:** This power can be used to ignite items on fire. Most items won't ignite or stay ignited long unless they are extremely flammable or specially prepared to ignite (Like candles, lamps, torches, or campfires).

### Level 1 Encounter Manifestations

#### Stumble

*Thrusting your palm at your enemys' legs you send a quick wave of telekenetic force to knock them over.*

**Encounter \* Psionic, Force**

**Standard Action** **Close Blast 5**

**Target:** Each creature in Blast

**Attack:** Intelligence or Charisma vs. Reflex

**Effect:** Each target successfully struck is knocked prone in his square.

#### Cuts and Scratches

*You sting you foe with thousands of small cuts distracting him from his goals.*

**Encounter \* Psionic, Force, Implement**

**Standard Action** **Ranged 10**

**Target:** One Creature

**Attack:** Intelligence or Charisma vs. Fort

**Effect:** 2d6 + Con modifier force damage.

**Special:** If target takes damage, they are Slowed until the end of your next action.

#### Ego Whip

*You assault your enemy with the worst parts of his own psyche.*

**Encounter \* Psionic, Implement**

**Standard Action** **Ranged 10**

**Target:** One Creature

**Attack:** Intelligence or Charisma vs. Will

**Effect:** 2d8 + con modifier psychic damage.

**Special:** If the target is mindlinked during the attack, the target is also weakened whether or not it does any damage. A successful save ends the effect. If the target is hit with a Critical, then the target is also dazed until the end of your next turn.

#### Ectoplasmic Weapon

*Reaching through dimensions into the Astral plane, you form the ectoplasm you find there into a weapon of vibrant energy.*

**Encounter \* Psionic, Radiant, Conjuration**

**Minor Action** **Personal**

**Effect:** Creates a weapon made of pure radiant energy. The weapon's shape can be any the manifester desires that he know's how to use. All damage created by the weapon is radiant.

**Special:** This power lasts until the end of the encounter or for five minutes. The psion cannot drop the weapon or pass it on, but he can dismiss it at any time.

### Level 1 Daily Manifestations

### Two-Dimensional Blade

*Drawing your blade you focus your will upon the weapon, making it's edge only exist in two-dimensions.*

**Daily \* Psionic**

**Minor Action**

**Personal**

**Target:** Any non-blunt melee weapon.

**Effect:** The chosen weapon is considered the equivalent of a standard +1 magical weapon for the duration of the encounter or for five minutes.

**Special:** The weapon can be used by anyone the psion wishes to give it to and can even throw the weapon if he wants. However, that means that even enemies can use the weapon too. This power cannot be used on the Ectoplasmic Weapon power of course.

### Empathic Wound Transfer

*Focusing on your pain, you will it into your hand as you reach out to touch your enemy.*

**Daily \* Psionic, Necrotic, Implement**

**Standard Action**

**Melee: Touch**

**Trigger:** You are bloodied.

**Target:** One living creature

**Attack:** Str vs. AC

**Effect:** Target takes 1d10 + Int or Cha modifier Necrotic Damage, and loses a healing surge for the day. The psion heals as if he spent a normal healing surge.

**Special:** If the target is mindlinked, then the Psion can also regain a healing surge if he has spent one.

### Recall Agony

*Searching quickly through your enemy's memories, you quickly grab the most painful one you come across and bring it forth again in all its splendor.*

**Daily \* Psionic, Implement**

**Standard Action**

**Ranged 5**

**Target:** Int or Cha vs. Will

**Effect:** Target takes 1d6+ Con modifier psychic damage. The target takes 5 ongoing psychic damage on each of its successive turns. A successful save ends the effect.

**Sustain:** Standard

**Special:** If the target is mindlinked then the effect can be sustained as a minor action.

### Githzerai's Iron Mind

After withstanding an attack, you use the power of your mind to fortify yourself against further harm.

**Encounter \* Psionic**

**Immediate Interrupt**

**Personal**

**Trigger:** You are hit by an attack.

**Effect:** You gain a +2 bonus to all defenses until the end of your next turn.

## Level 2 Utility Manifestations

### Vigor

*You reinforce your body with the power of your mind.*

**Encounter \* Psionic**

**Standard Action**

**Personal**

**Effect:** Activate a healing surge to gain temporary Hit Points equal to a normal healing surge. They last until they are gone or until the end of the encounter, whichever comes first.

### Inertial Armor

*Your foes only see a slight distortion, but you feel the skin tight field that will absorb most of their blows.*

**Daily \* Psionic, Force, Stance**

**Standard Action**

**Personal**

**Effect:** Psion gains a +2 power bonus to AC and Reflex defenses. Reduce all damage from falls or other types of kinetic movement by half. Reduce all forced movement (except teleportation) by 2.

