

## Psionic Feats

(Feats for Psionic Characters)

- Aggressive Mind (C. Psi.)  
Pre: Host to a psionic entity.  
B: Psi-like ability 1/day--*mind thrust* or *psionic daze*, manifester level 1/2 your HD, save DC 11 +your Cha, Int or Wis modifier. You can use one or the other psi-like abilities, you can't use both.
- Aligned Attack (Psionic)  
Pre: BAB +6  
B: Choose either chaos, good, evil or law. Expend your psionic focus and deal an extra 1d6 damage vs. one alignment type for the purpose of damage reduction.
- Antagonist (C. Psi.)  
Pre: Host to a psionic entity.  
B: Psi-like ability 1/day--*energy ray* or *crystal shard*, manifester level 1/2 your HD, save DC 11 +your Cha, Int or Wis modifier. You can use one or the other psi-like abilities, you can't use both.
- Autonomous (Psionic)  
Body Fuel (Psionic)  
+2 on Autohypnosis and Knowledge (Psionics)  
Recover 2 PSP by taking 1 point of ability damage to Str, Dex and Con, you can recover additional PSPs for sacrificing more ability points.
- Boost Construct (Psionic)  
Burrowing Power (Psionic)  
Give a construct an additional ability  
Expend your psionic focus you can attempt to manifest your powers to bypass a barrier via the Astral Plane. To bypass the barrier make a Psicraft check, DC 10 +the hardness of the barrier +1/foot of thickness (min. 1). Assign a hardness of 20 to barriers without a hardness rating, such as force effects. Force walls or walls of ectoplasm are assumed to have less than 1' thickness unless otherwise noted. If a power requires L.O.S. you can't manifest it unless you can somehow see your target, such as with *clairvoyant sense*. Using this feat increases the PSP by 2. The power's total cost can't exceed your manifester level.
- Chain Power (Psionic)  
Expend your psionic focus, you can chain any power that affects a single target and the deals either acid, cold, electricity, fire or sonic damage. After the primary target is struck, the power can arc to a number of secondary targets equal to your manifester level (max 20). The secondary arcs each strike 1 target and deal half as much damage as the primary one did (round down). Each target gets to make a saving roll, if one is allowed by the power. You can choose secondary targets as you like, but they must all be within 30' of the primary, and no target can be struck more than once. You can choose to affect fewer secondary targets than the max. Using this feat increases the PSP cost by 6. The total cost can't exceed your manifester level.

Closed Mind (Psionic)

Pre: Chaotic alignment, Cha 15

B: Creatures and characters who have an insight bonus on their attack rolls, an insight bonus to their AC, or an insight bonus on skill checks or ability checks do not gain these bonuses against you. This feat only applies to insight bonuses gained from psionic powers, and psi-like abilities. You can't take this feat if you have the ability to use psionic powers (have a power point reserve, or psi-like abilities).

Cloak Dance (Psionic)

Pre: Hide 10+, Perform (Dance) +2

B: Take a move action to obscure your position. Until your next turn, you have concealment. You can take a full-round action to entirely obscure your exact position. Until your next action, you have total concealment.

Closed Mind (Psionic)

Get a +2 bonus on all saving rolls to resist powers; applies only to psionics and psi-like abilities. You can't take this feat if you have the ability to use powers (have a power point reserve or psi-like abilities).

Combat Manifestation (Psionic)

+4 Concentration when defending with a psionic ability

Craft Cognizance Crystal (Psionic)

Pre: Manifester level 3rd

B: Can create a cognizance crystal, taking 1 day for each 1,000 gp base price. The base price equals the highest-level powers it could manifest using all its stored PSPs, squared, multiplied by 1,000 gp. You must expend 1/25th of its base price in EXP and use up raw materials costing 1 half its base price.

Craft Dorje (Psionic)

Pre: Manifester level 5th

Create a dorje of any psionic power you know (exceptions are noted in the power description). It takes 1 day/1,000 gp in its base price. The base price is its manifester level x the power level x 750 gp. To craft a dorje you must spend 1/25th of this base price in EXP and use up raw materials costing 1/2 of the base price. It has 50 charges. Any dorje that stores a power with a EXP cost also carries a commensurate cost. In addition to the EXP cost from the base price, you must pay 50 times the EXP cost.

Craft Psicrown (Psionic)

Pre: Manifester level 12th

B: Can create a psicrown whose prerequisites you meet, taking 1 day for each 1,000 gp in its base price and you must spend 1/25th of its base price in EXP and use up raw materials equal to 1/2 the base price. Some psicrowns incur extra costs in EXP as noted in their descriptions. These costs are in addition to those derived from the psicrown's base price.



Craft Psicrown Arms & Armor (Psionic) Pre: Manifest level 5th

Create any psionic weapon, armor or shield whose prerequisites you meet. Enhancing a weapon, suit of armor or shield takes 1 day/1,000 gp in the price of its psionic features. To enhance a weapon, you must spend 1/25th of its features' total price in EXP and use up raw materials costing 1/2 the total price. The item to be enhanced must be a masterwork item, that you provide. Its cost is not included in the above cost. You can also mend a broken psionic weapon, suit of armor, or shield if it is one that is one that you could make. Doing so costs 1/2 the EXP, 1/2 the raw materials and 1/2 the time it would take to enhance that item in the first place.

Craft Psionic Construct (Psionic)

Pre: Craft Psionic Arms and Armor, Craft Universal Item  
B: Can create any psionic construct whose prerequisites you meet. It takes 1 day/1,000 gp in its base price and 1/25th of the base price must be paid in EXP and use up raw materials 1/2 of this price. A newly created construct has average hit points for its Hit Dice.

Craft Universal Item (Psionic)

Pre: Manifest level 3rd  
B: Can create any universal psionic item whose prerequisites you meet. It takes 1 day/1,000 gp in base price and you must spend 1/25th of the item's base price in EXP, using up raw materials equal to 1/2 the base price. You can also mend a broken universal item that you could make at 1/2 the EXP, 1/2 the raw material and 1/2 the time it would take to craft that item in the first place. Some universal items incur extra costs in EXP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

Dazzling Energy (C. Psi.)

Pre: Know *Energy Missile* Power, Privileged Energy  
B: When you manifest an energy power that specifies a single target using energy you dazzle your foe for 1 minute. A dazzled creature takes a -1 penalty on attack rolls, Search checks and Spot checks, sightless creatures are unaffected.

Deadly Precision (Psionic)

Pre: Dex 15, BAB +5  
Reroll a 1 on your sneak attack extra damage dice. You must keep the rerolled result even if it is a 1.

Deep Impact (Psionic)

Pre: Str 13, Psionic Weapon, BAB 5+  
B: Expend your focus and resolve melee attack as a touch attack. You must decide to use this feat prior to making an attack, if the attack misses you still lose your psionic focus.

Deep Vision (C. Psi. & R. of S.)

Pre: Darkvision  
B: While you are psionically focused increase your natural Darkvision by 30'.

