

Psionics

Aspects: Mentalism, Meditation, Crystals

Opposed Portfolio: Magic

Examples: Tvashti (Indian)

Favored Animal: Chimpanzee

Favored Class: Psion

Favored Sacrifice: Knowledge

Favored Time: First Day of Autumn

Favored Weapon: Any Crystalline Weapon

Portfolio Trial:

Prerequisites: You must have no Spellcasting Classes

Symbol: Crystalline Formation

Typical Quote: "Knowing oneself is the key to understanding everything."

Psionics Domain

Granted Power: All of your Spell-like abilities become Psi-like abilities

1 Déjà Vu^A: Your target repeats his last action

2 Sense Link, Forced: Sense what subject Senses

3 Share Pain, Forced^A: Unwilling subject takes some of your damage

4 Personality Parasite: Subject's mind calves self-antagonistic splinter personality for 1 round/level

5 Psychic Crush^A: Brutally crush subject's mental essence, reducing subject to -1 hit points

6 Disintegrate, Psionic^A: Turn one creature or object into dust

7 Divert Teleport: Choose destination for another's teleport

8 True Metabolism: You regenerate 10 hit points/round

9 Assimilate: Incorporate creature into your own body

Dominion

Layer (Elder One): You create a planar layer of crystals.

Plane (Old One): Your layer dominates an entire plane.

Dimension (First One): Your plane dominates an entire dimension.

Psionics Template (Single Portfolio)

Appearance: The immortal's manifestation is partially crystalline.

N.B. When the immortal adopts a different form (through Metamorphosis or Wildshape for instance), this trait is also adopted.

Demeanor: These immortals believe everything can be solved by understanding oneself.

Psionics Template (Double Portfolio)

Appearance: The immortal's manifestation is completely crystalline.

Demeanor: Such immortals use their own personal powers for everything, refusing help unless the task proves to be impossible.

Table 3-x: (Single) Psionics Portfolio

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Psi-like Abilities	Use any Psionics domain power as psi-like ability	Standard
	Aversion to Magic	Beneficial magic only 50% effective upon you	Always Active
	Fly's Endurance	Competence penalty to constitution equal to your divine rank	Always Active
Prophet	Magical Ward	All magic only 50% effective upon you	Always Active
Hero-deity	Scion of Psions	Competence bonus on manifester level, power DCs, and spell resistance equal to your divine rank	Always Active
Quasi-deity	Psionic Bretheren	Summoned creatures with the (Psionic) subtype have 50% more HD	Always Active

Demi-deity	Divine Mind	Your powers are 50% effective against psionics immune targets	Always Active
Lesser Deity	Superior Divine [Effect]	Assault your enemies with divine power	Variable
Intermediate Deity	Uncanny Divine Mastery	Assault your enemies with divine power	Variable
Greater Deity	Mental Metabolism	You gain fast healing equal to 1/2 your HD	Always Active
Elder One	Mental Messiah	You know all psionic powers from all classes and disciplines	Always Active
	Cosmic Imperfection (Magic)	One artifact in the universe can defeat your Cosmic String ability	Always Active
Old One	Magic Pariah	Magic ceases to function in your divine realm	Always Active

Table 3-x+1: (Double) Psionics Portfolio

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Psi-like Abilities	Use two Psionics domain powers as psi-like abilities each round	Standard + Swift
	Aversion to Magic	Beneficial magic only 25% effective upon you	Always Active
	Fly's Endurance	Competence penalty to constitution equal to double your divine rank	Always Active
Prophet	Magic Mirror	All magic only 25% effective upon you	Always Active
Hero-deity	Phrenic Psion	Competence bonus on manifester level, power DCs, and spell resistance equal to double your divine rank	Always Active
Quasi-deity	Children of the Mind	Summoned creatures with the (Psionic) subtype have 200% more HD	Always Active
Demi-deity	Greater Divine Mind	Your powers ignore immunity to psionics	Always Active
Lesser Deity	Superior Divine [Effect] (x2 HD)	Assault your enemies with divine power	Variable
Intermediate Deity	Uncanny Divine Mastery (x2 HD)	Assault your enemies with divine power	Variable
Greater Deity	Mental Reconstitution	You gain fast healing equal to our HD	Always Active
Elder One	Lord of Mentalism	You have unlimited psionic power points per day	Always Active
	Cosmic Imperfection (Magic)	Two artifacts in the universe can defeat your Cosmic String ability	Always Active
Old One	Total Intelligence	Add your opponent's Intelligence to your own	Always Active
First One	Natural Damage	You are immune to all damage except from a	Always

	Induction	natural attack, you no longer benefit from damage reduction	Active
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