### Intellect Fortress

*You build an invisible castle of the mind to defend you and your friends.*

**Daily \* Psionic, Zone**

**Standard Action**

**Close Burst 3**

**Effect:** You and your allies inside the area of effect all gain +2 to will defense and resist 5 to psychic damage.

**Sustain:** Minor; The zone persists and can move with the psion.

**Special:** A mindlink cannot be created or maintained from or to anyone inside the zone.

### Conceal Thoughts

*You weave a web of lies in your mind that even you begin to believe.*

**Daily \* Psionic**

**Free Action**

**Personal**

**Effect:** All attempts to read your mind are thwarted and you are always detected as normal or benign. You also gain a +4 power bonus to bluff checks. You cannot perform mindlinks with this power in effect, nor can you be targeted by them.

**Sustain:** Minor

### Mind Shield

*You quickly shore up your impressive mental defenses as your mind is assaulted.*

**Encounter \* Psionic**

**Immediate Interrupt**

**Personal**

**Trigger:** You are hit by a Will attack.

**Effect:** You gain a +6 power bonus to Will defense until the end of your next turn.

### Debris Cloud

*You stir up the dust, sand, and dirt telekinetically in an area to temporarily blind your enemies.*

**Encounter \* Psionic, Force**

**Standard Action** **Area Burst** 3 within 10 squares

**Effect:** All inside the cloud are considered to have total concealment until the end of your next turn.

### Level 3 Encounter Manifestations

#### Concussive Blast

*Focusing your mental might into a small spot, you overload your telekinetic force into a small explosion.*

**Encounter \* Psionic, Force**

**Standard Action** **Area Burst** 1 within 10 squares

**Target:** Each enemy in burst.

**Attack:** Int or Cha vs. Reflex

**Effect:** 2d6 + Con modifier force damage.

**Special:** If a critical is made during this attack the target is also knocked prone.

#### Implanted Command

*Using a needle thin piece of psychic power, you insert a sliver of an idea that immediately blossoms.*

**Encounter \* Psionic, Charm**

**Standard Action** **Ranged** 5

**Target:** Targeted creature in range.

**Attack:** Int or Cha vs. Reflex

**Effect:** Choose one effect or condition: Slow, Weakened, Dazed, Deafened, Blinded, or Prone. The target suffers from that particular effect or condition until it successfully saves.

**Special:** Gain a +2 to the attack if the target is mindlinked. If the attack is a critical success then choose 2 effects or conditions from the list above instead of one. A save ends both effects.

#### Mind Crush

*You imagine what's left of your opponent's mind in your hand, and oozing between your fingers...*

**Encounter \* Psionic**

**Standard Action** **Ranged** 10

**Target:** One creature

**Attack:** Int or Cha vs. Will

**Effect:** 1d10 + Con modifier psychic damage.

**Special:** If the target is mindlinked during this attack, the target is also stunned until the end of your next turn.

#### Telekinetic Manuver

*You imagine invisible gorilla-like hands reaching out to your enemies, tossing them around like ragdolls.*

### Encounter \* Psionic, Force

**Minor Action** **Ranged 10**

**Target:** One creature in range each round

**Attack:** Int or Cha vs. Fortitude

**Effect:** You can choose to either slide a target a number of squares equal to your Con modifier +1 in squares, knock it Prone, or hold it Restrained until the end of your next turn. You may choose a different target each turn, but you still must make a successful attack roll each turn too.

**Sustain:** Standard

### Create Flame

*You sneer as you summon ectoplasm near your enemies, and feed it enough psionic energy to explode into hellish flame.*

### Encounter \* Psionic, Fire

**Standard Action** **Burst 3 up to 10 squares**

**Target:** Each enemy in a burst.

**Attack:** Int or Cha vs. Reflex

**Hit:** 3d6 + Con modifier fire damage to each enemy in the burst.

**Miss:** 1d6 + Con fire damage

### Level 5 Daily Manifestations

### Mind Fog

*Your enemies look confused for a moment, some of them hesitating longer than others.*

### Daily\* Psionic

**Standard Action** **Close Burst 5**

**Target:** Each enemy in a burst.

**Attack:** Int or Cha vs. Will

**Hit:** Each target takes 1d6 + Int or Cha modifier psychic damage and are stunned until the end of your next turn.

**Miss:** Dazed until the end of your next turn.

### Suggestion

*You force a tiny seed of a suggestion into your opponent's mind that quickly blossoms.*