- Defensive Shell (C. Psi.)  
 Pre: Host a psionic entity  
 B: Psi-like ability 1/day--*force screen* or *empty mind*, manifester level 1/2 your HD, save DC 11 +your Cha, Int or Wis modifier. You can use one or the other psi-like abilities, you can't use both.
- Deflective Armor (R. of S.)  
 Pre: Heavy Armor Optimization  
 B: While you are psionically focused and wearing Heavy Armor the AC bonus from your armor (including any enhancements) applies against touch attacks.
- Delay Power (Psionic)  
 Expend your psionic focus and you can manifest a power as a delayed power. A delayed power doesn't activate immediately, you choose 1 of 3 trigger mechanisms (1) you can take a standard action to activate. (2) It activates when a creature enters the area that the power will affect (only used with area of effect powers). (3) It activates on your turn after 5 rounds pass. If you choose 1 of the first 2 triggers and the conditions are not met within 5 rounds, the power activates automatically on the 5th round. Only area and personal powers can be delayed. The decision about the delay time and the trigger are made when the psion is first manifested. Any effects resolved by those affected by the power, including saving rolls, are decided when the delay period ends. A delayed power can be dispelled normally during the delay, and can be detected normally in the area or on the target by the use of its powers that can detect psionic effects. Using this feat increases the PSP cost by 2, but the total cost can't exceed your manifester level.
- Dire Flail Mind Blade (C. Psi.)  
 Pre: Able to generate a *mind blade*, shape mind blade  
 B: Alternate form Dire Flail for character's mind blade, with the required weapon proficiency.
- Dire Stun (C. Psi.)  
 Pre: Lurk augment class feature, Extra Lurk Augment  
 B: When you use a lurk augment to deal a stunning strike, the save DC against the stun is increased by 2 and the stun duration is increased by 1 round.
- Don Mantle (C. Psi.)  
 Pre: Tap Mantle  
 B: You gain the granted ability of a mantle you have accessed using the Tap Mantle feat. You can gain this feat multiple times, each time you do you choose a new mantle you have tapped with the Tap Mantle feat.
- Dorje Mastery (C. Psi.)  
 Pre: Craft Dorje, manifester level 9th  
 B: When you use a dorje, the power manifested is treated as if it were augmented by +4 PSP. If the power can't be augmented, then the DC of saving throws against the dorje are increased by +2.
- Dual Dorje (C. Psi.)  
 Pre: Craft Dorje, Two-Weapon Fighting  
 B: as a full-round action you can wield and activate a dorje in each hand (if you have both hands free), with 1 designated as your primary dorje and the other as your secondary dorje. Each use of the secondary dorje expends 2 charges instead of 1.

Earth Power (R. of S.)	<p>Pre: Con 13, Wis 13, Earth Sense</p> <p>B: As long as you are psionically focused and standing on stone or unworked earth you can pull psychic energy from the soil paying 1 less power point than you normally would (you can't reduce this to less than 1 power point). You can't use this ability when you expend your psionic focus to enhance the same power in a different manner</p>
Elemental Envoy (C. Psi.)	<p>Pre: Knowledge (The Planes) 1+, Psicrystal Affinity</p> <p>B: When you can gain a new psicrystal you can select an elemental steward instead. The type of steward--emberling (fire), geodite (sonic), arctine (cold), or tempestan (electricity)--depends on your preference, unless you have the Privileged Energy feat, in which case the steward must match the energy type.</p>
Empower Power (Psionic)	<p>Spend your psionic focus to increase variable effects of a psionic attack by 150%. Augmented powers can also be empowered (multiply 1-1/2 times the damage total of the augmented power). Saving throws and opposed checks are not affected, nor are powers without random variables. Using this feat increases the PSP cost by 2, but the total cost can't exceed your level.</p>
Energize Armor (C. Psi. & R. of S.)	<p>Pre: Invest Armor</p> <p>B: You can expend your psionic focus as an immediate action to gain resistance 10 against the next energy attack that affects you. It doesn't provoke an attack of opportunity.</p>
Energization Endurance (C. Psi.)	<p>Pre: Psychic Energization class features</p> <p>B: Gain resistance to wild surges, when psychically energized you lose power points equal to 1/2 your wilder level, but you are still dazed until the end of your next turn.</p>
Enhanced Beneficence (C. Psi.)	<p>Pre: Psychic Aura class features</p> <p>B: +5' radius to your psychic aura.</p>
Enlarge Power (Psionic)	<p>Increase psionic power's range by 100% or from close to med. etc.</p>
Envoy Cognizance (C. Psi.)	<p>Pre: Knowledge (the Planes) +1, Psicrystal Affinity, Elemental Envoy</p> <p>B: You have replaced your psicrystal with an elemental steward--either an emberling (fire), a geodite (sonic), an arctine (cold), or tempestan (electricity)--you can now utilize its associated energy to enhance any power you manifest that has the same energy descriptor. While, your elemental envoy remains adjacent to you, you manifest these powers at 1 manifester level higher than normal.</p>
Euphoric Reduction (C. Psi.)	<p>Pre: Surging Euphoria +1 class feature</p> <p>B: Can channel your surging euphoria into a concentrated burst. Instead of gaining a bonus on attack rolls, damage rolls, and saving throws, you gain DR equal to 3x the surging euphoria level to which you have access.</p>

Expanded Knowledge (Psionic)	<p>Pre: Manifester level 3rd</p> <p>B: Add 1 additional power of any level up to 1 level lower than the highest level power you can manifest. You can choose any power, including powers from another discipline's list or even another class's list. You can gain this feat multiple times, each time for a new power at any level up to 1 less than the highest level power you can manifest.</p>
Extra Aura (C. Psi.)	<p>Pre: Don Mantle, psychic aura class features</p> <p>B: Can generate a psychic aura based on Don Mantle Feat. When you generate a psychic aura, you can also choose the aura granted by the mantle from the associated Don Mantle feat. You can gain this feat multiple times, each time for a new mantle you have donned with the Don Mantle feat.</p>
Extend Power (Psionic)	<p>Expend your psionic focus and you can manifest an extended power. It lasts twice as long as normal. A power with a duration of concentration, instantaneous, or permanent is not affected by this feat. Using this feat increases the PSP cost by 2, but the power's total cost can't exceed your manifester level.</p>
Fell Shot (Psionic)	<p>Pre: Dex 13, Point Blank Shot, Psionic Shot BAB 5+</p> <p>B: Expend focus make a ranged attack as a ranged touch attack. You must decide to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.</p>
Focused Perception (C. Psi.)	<p>Pre: Blind-Fight</p> <p>B: Expend your psionic focus to gain blindsense 60' for 1 round.</p>
Focused Shield (C. Psi. & R. of S.)	<p>Pre: Shield Proficiency</p> <p>B: While psionically focused you gain +1 AC bonus to your shield AC.</p>
Focused Skill User (C. Psi.)	<p>While psionically focuses you gain a +2 competence bonus to any 3 skills in which you already have ranks. You can take this feat multiple times, each time for 3 additional skills in which you have ranks.</p>
Focused Sunder (Psionic)	<p>Pre: Str 13, Power Attack, Improved Sunder</p> <p>B: Expend focus and ignore 1/2 of foe's weapon's hardness (round down). Total hardness includes any magical or psionic enhancements possessed by the weapon that increases its hardness. You can also sense the stress points in any hard construction such as a wooden doors or stone walls and can ignore half of the object's total hardness (round down) when attack that object.</p>
Force of Will (Psionic)	<p>Pre: Iron Will</p> <p>B: 1/rnd when targeted by psi attack that requires a Reflex or a Fort save you can make a Will save instead. This feat only applies to psionic powers and psi-like abilities. You can't take this feat if you have the ability to use powers (have a power point reserve or psi-like abilities).</p>

