

PARAGON PATHS

Mind Mage

" You looked surprized. I would think you've seen a master of the mind before now...flayer."

Prerequisite: Psion Class

You are a scolar of the self. You never felt the need to expand your abilites into the strange or unusual. You maintain a healthy mix of abilities and even managed to expand your knowledge of those specific powers. Most other psions might underestimate your abilites, but you are the ultimate master of what you know: yourself.

Mind Mage Path Features

Orb Implementation (11th level): You gain the Orb Implement Feat.

Mental Manipulation (11th level): All of your targets with ongoing psychic damage or stunned/dazed effects make their saves at -2.

Piercing Mind (16th level): Any time you spend an action point to gain an extra standard action to perform an attack, and that attack causes psychic damage, you gain +4 to that particular attack.

Mind Mage Manifestations

Psionic Blast Mind Mage Manifestation 11

You sneer as the army targets you for a fall.

Daily * Psionic

Standard Action

Close Burst 5

Target: All enemies in the area.

Hit: 2d10 + con modifier psychic damage and the target is dazed. Save ends.

Miss: 1d10 + Con modifier psychic damage.

Tower of Iron Will Mind Mage Manifestation 12

You fortify yourself and those nearby with walls of sheer mental muscle.

Daily * Psionic

Standard Action

Close Blast 3

Target: You and all allies in area.

Effect: You and all allies gain +6 to Will defense, and gain resist 20 against all psychic damage and are immune to any secondary effects of psychic attacks.

Special: You cannot initiate, or maintain any mindlinks while a tower of iron will is in effect.

Sustain: Minor

Mind Warp Mind Mage Manifestation 20

You scramble your target's thoughts with a mental knife, and leave the blade behind.

Daily * Psionic

Standard Action

Ranged 5

Target: One Creature

Attack: Int or Cha vs. Will

Hit: Target takes 5d6 + Con modifier psychic damage and is dazed. This is a permanent effect unless the target gets psychic surgery, or is targeted by a remove affliction ritual.

Special: If the target is mindlinked then the attack is made at +2.

Nomad

"I'm right here!...NO I'm here!...NO here!"

Prerequisite: Psion Class, you must have at least one manifestation that has the "teleportation" keyword.

You are the master of space and time. You have learned to warp the fabric of reality with ease, and now you search out more experiences to improve your understanding of the grate beyonds.

Master of Time and Space (11th level): Add 1 to any teleport effect you perform or are targeted by.

Dimensional Mind (11th level): You gain the best of two rolls to attack any creature with a defense based on existence in another dimension or plane, such as the insubstantial ability.

Dimensional Control (20th level): You can choose where you land if you are targeted by a teleportation effect.

Blink Nomad Manifestation 11

You react to attacks by teleporting away.

Daily * Psionic, Teleportation

Standard Action **Personal**

Trigger: First attack that targets you each turn, after your turn.

Effect: You teleport 3 squares. You *must* safely teleport 3 squares, or this power fails. The triggering attack fails if you move out of its range.

Special: You can only teleport once each turn.

Sustain: Minor

Improved Baleful Teleport Nomad Manifestation 11

A popping sound and a second later the goblin looks surprized, then keels over clutching its chest as part of it's still pumping heart appears in your hand.

Daily * Psionic, Teleportation

Standard Action **Ranged 10**

Target: One creature

Attack: Int or Cha vs. Fort.

Hit: 2d8 + con modifier damage and they are weakened.

Special: The damage from this power bypasses all known immunities or damage resistance, but can be healed normally.

Teleport Nomad Manifestation 20

Grabing your friends, you warp space to get away.

Daily * Psionic, Teleportation

Standard Action **Ranged 25**

Effect: You and up to two companions you are touching can teleport anywhere within 30 squares you wish. The target squares must be viable choices, but need not be together.

Body Adept

"No, my body is my weapon!"

Prerequisite: Psion Class

Body adepts are like the solitary monks of old who improve their bodies as well as their minds. They know that a good mind is even better when attached to a healthy body. They can kill with their hands or their minds, but are more inclined to see what you can do first.

Combat Enhancement (11th level): When making opportunity attacks you can instantly grow claws or spurs to slash at your enemies. This does 1d6 + Str on a successful Str vs. AC attack.

Body Enhancement (11th level): Gain Either +2 to strength or Dex. Once this choice is made, it is permanent.

Body Enhancement (16th level): Gain + 2 to Con

Adrenaline Surge Body Adept Manifestation 11

You pump up your adrenaline, giving you a boost you need.

Daily * Psionic

Standard Action

Personal

Effect: You gain a temporary +2 power bonus to Str, Dex and Con.

Sustain: Minor

Weapon Bond Body Adept Manifestation 12

You psychically bond to a weapon, making it a literal part of you, giving you insight into its use.

Daily * Psionic, Stance

Standard Action

Melee Touch

Target: One melee weapon

Effect: You gain proficiency with the targeted melee weapon and can use it and any abilities or powers it has normally.

Animal Affinity Body Adept Manifestation 20

You draw forth upon your animal nature, growing claws and tougher skin.

Daily * Psionic, Polymorph, Stance

Standard Action

Personal

Effect: You gain 20 temporary hit points, a +4 power bonus to strength, as well as a +4 power bonus to AC, Fortitude, and Reflex defenses too. You also gain a natural claw attack that can do 1d8 + Str damage on a Str vs. AC basic attack.

Pyro

You smile in the fire-light as your enemies writhe in the flames.

Prerequisite: Psion Class, must have one manifestation with the "fire" keyword and killed at least one creature with fire.

Fire is your mistress. You see power in the dancing light of the candle, control in the brightness of the torch, and fear in the sizzle of burning flesh. You can burn the world or save it. Your choice.

Fire Defense (11th level): You gain fire resistance 10.

Primordial Understanding (11th level): You gain Primordial as a language and any opportunity attacks against you are met with blasts of fire. They take 5 fire damage from each successful opportunity attack.

Primordial Body (16th level): You gain immunity to fire, but also gain vulnerability 5 to cold attacks.

Fire Lash Pyro Manifestation 11

Snapping your fingers you ignite a continuous flow of ectoplasm from your hand.

Daily * Psionic, Conjunction, Fire

Minor Action **Personal**

Effect: You conjure a heavy whip of burning ectoplasm. It has the following weapon statistics: Prf: +2; Dam: 2d4 + Str fire damage; Group: Flail; Prop: Reach, High Critical. You do not automatically have proficiency with the whip.

Sustain: minor

Special: On a successful critical the target takes ongoing fire damage 5. Save ends.

Control Flame Pyro Manifestation 12

The wizard raises an eyebrow as his fire spell snuffs out in front of you.

Daily * Psionic, Fire, Zone

Standard Action **Close Burst 5**

Target: Everyone inside the area.

Effect: You and all allies gain resistance 5 to fire. All enemies in the burst gain vulnerability 5 to fire (or lose 5 from their fire resistance). Once per turn you can put out any one normal fire in a square or end any ongoing fire damage on one target in range as a free action. This power's abilities stack with any current resistance or vulnerability the targets might have.

Sustain: Minor

Fire Spear Pyro Manifestation 20

As the enemy passes overhead you let go with a long and accurate blast of flame.

Encounter* Psionic, Fire

Standard Action **Range 20**

Target: One creature or object in range

Attack: Int or Cha +2 vs. Reflex

Hit: 4d8 + con modifier fire damage plus 10 ongoing fire damage each turn. Save ends.

Special: On a successful critical, the ongoing fire damage is increased to 20