### Daily\* Psionic, Charm

**Standard Action** **Ranged 5**

**Target:** One creature

**Attack:** Int or Cha vs. Will.

**Hit:** Target is dominated until the beginning of your next turn.

**Special:** The Psion gains a +2 to the attack roll against a mindlinked target.

### Share Pain

*You make the enemy pay for their attack by forcing them to feel your pain.*

### Daily\* Psionic

**Immediate Interrupt** **Ranged 5**

**Trigger:** Damage from any attack.

**Attack:** Int or Cha vs. Will

**Target:** One creature in range

**Effect:** Target takes psychic damage equal to the triggering damage.

**Special:** The Psion gains a +2 to the attack roll against mindlinked targets.

#### Crystal Javelin

*A ball of light appears over your head, then shapes itself into a sparkling crystal spear as it flies toward your target.*

**Daily\* Psionic, Conjuration**

**Standard Action** **Ranged 20**

**Primary Target:** One Creature

**Attack:** Int or Cha vs. AC

**Hit:** This razor sharp javelin does 2d8 + Con modifier force damage.

**Secondary Targets:** All creatures within 1 square of the primary target.

**Secondary Attacks:** Int or Cha vs. Reflex

**Hit:** 1d8 + Con force damage.

#### Power Leech

*Your enemy lets out a primal scream as you yank out part of his mind to use for yourself.*

**Daily \* Psionic, Stance**

**Standard Action** **Melee Touch**

**Target:** One creature with an at-will power.

**Attack:** Str vs AC

**Effect:** Choose one At-Will power that creature has. That creature loses that power and you gain it. A successful save ends the effect.

**Special:** Mindlinked targets get a -2 penalty to their saves.

### Level 6 Utility Manifestations

#### Copy Ability

*You can't see into the unlit room, so you reach over and touch your elf friend and concentrate. Quickly the room's dark corners retreat as you gain your friend's ability to see better in the dark.*

**Daily \* Psionic, Polymorph, Stance**

**Standard Action** **Melee Touch**

**Target:** One living humanoid creature.

**Attack:** Str vs. Ref

**Effect:** Gain one basic racial ability or limited skill of the humanoid creature touched. Only one ability can be borrowed at a time and no apparent change occurs to the psion physically.

**Special:** Abilities you can "borrow" are limited to: all-around vision, low-light vision, darkvision, base speed (ground only), 1 language, or 1 Immunity. The Psion is also considered to be a member of that species, type, and race for all effects for as long as this power lasts.

### Githyanki Telekinetic Leap

You hurl yourself or one of your allies safely through the air using your mind.

**Encounter \* Psionic, Force**

**Move Action**

**Ranged 10**

**Target:** You or one ally

**Effect:** The target can fly up to 5 squares. If this power is used on an ally, that ally must remain in your line of sight at all times during the effect.

### Dimension Jump

*You follow the retreating Wizard, dimension jump for dimension door.*

**Daily\* Psionic, Teleportation**

**Move Action**

**Personal**

**Effect:** Teleport 10 squares. You can't take other creatures with you.

### Wall of Crystal

*You grab a massive amount of volatile ectoplasm from the astral plane which you quickly harden into a defensive construct.*

**Daily\* Psionic, Conjuration**

**Standard Action**

**Area** Wall 6 within 10 squares

**Effect:** You conjure a solid wall of contiguous squares filled with jagged white crystal. The wall can be up to 6 squares long and up to 6 squares high. The wall blocks line of sight, and prevents movement. The wall also blocks insubstantial creatures due to its ectoplasmic nature.

**Special:** As a standard action, a creature can attack one square of the wall. Each square has 30 hit points. Any creature that makes a melee attack against the wall takes 1d6 normal damage from the razor-like crystals. The wall has vulnerability 10 to thunder damage. If not destroyed, the wall dissipates into ectoplasmic vapor in 5 minutes.

### Mind Stalker

*You easily slip past your dazed opponents.*

**Encounter\* Psionic, Stance, Charm**

**Minor Action**

**Personal**

**Effect:** You are invisible to anyone who is stunned or dazed.

### Giant's Hand

*You can lift boulders with your mind.*

**Daily\* Psionic, Force**

**Standard Action**

**Ranged 20**

**Effect:** You can pick up any object weighting 500 pounds or less and move it 5 squares as an additional move action.

**Sustain Minor:** You can sustain the hand indefinitely.

**Special:** You can create only one sustained force. Dropping large objects on targets typically does 3d6 normal damage with a successful Int or Cha vs. AC attack. The size and shape of the object determines its area of damage.

### Biofeedback

*You flood your body with psychic adrenaline, enhancing and pushing your body to its limits.*

**Encounter \* Psionic, Stance**

**Standard Action**

**Personal**

**Effect:** Add your Con modifier to your base movement as well as your acrobatics, athletic, and endurance skill tests. Also add a +2 power bonus to Reflex and Fortitude defenses.

### Level 7 Encounter Manifestations

#### Mindwipe

*With a simple wave of your hand, the guard forgets the entire conversation.*

**Encounter \* Psionic, Charm**

**Standard Action**

**Ranged 5**

**Target:** One creature.

**Attack:** Int or Cha vs. Will

**Hit:** The target takes 2d8 + Con psychic damage and forgets the last 5 minutes of its life. If used in combat, the target is stunned until it makes a save.