- Gestalt Anchor (C. Psi.)  
Pre: Any host feat or kalashtar, Will save +3  
B: While you are psionically focused you gain a +2 insight bonus on Initiative and Reflex saves while within 60' of an ally.
- Ghost Attack (Psionic)  
Pre: BAB +3  
B: Must be psionically focused to use this feat. When you make a melee or ranged attack against an incorporeal creature, you can make 2 rolls to check for the miss chance. If either roll is successful, the attack is treated as if it were made with a ghost touch weapon. Your weapon or natural weapon actually appears to become briefly incorporeal as the attack is made.
- Greater Power Penetration (Psionic)  
Pre: Power Penetration  
B: Expend your psionic focus and gain a +4 level bonus to overcome foe's power resistance (stacks with Power Penetration).
- Greater Power Specialization (Psionic)  
Pre: Power Specialization, Weapon Focus (Ray), 12+ Level  
B: Deal extra 2 points of damage with powers that deal damage, stacks with other damage bonuses. The damage bonus applies only if the target(s) are within 30'.
- Greater Psionic Endowment (Psionic)  
Pre: Psionic Endowment  
B: +2 to the DC of a power you manifest (instead of +1).
- Greater Psionic Fist (Psionic)  
Pre: Str 13, Psionic Fist, BAB 5+  
B: Unarmed or natural attacks deal an extra 4d6 damage instead of an extra 2d6 points.  
attack from a natural weapon
- Greater Psionic Shot (Psionic)  
Pre: Point Blank Shot, Psionic Shot, BAB 5+  
B: Ranged attacks deal an extra 4d6 damage instead of an extra 2d6 points.
- Greater Psionic Weapon  
Pre: Str 13, Psionic Weapon, BAB 5+  
B: Deal extra 4d6 with Psionic Weapon Feat instead of 2d6 points.
- Host Focus (C. Psi.)  
Pre: Host a psionic entity  
B: You can use one the two-psi-like abilities granted by your host one extra time per day.
- Hostile Mind, Improved (C. Psi.)  
Pre: Cha 15, Hostile Mind  
B: When subjected to a power from the telepathy discipline they must make a Will save, DC 10 +1/2 your level +your Cha bonus, or take 2d6 points of damage +2d6 from your Hostile Mind feat for a total of 4d6 points of damage. The benefit of this feat only applies to psionic powers and psi-like abilities. You can't take or use this feat if you have the ability to use powers (have a power point reserve or psi-like abilities).

- Imprint Stone (Psionic)**  
 Pre: Manifester level 1st  
 B: Can create a power stone of any power that you know. Encoding a power stone takes 1 day/1,000 gp in its base price. The base price is the level of the stored power x its manifester level x25 gp. To imprint a power stone, you must spend 1/25th of this base price in EXP and use up raw materials equal 1/2 the base price. Any power stone that stores a commensurate cost. In addition to the costs derived from the base price, you must pay the EXP when encoding the stone.
- Improved Psicrystal (Psionic)**  
 Pre: Psicrystal Affinity  
 B: Can implant another personality fragment in your psicrystal. You gain the benefits of both psicrystal personalities. Your psicrystal's personality adjusts and becomes a blend between all implanted personality fragments. From now on when determining the abilities of your psicrystal, treat your manifester level as 1 higher than your normal manifester level. You can gain this feat multiple times, each time you implant a new personality fragment in your psicrystal, from which you derive the noted benefits, and you treat your level as 1 higher for the purpose of determining your psicrystal's abilities.
- Inquisitor (Psionic)**  
 Pre: Wis 13  
 B: Expend your psionic focus to gain a +10 on a Sense Motive vs. a Bluff Check. You must decide whether or not to use this feat prior to making a Sense Motive check. If your check fails, or if the opponent isn't lying you still expend your psionic focus.
- Instinctive Consummator (C. Psi.)**  
 Pre: Str 13, Power Attack, Cleave  
 B: As an immediate action you can expend your psionic focus to confirm critical hit against a living foe.
- Invest Armor (C. Psi. & R. of S.)**  
 Pre: Proficient with armor worn  
 B: Expend your psionic focus to gain a +3 AC bonus vs. 1 attack. You must decide whether or not to use this feat before the result of your opponent's attack is determined.
- Killoreen Ancient (R. of Wild)**  
 Pre: Killoreen  
 B: When you are manifesting the aspect of the ancient (R. of Wild 103), you can spend 10 minutes of uninterrupted time communing with nature on a specific question. After this time has passed, you can make a check using any Knowledge skill. You gain a +4 insight bonus on this check; if successful, you learn answers as if you were trained in the skill, even if you have no ranks in it.
- Killoreen Destroyer (R. of Wild)**  
 Pre: Killoreen  
 B: When you are manifesting the aspect of the destroyer (R. of Wild 103), any foe struck by your killoreen smite attack must succeed on a Will save, DC 10+ 1/2 your level +your Cha modifier, or be dazed for 1 round. A foe who is not vulnerable to this smite attack is immune to the daze effect (that is it only affects an aberration, construct, humanoid, ooze, outsider or undead).

Knockdown Power (C. Psi.)

B: Expend your psionic focus and knock any creature its area prone if the target fails its saving throw to avoid damage of the power. This feat can only be applied to powers that allow a Reflex save and affects an area (a cone, line, burst etc.). Powers that do not allow saving rolls gain no advantage from this feat. Creatures with evasion are knocked prone if they fail their Reflex saving roll (creatures with Improved Evasion can't be knocked down by this feat). Flying creatures that fail their Reflex save fall down 10'. Using this feat increases the PSP cost by 2, but the power's cost can't exceed your manifester level.

Linked Power (C. Psi.)

You must expend your psionic focus when manifesting a power altered by this feat, you must chose one of two powers--one you intend to manifest in this round, and one you intend to manifest in the next round. The power that is manifested in this round is not altered in any way, nor is the linked power that goes off in the next round--however, you don't need to spend any of your actions or PSPs next round to manifest the linked power. The linked power is automatically targeted on the same are or target as the power you manifest in this round (if it has no area, or target you must choose on in the next round). If the same creature is targeted by both powers, the target experiences all the effects of both powers individually and receives a saving roll (if applicable) for each. In some cases, such as *psionic charm* followed by a linked *psionic charm*, failing both saves results in redundant effects (in this case an ally of the target would have to succeed on 2 dispel attempts to free the target from the charm effect). It is possible that by the time the linked power comes into effect on the following round, the are where it goes off or the target that it affects no longer has relevance. On the other hand you are free on the subsequent round to take actions normally. Using this feat increases the PSP cost by a number equal to the PSP cost of the linked powers. The total PSPs you spend can't exceed your manifester level.

