

Psion Heroic Tier Feats

Orb Implement

Prerequisites: Psion Class

Benefit: You can use orbs as implements for any manifestation that does force or psychic damage.

Wild Talent (Multiclass Psion)

Prerequisites: Cha 13

Benefit: You gain Insight as a class skill, and can choose any one 1st level Psion At-Will power to use as an encounter power.

Telepathy

Prerequisites: Psion *(Cannot already have the Telepathy Ability)*

Benefit: You gain the telepathy ability as a daily ability, but has a range of only 5 squares.

Mind-Hand

Prerequisites: Psion *(Cannot already have the Mind-Hand Ability)*

Benefit: You gain the mind hand ability as a daily ability, but has a range of only 5 squares.

Magic Items (Psionic)

Psionic Resonance Crystal Orb

Red-Crystal with flecks of silver show how unique this Orb is.

lvl 7	+2	2,600gp
lvl 12	+3	13,000gp
lvl 17	+4	65,000gp
lvl 22	+5	325,000gp
lvl 27	+6	1,625,000gp

Implement (Orb)

Enhancement: Attack and damage rolls

Critical: +1d6 damage per plus.

Power(Daily): Minor Action; Any power that does psychic damage or a force effect as part of an area manifestation gains 2 to the burst, blast, or wall effect.

Hivemind Psi-Crown

This rare crown looks like it was carved from greenish-brown chitin.

lvl 14	+1	21,000gp
lvl 18	+2	85,000gp
lvl 22	+3	325,000gp
lvl 26	+4	1,125,000gp
lvl 30	+5	3,125,000gp

Implement (Crown)

Enhancement: Attack and damage rolls

Critical: +1d4 damage per plus.

Power(At-Will): This crown allows the Psion to maintain multiple mindlinks at one time. The Psion can still only initiate one mindlink at a time however. The maximum number of targets that can be mindlinked is Equal to the Enhancement bonus plus 1.

Generic Power Stones

These semi-precious gemstones seem to twinkle brightly with the power stored in them.

lvl 1	+1	360 gp
lvl 6	+2	1,800 gp
lvl 11	+3	9,000 gp
lvl 16	+4	45,000 gp
lvl 21	+5	225,000 gp

Implement (Power Stones- Special)

Enhancement: Attack and damage rolls

Critical: +1d6 damage per plus.

Power(One-Shot): When used at any time as an implement once (Whether the chosen power hits or not), a Power Stone burns out and is useless.

Fire Stones (Power Stone)

Cut from the best rubies, these Fire Stones are always warm to the touch.

lvl 1	+1	360 gp
lvl 6	+2	1,800 gp
lvl 11	+3	9,000 gp
lvl 16	+4	45,000 gp
lvl 21	+5	225,000 gp

Implement (Power Stones- Special)

Enhancement: Attack and damage rolls (Fire Manifestations Only)

Critical: +1d10 fire damage per plus.

Power(One-Shot): When used at any time as an implement once (Whether the chosen power hits or not), a Power Stone burns out and is useless.