**Special:** The attack can be made with a +2 bonus if mindlinked. These memories can be restored only with the psychic surgery power (See Paragon Paths), or with a Remove Affliction ritual.

#### Demoralize

*The charging soldier suddenly stops its charge and backs away, a look of fear on its face.*

**Encounter \* Psionic, Fear**

**Immediate Interrupt**

**Ranged 10**

**Trigger:** one enemy charging the psion.

**Target:** the charging enemy

**Attack:** Int or Cha vs. Will

**Effect:** The charging attacker returns to its starting square and is also weakened until the end of your next turn.

#### Baleful Teleport

*Thunder crashes as you twist reality to move an enemy where you want.*

**Encounter \* Psionic, Teleport**

**Standard Action**

**Ranged 20**

**Target:** One creature of large size or smaller.

**Attack:** Int or Cha vs. Reflex

**Effect:** Target is teleported 3 + Con modifier in squares and takes 2d6 + Con modifier in thunder damage. The end target square must be empty and viable or the power fails.

#### TK Flurry

*Telekinetic fists attack your enemies from all sides.*

### Encounter \* Psionic, Force

**Standard Action** **Ranged 20**

**Target:** 1 + Con modifier enemies in range.

**Attack:** Int or Cha vs. AC

**Hit:** 2d6 + Con modifier force damage.

### Level 9 Daily Manifestations

#### TK Wind

*With a grand gesture, telekinetically generated wind blasts your enemies back.*

#### Daily \* Psionic, Force

**Standard Action** **Close Burst 5**

**Target:** All creatures in the area.

**Attack:** Int or Cha vs. Fort.

**Hit:** Targets are pushed away 3 + Con modifier in squares.

**Special:** On a critical the targets are also knocked prone.

#### Dominate Mind

*You imagine strings pulling your foe's limbs to where you want.*

#### Daily \* Psionic, Charm

**Standard Action** **Ranged 20**

**Target:** One creature

**Attack:** Int or Cha vs. Will

**Effect:** The target is dominated. You must be able to communicate with the target with a language it understands in order to command its actions unless you can communicate telepathically. Save ends.

**Special:** A mindlinked target has a -2 penalty to their saves.

#### Black Dragon's Breath

*Your foes are surprised as you cough up a burst of dragon-like acid.*

#### Daily \* Psionic, Polymorph, Acid

**Standard Action** **Close Burst 5**

**Target:** All creatures in area.

**Attack:** Con vs. Reflex

**Hit:** 2d10 + Con modifier acid damage.

#### Mind Trap

*Your opponent reels as his psychic attack rebounds and rips up his own mind.*

#### Daily \* Psionic

**Immediate Interrupt** **Ranged 20**

**Trigger:** An attack that does psychic damage.

**Effect:** The psion takes no damage and the attacker takes the damage and any special effects intended for you instead if in range.

### Level 10 Utility Manifestations

#### Temporal Acceleration

*You wrap yourself in psychic energy, separating yourself slightly from the normal timestream.*

**Encounter \* Psionic**

**Move Action** **Personal**

**Effect:** Double your normal movement until the end of your next turn. This movement does not provoke opportunity attacks. Additionally, you gain a +4 power bonus to AC and Reflex defense for the power's duration.

**Shadow Body**

*You shimmer and your body seems to disappear into its own shadow.*

**Daily \* Psionic, Polymorph, Stance**

**Standard Action** **Personal**

**Effect:** You become insubstantial and gain a +4 bonus to stealth tests.

**Retrieve Object**

*Your enemy's sneer disappears as your sword suddenly appears in your empty hand.*

**Encounter \* Psionic, Teleportation**

**Minor Action** **Personal**

**Effect:** You can teleport any unattended item on your person or within sight instantly into your hand.

**Suspend Life**

*You curl yourself into a fetal position as you sink deeper into your own mind.*

**Daily \* Psionic**

**Free Action** **Personal**

**Effect:** You fall unconscious and appear dead. You detect as dead when checked magically. However a Healing test DC 35 can reveal the truth. You are helpless and unaware of your surroundings. Enemies tend to ignore you. All body functions slow to a crawl. You also need only 1/10th the oxygen during the duration. This power's duration is chosen when the psion activates it, anywhere between 1 turn to 24 hours.

**Special:** This power automatically activates when the psion falls to 0 Hit Points and suspends any disease or the dying process for up to 24 hours. The psion is helpless and defenseless otherwise and can still be dispatched normally.