Lurk Augment, Extra (C. Psi.)

Pre: Lurk augment class feature 3 or more per day

B: You can use your lurk augment 3 more times per day.

Lurk Augment, Ranged (C. Psi.)

Pre: Lurk augment class feature

B: You can apply the following lurk augments to your ranged attack: Additional sneak attack, solid strike, ignore concealment, mental assault, deceptive strike, sneak attack undead, ghost touch, aligned attack, sneak attack constructs, planar attack or synaptic disconnect. You can only use this feat when within 30' of your target.

Lurk Master (C. Psi.)

Pre: Lurk augment class feature

B: Treat your lurk level as 2 levels higher when determining what abilities you can select with your lurk augment class feature.

Metapower (C. Psi.)	<p>Pre: Able to manifest psionic powers, any other metapsionic feat</p> <p>B: You choose 1 power known to you to become permanently modified by 1 metapsionic feat you know. The cost of modifying your chosen power with metapsionic feats is reduced by 2 PSPs (to a minimum extra cost of 0). When you manifest the modified power with that metapsionic feat, you must still obey and restrictions of that feat. Once a metapower is created by taking this feat, it can't be changed. The metapower can be used normally with other metapsionic feats you know. You can gain this feat multiple times, each time you choose a new power; either one you have already modified or another power you know, and reduce the metapsionic feat cost of that power by 2 PSPs for a different specific metapsionic feat.</p>
Mantle Focus (C. Psi.)	<p>Pre: Access to 1 psionic mantle</p> <p>B: +1 DC for all saving rolls against powers from the mantle you select, stacks with the bonus provided from feats like Psionic Endowment. You can take this feat multiple times, each time it applies to a new mantle.</p>
Maximize Power (Psionic)	<p>Expend your psionic focus and maximize a power. All variable, numeric effects of a power modified by this feat are maximized, dealing maximum damage, curing the maximum number of hit points, affecting the maximum number of targets etc. Saving throws and opposed checks are not affected, nor are powers without random variables. Augmented powers can be maximized; a maximized augmented power deals the maximized damage (or cures the maximum hit points, etc.) of the augmented power. An empowered and maximized result plus 1/2 the normally rolled result. Using this feat increases the PSP cost by 4, but the total cost can't exceed your manifester level.</p>
Mental Juggernaut (C. Psi.)	<p>Pre: Ability to gain psionic focus.</p> <p>B: You can lose your psionic focus to make a failed save vs. any power, psi-like ability, or other psionic or magical effect that would otherwise daze or stun you. You can use this feat after you have rolled and determined the outcome of your roll. If you choose not to expend your psionic focus you gain a +2 saving roll bonus against effects that would daze or stun you. If you are not psionically focused you still gain a +1 bonus to save against effects that would otherwise stun or daze you.</p>
Mental Cleave (C. Psi.)	<p>Pre: Mind Blade class feature, psychic strike class feature</p> <p>B: If you deal enough damage to drop a creature (taking it to 0 hit points or less) with your mind blade, you drain off a portion of the creature's liberated energy of consciousness, imbuing your mind blade as if it had psychic strike.</p>

Mental Empowerment (C. Psi.)	<p>Pre: Mind blade class feature, psychic strike class feature, Mind Cleave</p> <p>B: If you deal enough damage to drop a creature (taking it to 0 hit points or less) with your mind blade, you capture a greater portion of the creature's liberated energy of consciousness, the additional liberated energy resides in your mind blade for 3 rounds or until you make your next successful psychic strike (whichever comes first) dealing an additional 1d8 points of damage.</p>
Mental Leap (Psionic)	<p>Pre: Str 13, Jump 5+</p> <p>B: Expend your psionic focus to add +10 to Jump check.</p>
Mental Resistance (Psionic)	<p>Pre: Base Will save 2+</p> <p>B: Gain DR 3/- vs. psionic attacks that don't deal a specific type of energy damage, also take 3 less points if hit by ability damage (but not drain or burn) you take 3 less than you would normally take. This feat only applies to psionic powers and psi-like abilities. You can't take this feat if you have a power point reserve (have a power point reserve or use psi-like abilities).</p>
Metamorphic Transfer (Psionic)	<p>Pre: Wis 13 Manifest level 5+</p> <p>B: Gain a supernatural ability when you change form. You gain only 3 uses of the metamorphic ability per day, even if the creature has a higher limit. The save DC to resist as supernatural ability gained through this feat is 10 + your Cha modifier + 1/2 your Hit Dice. You can gain this feat multiple times, each time you gain 1 additional supernatural ability.</p>
Mind Drain (C. Sc.)	<p>Pre: Power point reserve, +2d6 sneak attack</p> <p>B: Expend 1d6 sneak attack to reduce foe's power points by its manifest level (min. 1), if your attack reduces your target to 0 power points they lose their psionic focus. A target without power points is not affected by this feat and you can't use this feat on the same target more than once per round.</p>
Mind Over Body (Psionic)	<p>Pre: Con 13</p> <p>B: Heal 1+ Con bonus to ability damage each day.</p>
Mind Strike, Focused (C. Psi.)	<p>Pre: Mind Blade, psychic strike +1d8</p> <p>B: If you expend your psionic focus when using a psychic strike you deal extra die of damage.</p>
Mind Strike, Swift (C. Psi.)	<p>Pre: Ability to generate a mind blade, psychic strike +2d8</p> <p>B: Once per day you can imbue a psychic strike as a swift action.</p>
Narrow Mind (Psionic)	<p>Pre: Wis 13</p> <p>B: +4 on Concentration check to become psionically focused.</p>

- Opportunity Power (Psionic) Expend your psionic focus when you make an attack of opportunity to use any power you know with a range of touch, if you have at least 1 free hand. Manifesting this power is an immediate action. You can't use this feat with a touch power whose manifesting time is longer than 1 full-round. Using this feat increases the PSP cost by 6, but the power's total cost can't exceed your manifester level.
- Orc Double Axe Mind Blade (C. Psi.) Pre: Ability to generate a mind blade, shape mind blade class feature.  
B: Alternate form Orc Double Axe for mind blade with the required weapon proficiency.
- Overchannel (Psionic) You take 1D8 damage to use a psion at 1 level higher. At 8th level you can choose to increase your effective manifester level by two, but you take 3d8 points of damage. At 15th level you can increase your effective manifester level by three, but you take 5d8 points of damage. The effective increase in manifester level increases the number of power points you can expend on a single power manifestation, as well as increasing all manifester level-dependent effects, such as range, duration, and overcoming power resistance.
- Pacifist (C. Psi.) Pre: Host a psionic entity  
B: Psi-like ability 1/day--*deaden blow* or *entangling ectoplasm*, manifester level 1/2 your HD, save DC 11 +your Cha, Int, or Wis modifier.
- Paraelemental Power (C. Psi.) Pre: Privileged Energy  
B: Expend your psionic focus and when manifesting a damaging energy power that matches your choice of energy with the Privileged Energy feat you can access paraelemental energy to further enhance your energy power with ice (cold), magma (fire), ooze (electricity), or smoke (sonic). The paraelemental power still possess its underlying energy descriptor. Targets damaged by paraelemental powers might be affected by the additional effects noted below. In the case of an energy power that requires a saving throw, targets are only subject to these additional effects if they fail the save. A successful save against the energy power negates the paraelemental effect. In the case of an energy power that normally doesn't allow a saving roll, a target of a paraelemental power can attempt a Fort save at the power's DC to negate only the extra effect.  
*Ice:* As cold energy, but foes are limited to single actions for 1 round as they try to free themselves from the ice. The power is considered to be in effect during this time and can be dispelled normally.  
*Magma:* As fire energy, but also deals an additional 2d6 points of fire damage on the round following the attack from lingering magma. The power is considered to be in effect during this time and can be dispelled normally.  
*Ooze:* As electricity energy, but the target is also covered

in goo and becomes entangled for 1 round, after which the goo evaporates. The power is considered to be in effect during this time and can be dispelled normally.

*Smoke:* As sonic, but targets that breathe spend the following round coughing, and so are limited to a single action. The power is considered to be in effect during this time and can be dispelled normally.

Phrenic Leech (C. Psi.)

Using this feat increases the PSP cost by 2, but the power's total cost can't exceed your manifester level. You can gain this feat multiple times. Each time for another energy type that you have also selected with the Privileged Energy feat. Expend your psionic focus, if the subject fails a saving roll against any power you can manifest that targets a single target the subject loses 1d6 PSPs and you gain 1 PSP. If you are already at your max PSP the extra power is lost. Using this feat increases the PSP cost by 2, but its total cost can't exceed your manifester level.

Postpone Enervation (C. Psi.)

Pre: Psychic Enervation class feature, Wild Surge +2  
B: Can postpone the effects of psychic enervation by up to 3 rounds. You decide to use this feat after you roll to determine whether you are subject to psychic enervation. Once you have used this feat you can't use the wild surge class feature until you endure the psychic enervation.

Power Penetration (Psionic)

Expend your psionic focus to get a +4 bonus on manifester level checks to overcome a creature's power resistance.

Power Specialization (Psionic)

Pre: Weapon Focus (Ray) manifester level 4+  
B: Deal a +2 points of damage with rays and ranged touch powers that deal damage. If you expend your psionic focus when you manifest a ray or ranged touch attack power that deals damage, you add your key ability bonus to the damage. (instead of adding 2).

Practiced Manifester (C. Psi.)

Pre: Psicraft +4  
B: Manifester level increases by 4 (up to a max of your HD). A character with 2 or more manifesting classes must choose which class gains the feat's effect. This feat doesn't affect your powers per day or powers known. It only increases your manifester level, to overcome power resistance and increases the duration and other effects of your powers. You can select this feat multiple times, each time applying it to a different manifesting class.

Privileged Energy (C. Psi.)

Pre: Able to use the *energy missile* power  
B: Choose 1 type of energy (cold, electricity, fire or sonic) you deal +1 damage per hit die with your chosen energy.

Psicrystal Affinity (Psionic)

Pre: Manifester level 1st  
B: This feat allows you to gain a psicrystal (Psionic 21).

Psicrystal Containment (Psionic)

Pre: Psicrystal Affinity, manifester level 3rd  
B: Can spend a full-round action attempting to psionically focus your psicrystal. At any time you can expend your psicrystal's psionic focus instead, as long as the crystal is within 5' of you. Psionically focusing your psicrystal works just like focusing yourself. The psicrystal can't

	focus itself--only the owner can spend the time to focus the crystal.
Psionic Affinity (Psionic)	+2 on all Psicraft and Use Psionic Device checks.
Psionic Body (Psionic)	+2 hit points/each psionic feat you have (including this one).
Psionic Charge (Psionic)	Pre: Dex 13, Speed of Thought B: Expend psionic focus to be able to make a 90° change while charging. All other restrictions still apply. You must have L.O.S. to the opponent at the start of your turn.
Psionic Dodge (Psionic)	Pre: Dex 13, Dodge B: Expend your psionic focus to gain a +1 dodge bonus to AC, this stacks with the bonus from the Dodge feat.
Psionic Endowment (Psionic)	Expend your psionic focus to gain a +1 to save DC of power you manifest.
Psionic Fist (Psionic)	Pre: Str 13 B: Expend your psionic focus and your unarmed strike or natural weapon deals an extra +2D6 damage. You must decide to use feat prior to making an attack. If your attack misses, you still expend your psionic focus.
Psionic Hole (Psionic)	Pre: Con 15 B: Foe loses psionic focus if they attack you in melee. Also, if you are the target of a power, the manifester of the power must spend an additional number of PSPs equal to your Wis bonus, or the power fails (all the PSPs spend on the power are still lost). This extra cost doesn't count toward the maximum power points a manifester can spend on a single power. You can't take this feat if you have the ability to use powers (have a power point reserve or psi-like abilities).
Psionic Mastery (C. Psi.)	Pre: Able to manifest psionic powers or use psi-like abilities B: You can take 10 on manifester level checks.
Psionic Meditation (Psionic)	Pre: Wis 13, Concentration +7 B: Use a move action to gain psionic focus.
Psionic Mind, Improved (Psionic)	Can take 10 on manifester level checks
Psionic Shot (Psionic)	Pre: Point Blank Shot B: Expend your psionic focus for +2D6 to a ranged attack. You must decide whether or not to use this feat prior to making an attack. If you attack misses, you still expend your psionic focus.
Psionic Talent (Psionic)	Pre: Have a power point reserve B: +2 Psionic Power Points. You can take this feat multiple times, each additional time you take this feat you gain 1 PSP.
Psionic Weapon (Psionic)	Pre: Str 13 B: Expend your psionic focus to gain +2D6 damage to a melee weapon attack. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.
Psithief (C. Sc.)	Pre: Manifester level 1, steal spell B: You can use your steal spell ability to steal psionic

power points instead; up to twice the level of spell that you can steal-1 (up to a maximum of the creature's manifester level). You can only use the stolen power points to manifest a power that you know, and you must use those stolen points in 1 hour or you lose them. In addition, Knowledge (Psionics) and Psicraft become class skills for you.

Psychic Luck (C. Sc.)

Pre: Manifester level 3rd, any luck feat.

B: Expend 1 luck roll, as a swift action, to reroll the damage dealt by a psionic power you have just manifested. You can expend 2 luck rerolls, as a swift action, to reroll a manifester level check. You gain 1 luck reroll per day.

Psymbiot (C. Psi.)

Pre: Knowledge (Psionics) +8 3rd level manifester

B: When psionically focused and within 10' of a 3rd level or higher manifester you gain a +2 bonus on ability checks, skill checks, and saving rolls. Psionic hosts don't allow you to qualify for this feat, nor do astral constructs, or any psionic creatures crafted, projected, or summoned by you.

Quicken Power (Psionic)

Expend your psionic focus to quicken a psionic attack, you can perform another action, even manifest another power, in the same round that you manifest a quickened power.