**Psychic Surgery**

*With a touch your friend snaps out of his stupor.*

**Encounter \* Psionic, Healing, Reliable**

**Minor Action** **Melee Touch**

**Target:** You or one ally

**Effect:** You instantly end one effect on the target a normal save could end.

**Level 13 Encounter Manifestations**

**Body Adjustment**

*Your fallen friend's eyes flutter as you force his body to repair itself quickly.*

### Encounter\* Psionic, Healing, Reliable

**Standard Action** **Melee Touch**

**Target:** One creature

**Attack:** Str vs. AC

**Effect:** You cause a creature to expend a healing surge normally, as if they had a normal short rest. If they do not have a healing surge to spend, nothing happens.

### Insanity

*Your enemy begins to growl, then suddenly they are laughing, then drooling...*

### Encounter \* Psionic, Charm

**Standard Action** **Ranged 5**

**Target:** One Creature

**Attack:** Int or Cha vs. Will

**Hit:** Target takes 4d6 + Int or Cha psychic damage. Then roll a 1d6 to see what the target's condition is on each of its turns. A save ends the effect:

1. Acts normally.

2. Target is weakened.

3. Attacks closest target (friend or enemy) with a basic attack within its range.

4. Stunned

5. Surprised

6. Immobilized

**Special:** If the target is mindlinked then the saves are made at -2.

### Restful Slumber

*You flip the switch in your foe's minds, making them peacefully pass out.*

### Encounter \* Psionic, Charm

**Standard Action** **Burst 3 in 10 squares.**

**Target:** Each enemy in burst.

**Attack:** Int or Cha -2 vs. Will

**Hit:** Each target falls unconscious until it makes a save, is intentionally awakened, or takes damage.

**Miss:** Target is Dazed until it makes a save.

### Entangling Ectoplasm

*You grasp a handful of astral ectoplasm and toss it at your retreating foe.*

### Encounter \* Psionic, Conjuration

**Standard Action** **Ranged 20**

**Target:** One Creature of large size or smaller.

**Attack:** Int or Cha vs. Reflex

**Effect:** Target is restrained until the end of the encounter or for 5 minutes. Target may make escape attempts normally. DC for this test is equal to 10 + manifester's level.

### TK Blade

*Your enemies cower as you slice them apart from a distance.*

### Encounter \* Psionic, Conjuration, Force

**Standard Action** **Ranged 10**

**Effect:** You conjure forth a spinning telekinetic blade.

**Target:** One or two creatures within 4 squares of each other and still in range of the power.

**Attack:** Int or Cha +2 vs. AC

**Hit:** 2d10 + Con modifier force damage.

**Special:** On a critical strike this power is sustained until the end of your next turn.

### Level 15 Daily Manifestations

#### ID Insinuation

*Slipping between random thoughts, you take a scapel to your enemy's mind, carving out some of the more interesting tid-bits.*

**Daily \* Psionic, Charm**

**Standard Action** **Ranged 10**

**Target:** One creature.

**Attack:** Int or Cha vs. Will

**Hit:** The target takes 5d6 + Int or Cha modifier psychic damage, and cannot use any of its At-Will powers. A save ends the effect.

**Special:** If the target is mindlinked then the saves are made at -2.

#### TK Riposte

*With a casual wave you block the sword's attack and fling a telekinetic attack back at the attacker.*

**Daily \* Psionic, Force**

**Immediate Interrupt** **Ranged 3**

**Trigger:** A melee attack.

**Attack:** Int or Cha vs. AC

**Hit:** The melee attack is blocked completely and the attacker takes 3d8 + Con modifier Force damage and is pushed back one square.

**Miss:** 1d8 + Con modifier force damage.

#### Light Burst

*Blanketing an area with volitile ectoplasm, you smile as you ignite it into brilliant burst of multicolored light.*

**Daily \* Psionic, Radiant**

**Standard Action** **Burst 3 in 20 squares**

**Target:** All creatures in burst.

**Attack:** Int or Cha vs. Reflex

**Hit:** 3d10 + Con radiant damage and blinded (Save ends)

**Miss:** Blinded for until the end of your next turn.

#### Synchronicity

*You push your awareness into the future, synching your mind up with your current and future selves.*

**Daily \* Psionic, Stance**

**Minor Action** **Personal**

**Effect:** Each turn you can either gain +4 to all basic attacks, or you may automatically end 1 effect that a save could end each turn.

## Level 16 Utility Manifestations

### Moment of Insight

*Linking your mind with your friends, you help them throw off the harpy's influence.*

**Encounter\* Psionic, Healing**

**Standard Action** Ranged 20

**Target:** One, two, or three allies.

**Effect:** Your ally gains 10 temporary hit points, and can instantly throw off any one effect that requires a save.

**Special:** If you are mindlinked to any of the allies involved with this power, you also gain the benefits of this power.

### TK Flight

*Wrapping yourself in telekinetic force, you lift yourself from the ground easily.*

**Daily \* Psionic**

**Move Action** Personal

**Effect:** You gain a fly speed equal to your Con modifier x2.

**Sustain:** Minor

### Mind Blank

*You empty your mind so much so that your enemy's mental attacks merely slide off and find no purchase.*

**Encounter \* Psionic, Stance**

**Standard Action** Personal

**Effect:** You are immune to all psychic damage, nor can you be surprized, stunned, or dazed. You also cannot perform mindlinks or use any power with the "Psionic" Keyword.

### Mind's Eye

*You send your mind's eye out for a little fresh air.*

**Daily \* Psionic, Conjuration**

**Standard Action** Ranged 50

**Effect:** You create an invisible floating eye of mental energy. This eye has a flying movement of 10 squares each round and has darkvision. It allows the psion to percieve the area the eye is in as if he were there. The eye can be moved with a standard action. The eye has 10 hit points, an AC equal to the manifester's level, and has the same basic defenses as the psion. The psion cannot use the eye for any purpose but vision.

**Sustain:** Standard

## Level 17 Encounter Manifestations

### Inertial Barrier

*You force your will out, halting the hail of arrows in mid-air.*

**Encounter\* Psionic, Force, Conjuration**

**Standard Action** Area wall 12 in 10 squares

**Effect:** You conjure a solid wall of contiguous squares filled with inertia-sapping energy. The wall can be up to 12 squares long and up to 6 squares high. The wall is not invisible but does not block line of sight. The wall provides 20 resistance to all physical and some energy damage to those who are behind it. The wall does not block necrotic, radiant, or psychic damage. Once created, the wall cannot be moved.

**Sustain:** Standard

#### Crystal Storm

*You form a ball of ectoplasmic crystal in the midst of your enemies, then shatter it with a sudden telekinetic blow.*

**Encounter \* Psionic, Conjuration, Force**

**Standard Action** **Burst** 5 in 20 squares

**Attack:** Int or Cha vs. Reflex

**Target:** All enemies in burst

**Hit:** 3d6 + Con modifier Force damage.

**Sustain:** Standard

#### Berbalang Fission

*You split your mind and body in half in order to accomplish all you need to.*

**Encounter \* Psionic, Conjuration, Stance**

**Standard Action** **Personal**

**Effect:** You split yourself into two different beings, one of which appears in an adjacent square. This new creature looks like, and has the same defenses, as the original Psion with the following exceptions: the two newly created beings must divide their current hit points in half. The clone can only make standard attacks and all damage created by this clone is considered psychic damage. If any one version is brought to 0 hit points, or moves more than 10 squares away, then the power ends prematurely. When this power ends, you have the total hit points of both parts.

#### Puppet Master

*You easily dominate your enemy's thralls.*

**Encounter \* Psionic**

**Standard Action** **Close Burst** 7

**Target:** All minions in area of effect.

**Attack:** Int or Cha +2 vs. Will

**Hit:** You dominate enemy minions in the area of effect. Save Ends. Mentally controlled thralls are immune to this power.

### Level 19 Daily Manifestations

#### Feline Form

*You take the shape of a giant cat, or a simple house cat.*

**Daily \* Psionic, Polymorph**

**Standard Action** **Personal**

**Effect:** You gain either the form of a giant savage cat or that of a house cat. The savage form has the following bonus statistics: +2 to speed, large sized (no reach), a claw or bite attack that does 1d6 + Str damage vs AC, and double all results for jumping tests. You look like a mountain lion, or can choose to look like any giant cat you have ever seen. As a house cat: you are considered tiny (with all appropriate size modifiers), weigh approximately 1/10 your normal weight, and have a claw attack that does 1 point of damage. You look like a normal black house cat, or can choose to look like any normal house cat you have ever seen. Your particular form is chosen when you initiate this power and cannot be altered or switched unless the power is somehow re-initiated.

**Sustain:** Minor

#### Titan's Hand

*You grab the falling castle gate with your mind, holding it open for your charging allies.*

**Daily\* Psionic, Force**

**Standard Action**

**Ranged 30**

**Effect:** You can pick up any object weighting 2000 pounds or less and move it 5 squares as an additional move action.

**Sustain:** Standard; You can sustain the hand indefinitely.

**Special:** You can create only one sustained force. Dropping very large or heavy objects on targets typically does 6d6 normal damage with a successful Int or Cha vs. Reflex attack. The size and shape of the object determines its possible area of damage.

#### Piercing Gaze

*You focus your gaze to see past all obstacles.*

**Daily \* Psionic**

**Minor Action**

**Personal**

**Effect:** You can ignore any cover, obscurement, or concealment (but not true invisibility) until the end of your next turn.