You can manifest only 1 quickened power per round. A power whose manifesting time is longer than 1 round can't be quickened. Using this feat increase the PSP cost by 6, but the total power cost can't exceed your manifester level. Manifesting a quickened power doesn't provoke attacks of opportunity.

Return Shot (Psionic)

Pre: Point Blank Shot, Psionic Shot, Fell Shot BAB 3+

B: Expend psionic focus and with at least 1 hand free, once per round when you would normally be hit by a projectile or thrown weapon no more than 1 size category larger than your size, you can deflect the attack so that you take no damage from it. The attack is deflected back at your attacker, using the attack bonus of the original attack on you. You must be aware of the attack and not flat-footed. Attempting to return a shot is a free action. If you also have the Deflect Arrows feat, the deflected attack is made with the original attack bonus + your Dex bonus.

Scribe Tattoo (Psionic)

Pre: Manifester level 3rd

B: Can create a Psionic Tattoo of any power you know of 3rd level or lower, taking 1 day. The base price is its power level x its manifester level x50 gp. You must expend 1/25th of the base price in EXP and it uses up raw materials worth 1/2 the base price. When you create the tattoo you make the choices you would normally make when manifesting the power at the time you scribe the tattoo, when its wearer activates the tattoo they are considered to be the target of the power. Any psionic tattoo with a power that has an EXP cost must be paid when the tattoo is first created.

Shielded Manifesting (R. of S.)

Pre: Concentration +5, Combat Manifestation, Shield

	Proficiency
	B: As long as you have a shield ready you do not provoke attacks of opportunity for manifesting psionic powers in combat.
Skin of the Construct (C. Psi.)	Pre: Know <i>astral construct</i> power B: If you expend your psionic focus, you can fuse the essence of an astral construct that you have personally manifested with your own body. You choose to do this when you first manifest the power to gain this effect (instead of creating an astral construct normally). Once the construct is absorbed into your body it doesn't count against your limit of astral constructs crafted. You gain a silvery-white appearance and 1d8 temporary hit points that last up to 1 hour. It also grants you one Menu A choice (EPH 186) that you can use as if you were the construct. You wear the skin of the construct for the normal duration of the manifested <i>astral construct</i> power, after with the Skin of the Construct. If you have other feats that modify the appearance of abilities of an astral construct, you don't accrue those benefits when you use the <i>astral construct</i> power with Skin of the Construct.
Speed of Thought (Psionic)	Pre: Wis 13 B: As long as you are psionically focused and not in heavy armor you gain a +10' insight bonus to your move.
Spiritual Force (C. Psi.)	Pre: Host a psionic entity, any other host feat, mind blade class feature B: Expend your psionic focus to add your Cha bonus to the damage you deal with your mind blade, for 1 round.
Split Psionic Ray (Psionic)	Pre: Any other metapsionic feat B: Expend your psionic focus to split a single Psionic Ray attack to do full damage to both targets as long as both are within 30'. Using this feat increases the PSP cost by 2.
Strength of Two (C. Psi.)	Pre: Host psionic entity, any other host feat B: As long as you are psionically focused and posses at least 1 PSP, you receive a +1 insight bonus on Will saves. As an immediate action you can expend your psionic focus and spend 1 PSP to improve this bonus to +5 for 1 round.
Stygian Archon (C. Psi.)	Pre: Know 2 powers that use negative energy B: You must maintain your psionic focus and when manifesting a power that utilizes, disrupts or detects negative energy, your manifester level is treated as 1 level higher than normal.
Stygian Power (C. Psi.)	Pre; Stygian Archon, know 2 powers that utilize negative energy B: Expend your psionic focus to alter a psionic power that deals negative levels to a living creature so that the foe also becomes shaken. If the subject gains a negative level then they are shaken for 1 minute. They can resist this with a successful Will save at the same DC as the power (even if it doesn't normally allow a save). This is a mind-affecting fear ability. Creatures immune to fear are not immune to

	<p>the primary effect of the power, but they are immune to the shaken effect. Using this feat increases the PSP cost by 2, but the power's total cost can't exceed your manifest level.</p>
Talented (Psionic)	<p>Pre: Overchannel</p> <p>B: Expend your psionic focus to not take damage from overchanneling a 3rd level or lower power.</p>
Tap Mantel (C. Psi.)	<p>Pre: Access to 1 psionic mantle</p> <p>B: Whenever you gain the ability to learn another psionic power you can choose a power you can manifest from this new mantle. You essentially gain a new menu of options from which you can select powers whenever you would normally learn a new power from advancing in a psionic class. You don't gain the mantle's granted ability or any other benefits of access to the mantle. You can gain this feat multiple times, each time you choose a new mantle.</p>
Telepathic Affinity (C. Psi.)	<p>Pre: Host a psionic entity</p> <p>B: Psi-like ability 1/day--<i>mindlink</i>, or <i>detect psionic</i>, manifest level 1/2 your HD, save DC 11 +your Cha, Int, or Wis modifier. You can use one or the other psi-like abilities, you can't use both.</p>
Trandimensional Power (C. Psi.)	<p>This feat allows you to use your powers to affect incorporeal creatures or creatures on the Ethereal or Shadow Plane and any creatures within an extradimensional space in the power's area. This includes creatures that are blinking, ethereal, shadow walking and creatures in the extradimensional space of a <i>rope trick</i>, portable hole or other portable extradimensional space. You must expend your psionic focus to use this power. You also must be able to perceive a creature to target it with, but you don't need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread. Using this feat doesn't increase the PSP cost of the power.</p>
Twin Power (Psionic)	<p>Expend your psionic focus to twin a power causing the power to take effect twice on the area or target as if you were simultaneously manifesting the same power two times on the same location or target. Any variables in the power are the same for each twined power. The target experiences a all the effects of both powers individually and receives a saving roll (if applicable) for each. In some cases, failing both saving rolls results in redundant effects. Using this feat increases the PSP cost by 6, but the power's total cost can't exceed your manifest level.</p>
Two-Bladed Mind Blade (Psionic)	<p>Pre: Ability to generate a mind blade, shape mind blade</p> <p>Alternate form Two-Blades Sword for mind blade with the required weapon proficiency.</p>
Unavoidable Strike (Psionic)	<p>Pre: Str 13, Psionic Fist, BAB 5+</p> <p>B: Expend your psionic focus to resolve your unarmed strike or attack as a touch attack. You must decide whether or not you are going to use this feat prior to making the attack and if your attack misses you still expend your</p>