#### Telekinetic Buffer

*Waves of force ripple the air as they force your enemies away.*

**Daily\* Psionic, Force, Zone**

**Standard Action**

**Close Burst 5**

**Target:** All enemies in burst.

**Attack:** Int or Cha vs. Fort defense

**Hit:** Push an enemy towards a square outside the zone.

**Special:** You cannot be charged or bull rushed by any creature of large size or smaller while this power is in effect. You also gain a +4 power bonus to AC to any ranged basic attack.

**Sustain:** Minor

### Level 22 Utility Manifestations

### Wellspring Renewal

*With a deep breath and a sigh, invisible energy flows from your inner self to renew your allies' minds and bodies.*

**Daily \* Psionic, Healing**

**Standard Action**

**Close Burst 5**

**Target:** All allies in burst.

**Effect:** You and each ally in the burst regain their Second Wind ability (not a healing surge) for the Encounter if they have spent it, otherwise there is no effect.

### Truesight

*You clear your mind of all detrious, revealing the truth of what you see.*

**Daily\* Psionic**

**Standard Action**

**Personal**

**Effect:** You gain the Truesight ability, allowing you to see through all illusions.

**Sustain:** Minor

### Chameleon's Skin

*You gain the ability to blend into your sourroundings like the infamous chameleon.*

**Encounter \* Psionic, Polymorph, Stance**

**Standard Action**

**Personal**

**Effect:** You are considered invisible as long as you are at least three squares away, even to those who can normally see invisible. You can still be "seen" using such abilities as tremorsense, and similar.

### Lost in a Crowd

*You release waves of mental energy making those around you confused on who is really who.*

**Daily\* Psionic, Charm**

**Standard Action**

**Personal**

**Effect:** For each creature in an adjacent square to you at the end of your turn, you gain a +2 power bonus to AC or stealth skill tests (to a maximum of +10).

**Sustain:** Minor

### Danger Sense

*You know the attack is coming!*

**Encounter \* Psionic**

**Immediate Interrupt**

**Personal**

**Trigger:** A successful attack upon the psion.

**Effect:** Ignore all damage from that attack.

### Level 23 Encounter Manifestations

#### Crystal Armor

*You see the goblin horde coming, and prepare appropriately by covering yourself with razor sharp, glass-like, spiked-platemail.*

**Encounter \* Psionic, Conjuraton**

**Standard Action****Personal**

**Effect:** You gain a +8 armor bonus to AC and any melee attacks against you cause 1d6 + Con modifier damage to any attacker making a melee attack.

**Sustain:** Minor

**Special:** You cannot already be wearing armor for this power to work.

**Brain Lock**

*You snap your finger at your targets, and they instantly pause.*

**Encounter \* Psionic****Standard Action****Ranged 20**

**Target:** One, two, or three enemies in range.

**Attack:** Int or Cha vs. Will

**Hit:** 3d6 + Int or Cha psychic damage and the targets are immobilized and stunned. Save ends, but a save must be made for each effect separately.

**Special:** If a target is mindlinked then you gain a +4 to the attack on them.

**Expansion**

*You push your body to new limits.*

**Encounter \* Psionic, Polymorph, Stance****Standard Action****Personal**

**Effect:** You grow to large size (with reach 1), gain a +2 power bonus to all melee attacks and melee damage, and gain resistance 5 to normal damage.

**Poison Touch**

*Focusing on the sweat-glands in your palm, you alter them to ooze a nasty toxic substance rather than sweat.*

**Encounter \* Psionic, Polymorph, Poison, Reliable****Standard Action****Melee Touch**

**Target:** One creature

**Attack:** Str vs. Reflex

**Hit:** 3d6 + Con modifier poison damage and the target is weakened. The target also takes 5 ongoing poison damage. A save ends both damage and weakness.

**Level 25 Daily Manifestations****Mind Bomb**

*You pour telekinetic energy into your target's brain until his head explodes into bloody mist and chunks of brain, as shrapnel-like pieces of skull fly everywhere .*

**Daily\* Psionic, Force****Standard Action****Ranged 20**

**Target:** One creature

**Attack:** Int or Cha vs. Fort.

**Hit:** 6d6 + Con modifier psychic damage. If the target survives, it is also slowed and weakened until it spends a healing surge.

**Special secondary attack trigger:** Target creatures dies.

**Secondary Targets:** All creatures within 3 squares of the initial target.

**Secondary Attack:** Int or Cha vs. Reflex

**Hit:** 3d6 + Con modifier force damage and all are considered weakened. Save ends.

### Mindweb

*You link all of your allies together so that you work together in near-perfect harmony.*

**Daily \* Psionic, Zone**

**Standard Action**

**Area Burst 20**

**Target:** Up to 3 + Con modifier bonus allies in burst, starting with the closest. Those who leave the zone lose the link and all the bonuses.