- psionic focus.
- Unconditional Power (Psionic)** Expend your psionic focus and you can manifest an unconditional power even if dazed, confused, nauseated, shaken, or stunned. Only personal powers and powers that affect your person can be manifested as unconditional powers. Using this feat increases the PSP cost by 8, the power's total cost can't exceed your manifester level.
- Up the Walls (Psionic)** Pre: Wis 13  
B: While you are psionically focused you can travel across a vertical surface if you start and end on a horizontal surface. If you do not end up on a horizontal surface you fall prone. Treat the wall as a normal floor for the purpose of measuring your movement. Passing from floor to wall or wall to floor costs no movement; you can change surfaces freely. Foes on the ground can make attacks of opportunity as you move up the wall. You can take other move actions in conjunction with moving along a wall.
- Volatile Escalation (C. Psi.)** Pre: Volatile mind class feature  
B: When you are psionically focused and have not lowered your volatile mind ability, the number of PSP it costs a manifester to affect you is 1d4 points higher. This effect stacks with the volatile mind class feature.
- Volatile Leech (C. Psi.)** Pre: Volatile mind class feature  
B: While you are psionically focused and have not lowered your volatile mind ability, you absorb extra PSPs that manifesters of telepathic powers are forced to pay when they target you. The extra PSPs are added to your power point reserve; however you can never gain more PSPs than your normal PSP maximum. If you are already at your maximum PSP level your volatile mind ability works normally.
- | <b>Feat</b>            | <b>Prerequisites</b>                              | <b>Benefits</b>                          |
|------------------------|---|--|
| Dorje Mastery          | Manifester level 9th                              | +4 PSP to augment dorje's effects        |
| Dual Dorje             | Craft Dorje, 2-Weapon Fighting                    | Fight with 2 dorjes at the same time     |
| Hostile Mind, Improved | Cha 15, Hostile Mind                              | Deal 4d6 damage to telepathic aggressors |
| Psionic Mastery        | Able to manifest powers or use psi-like abilities | Take 10 on manifester level checks       |
- Widen Power (Psionic)** Expend your psi focus to alter a burst, emanation, line or spread-shaped power (powers that don't have an area of 1 of these 4 sorts are not affected by this feat) to increase its area by 100%. Using this feat increases the PSP cost by 4, but the power's total cost can't exceed your manifester level.
- Wild Talent (Psionic)** Able to use psionic powers and gain 2 PSPs and can take psionic feats, metapsionic feats and psionic item creation feats. You don't however gain the power to manifest psionic powers simply by virtue of having this feat.

Wild Talent (L. of M.)	B: As a psionic character you gain a reserve of 2 power points and can take psionic feats, metapsionic feats, and psionic item creation feats. You do not however gain the ability to manifest powers simply by virtue of having this feat.
Wounding Attack (Psionic)	Pre: BAB 8+ B: You can expend your psionic focus to create a vicious wound dealing an extra 1 Con in addition to the usual damage dealt. You must decide whether or not to use this feat prior to making an attack. If your attack misses you still expend your psionic focus.
<b>Ectopic Form:</b> (your astral construct has distinct appearances and specialties)	
Ectopic Form (C. Psi.)	Pre: Know <i>astral construct</i> power B: Astral constructs vary in appearance and talents, you can take this feat multiple times, each time applying a new form to your astral construct.
Agile Loper (C. Psi.)	Imbue your astral construct with +4 bonus on initiative checks and a +20' increase to its base speed. Agile lopers appear as sleek, centaur-like quadruped with pale fur, humanoid torsos and black ram-like horns on their foreheads.
Alabaster Aerial (C. Psi.)	You shape its arms into wings and give its feet a distinctive handlike appearance, granting a fly speed of 20' (average). At 4th level its speed increases to 30' (average), and at 7th level its speed increases to 40' (average). It retains the same base size and appears as a silvery-white humanoid with wings for arms and large hands on the ends of their legs, rather than feet.
Amber Tunneler (C. Psi.)	It can dig into the ground with a burrow speed equal to 2x its base land speed. It retains the same base size and appears as an amber-colored, many-legged, buglike burrower that is wide and low to the ground with powerful legs.
Anathemic Carpace (C. Psi.)	Addition Pre: Ectopic form (any form) Imbue your astral construct with latent energy so that when it is destroyed it deals 1d6 +1d6/HD damage to every adjacent creature, a Reflex save halves the damage, DC 10 + 1/2 construct's HD). You can choose to detonate an anathemic carapace construct as a standard action as long as you have L.O.S. Each round, starting in the round it appears, the damage of its burst is reduced by 1d6 points. It retains its base size and appears as an oversized red scarab with blazing eyes.
Astral Aquan (C. Psi.)	Shapes your astral construct into an eel with 2 tentacles protruding from its mouth and a swim speed of 60'. It retains its base size and appears as a silvery-blue eel.

Ebony Stinger (C. Psi.)	Your construct has a tail stinger that deals additional damage plus poison that improves with your level. Its attacks deal piercing damage instead of bludgeoning and deals an extra 1 point of Con damage, a successful Fort save negates the Con loss, DC 10 +1/2 construct's HD. Creatures immune to poison are immune to this Con loss. It retains its base size and appears as a shiny black spider with a hooked tail that is tipped with a wicked barb.
Emerald Gyre (C. Psi.)	You shape a 3rd arm into the middle of your astral construct's back, giving it the improved grab feat. It retains its same base size appearing as a green humanoid with a 3rd arm.
Iridescent Serpent (C. Psi.)	You imbue your astral construct with a form of energy (acid, cold, electricity or fire). It gains resistance 10 vs. that type of energy. It retains its base size and appears as a serpent with a clubbed tail that delivers a blow enhanced by a chosen energy type.

**Psionic Host** (Where a character hosts a psionic entity)

Aggressive Mind (C. Psi.)	Gain <i>mind thrust</i> or <i>psionic daze</i> 1/day
Antagonist (C. Psi.)	Gain <i>energy ray</i> or <i>crystal shard</i> 1/day
Defensive Shell (C. Psi.)	Gain <i>force screen</i> or <i>empty mind</i> 1/day
Host Focus (C. Psi.)	Able to use a psionic host feat another time each day
Pacifist (C. Psi.)	Gain <i>deaden blow</i> or <i>entangling ectoplasm</i> 1/day
Spiritual Force (C. Psi.)	Add your Char bonus to damage done with mind blade
Strength of Two (C. Psi.)	+1 insight on Will saves as long as you have 1 PSP
Telepathic Affinity (C. Psi.)	Gain <i>mindlike</i> or <i>detect psionics</i> 1/day

**Racial Feats:** (Used by Monster Races)

Dromite Barrier (C. Psi.)	Pre: Dromite, Dromite Ray, 3 HD B: Can use 1 or more of your energy ray uses and convert the energy ray to wall of energy 10' by 10'. The opaque wall's near endpoint begins at any corner of your space and extends in straight line 10' long (or as long as the space permits, if the area is smaller). The wall lasts for 1d4 rounds. Any creature passing through the wall takes damage equal to the damage your energy ray psi-like ability would normally deal. If you create a wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Either way a successful Reflex save halves the damage, DC 10 +1/2 your HD +your Con modifier.
Dromite Ray (C. Psi.)	Pre: Dromite B: You can use the energy ray granted by your heritage 2 more times per day. You can take this feat multiple times gaining 2 additional uses each time.
Duegar Expansion (C. Psi.)	Pre: Duergar, <i>expansion</i> psi-like ability B: You can use your <i>expansion</i> ability 3 times per day. You can take this feat multiple times, each time gaining 2 additional daily uses of your <i>expansion</i> ability.