**Effect:** All allies in burst gain the ability to shift 2 squares each turn for free instead of just the 1 square, and are considered flanking an enemy as long as another ally involved in the mindweb is at least adjacent to the same enemy. Finally, you and all those linked together gain Telepathy as a language with each other only. This allows for almost instant and very silent communication.

**Sustain:** Minor

### Dragonform

*You have mastered the art of self-improvement you believe, as you take the form of the most dangerous creature you can think of.*

**Daily \* Psionic, Polymorph, Acid, Poison, Stance**

**Standard Action**

**Personal**

**Effect:** You gain the following bonuses: Flight speed equal to your normal speed, Immunity to one of the following effects (Fire, Cold, Acid, Lightning, Poison), large size, and gain the following At-Will ability while the power is in effect: *Claw/Claw/Bite!*

**Claw/Claw/Bite!**

At-Will

Melee

**Target:** One Creature with three attacks

**Each Attack:** Str+5 vs AC for each attack

**Each Hit:** 3d6 + Str modifier damage.

**Special:** If any strike with Claw/Claw/Bite! is a critical hit, then add another 1d6 to the damage of the attack and knock the target prone.

## Level 27 Encounter Manifestations

### Telekinetic Crush

*With the mental strength of a titan you crush your enemies before you.*

**Encounter\* Psionic, Conjuration, Force**

**Standard Action**

**Ranged 10**

**Target:** One or two creatures

**Attack:** Int or Cha vs. AC

**Hit:** Each target is restrained until the end of your next turn, and is also crushed for 7d6 + Con modifier force damage. You can move each target up to 5 squares before the power ends.

### Mental Outbreak

*You convince your enemies' bodies that they are violently ill.*

**Encounter \* Psionic, Necrotic**

**Standard Action** **Burst 10 at Range 20**

**Target:** All enemies in burst

**Attack:** Int or Cha vs Fort

**Hit:** Each target takes 2d8 + Con modifier necrotic damage, and are weakened and slowed.

**Special:** 1d8 ongoing necrotic damage. Save ends all effects.

### Doppelganger

*You not only look like him...You ARE him.*

**Encounter\* Psionic, Polymorph, Stance**

**Minor Action** **Personal**

**Effect:** You can take the form of any small or medium humanoid creature you have ever had a mindlink with. All detection powers or abilities detect you as that creature or person, and you are considered a member of that species for all effects or requirements while in that particular form. You also gain a +8 power bonus to bluff checks.

### Fire Dance

You summon forth small burning spheres of ectoplasmic fire that explode when they hit something.

**Encounter\* Psionic, Fire**

**Standard Action** **Burst 3 at Range 20**

**Target:** Each creature in one of three bursts. Each burst can attack the same or different targets.

**Attack:** Int or Cha vs. Reflex

**Hit:** 3d8 + con modifier fire damage for each burst that successfully hits.

**Miss:** 1d8 + Con modifier fire damage

**Special:** If a creature is hit by more than one burst they also take 5 ongoing fire damage

## Level 29 Daily Manifestations

### Alter Reality

*You grasp reality itself and mold it to your will.*

**Daily \* Whatever the chosen power effect normally has plus Psionic**

**Standard Action** **Ranged Special**

**Effect:** You recreate the effect of any At-Will, Encounter, or Daily power of 20th level or lower you have or have seen.

### Ultrablast

*Slamming your hands together you blast your enemies into chunks of flesh.*

**Daily \* Psionic, Force**

**Standard Action** **Close Burst 9**

**Target:** All creatures in area.

**Attack:** Int or Cha vs. Fort.

**Hit:** 4d10 + Con force damage to each enemy hit.

**Miss:** 2d10 + Con force damage.

**Special:** On a critical hit the target is also dazed and knocked prone. Save ends the dazed effect.

### Psychotic Break

*With a grimace of pain, you force your enemies over the edge*

**Daily \* Psionic, Charm**

**Standard Action**

**Burst** 5 in 20 squares

**Target:** Each enemy in burst.

**Attack:** Int or Cha vs. Will.

**Hit:** Target takes 3d8 + Con psychic damage. Then roll a 1d6 to see what the target's secondary condition is each turn on its turn. A save ends the effect:

1. Acts normally.

2. Target is weakened.

3. Attacks closest target (friend or enemy) with a basic attack.

4. Stunned

5. Surprised

6. Immobilized

### Spirit Bond

*Reaching out to the spirit of the land, you take on aspects of the natural world around you in order to survive.*

**Daily \* Psionic, Polymorph, Stance**

**Standard Action**

**Personal**

**Effect:** You gain darkvision, the ability to see the invisible, a +5 power bonus to to hit and damage, you gain your level in bonus hit points, flight and swim speeds of 10, and resistance 10 to all damage except fire.