Duergar Invisibility (C. Psi.)	Pre: Duergar, <i>invisibility</i> , psi-like ability B: You can use your <i>invisibility</i> psi-like ability 3 times per day. You can gain this feat multiple times, each time you get 2 additional daily uses of your <i>invisibility</i> feat.
Dwarven Urgosh Mind Blade (C. Psi.)	Pre: Ability to generate mind blade, shape mind blade B: Alternate form Urgosh for character's mind blade.
Elan Repletion Enhanced (C. Psi.)	Pre: Elan You never need to eat/drink again relying on your psionic power.
Elan Resilience, Enhanced (C. Psi.)	Pre: Elan As an immediate action you can reduce the damage you are about to take by 4 points/1 PSP spent.
Elan Resistance, Enhanced (C. Psi.)	Pre: Elan B: As an immediate action you gain a +6 racial bonus to saves until the beginning of your next turn by spending 1 PSP.
Elan Retainment (C. Psi.)	Pre: Elan, 3 HD B: Once per day as an immediate action you can spend 3 PSP to retain your psionic focus when you would normally spend it.
Githyanki Charm	Pre: Githyanki, <i>psionic daze</i> psi-like ability B: Can use <i>psionic daze</i> as <i>psionic charm</i> as a psi-like ability with a manifester level equal to 1/2 your HD (min 1).
Githyanki Control	Pre: Githyanki, <i>far hand</i> psi-like ability B: can <i>expend far hand</i> as <i>control object</i> psi-like ability with a manifester level equal to 1/2 your HD (min 1).
Githyanki Dismissal	Pre: Githyanki, <i>dimension door</i> psi-like ability B: You can expend <i>dimension door</i> as <i>psionic dismissal</i> psi-like ability with a manifester level of 1/2 your HD (min 1).
Githyanki Ectiform	Pre: Githyanki, <i>concealing amorpha</i> psi-like ability B: expend <i>concealing amorpha</i> as <i>ectoplasmic form</i> psi-like ability with a manifester level of 1/2 your HD (min 1).
Githzerai Burst	Pre: Githzerai, <i>cat fall</i> psi-like ability B: expend <i>cat fall</i> as <i>burst</i> psi-like ability with a manifester level of 1/2 your HD (min 1).
Githzerai Feedback	Pre: Githzerai <i>inertial armor</i> psi-like ability B: expend <i>inertial armor</i> as <i>biofeedback</i> psi-like ability with a manifester level of 1/2 your HD (min 1).
Githzerai Knock	Pre: Githzerai, <i>concussion blast</i> psi-like ability B: expend <i>concussion blast</i> as <i>psionic knock</i> psi-like ability with a manifester level of 1/2 your HD (min 1).
Githzerai Link	Pre: Githzerai, <i>psionic daze</i> as psi-like ability B: expend <i>psionic daze</i> as <i>mindlink</i> psi-like ability with a manifester level of 1/2 your HD (min 1).
Half-Giant Stomp (C. Psi.)	Pre: Half-Giant, <i>stomp</i> racial trait B: Use <i>stomp</i> 3/day, you can take this feat multiple times, each time you gain 2 more daily uses of your <i>stomp</i> ability.
Half-Giant Thunderer (C. Psi.)	Pre: Half-Giant, <i>stomp</i> racial trait B: <i>Stomp</i> your manifester level = character level.

- Illithid Blast (C. Psi.)  
 Pre: Illithid Heritage, 2 other illithid feats, manifester level 5th  
 B: Once per day as a standard action, that requires you to expend your psionic focus, you can channel power points into a *mind blast* with a 15' cone. Anyone caught in the cone must succeed on a Will save, DC 10 +1/2 your HD +your Cha modifier, or be stunned for 1d4 rounds.
- Illithid Compulsion (C. Psi.)  
 Pre: Illithid Heritage  
 B: +1 manifester level and DC for compulsion powers
- Illithid Enthusiast (C. Psi.)  
 Pre: Illithid Heritage  
 B: After you successfully affect a foe with a compulsion power, you gain a morale bonus equal to 1/2 the number of PSPs spend on the power on the next Concentration, Knowledge (Psionic), Psicraft, or Sense Motive check you make before the end of the next round.
- Illithid Extraction (C. Psi.)  
 Pre: Illithid Heritage, Illithid Grapple  
 B: You can extract a brain from a helpless or stunned victim once you have established a hold on its head with all 4 of your tentacles attached. You must begin your turn with all 4 tentacles attached and as a full-round action that provokes attacks of opportunity, you must make a grapple check. If your grapple check is successful, your victim takes 2d4 points of Int damage and grants you a number of temporary PSPs equal to the amount of Int damage. Any creature reduced to Int 0 by this attack is instantly slain. Temporary PSPs gained by this feat last for 1 hour and the PSPs granted by this feat do not stack with each other. This ability is useless against constructs, elementals, oozes, plants and undead. It is not instantly fatal to opponents with multiple heads.
- Illithid Grapple (C. Psi.)  
 Pre: Illithid Heritage, one other Illithid Feat  
 B: Gain a natural tentacle attack hidden in the mouth. If you use weapons or have a natural attack you retain that ability. If you are fighting without weapons you can use your tentacle or another natural weapon as a primary attack. If you make a full attack you can use the weapon as your primary attack along with your tentacle as a natural secondary attack. The tentacle doesn't improve your natural reach. Your tentacle deals 1d4 points of damage, and you can use your Dex modifier in place of your Str modifier if you have the Weapon Finesse feat. You also gain the Improved Grab special ability, but it can only be used with your tentacle, allowing you to initiate a grapple as a free action, without provoking attacks of opportunity, each time you hit with a tentacle attack. You can only attempt to grapple creatures within 1 size category of you with your tentacles. You can take this feat up to 4 times, each time you gain an extra tentacle. Once you have gained 4 tentacles your lower face resembles that of a mind flayer. As a full-round action you can give up any other attacks described above, and can attempt to initiate a

- separate grapple with each tentacle as a free action. You don't gain cumulative bonuses for each tentacle already attached (as an Illithid would).
- Illithid Heritage (C. Psi.) Pre: Power Point reserve of 1 or more  
Character has a Mind Flayer ancestor, you gain Intimidate as a class skill. You gain a bonus on saving throws against spells, powers, spell-like abilities and psi-like abilities equal to 1/2 the number of illithid feats you have, including this one (round down).
- Illithid Legacy (C. Psi.) Pre: Illithid Heritage, any other illithid feat, manifester level 3rd  
B: Gain *psionic charm* and *read thoughts* to your list of powers known.
- Illithid Legacy, Greater (C. Psi.) Pre: Illithid Heritage, Illithid Legacy, any other illithid feat, manifester level 7th  
B: Gain *dispel psionics* and *psionic domination* to your list of powers known.
- Illithid Skin (C. Psi.) Pre: Illithid Heritage  
+1 natural AC, but skin turns rubbery green-mauve. You can take this feat up to 3 times, each time gaining +1 natural bonus to AC.
- Maenad Fury (C. Psi.) Pre: Maenad  
B: Use *outburst* 3 times per day, you can gain this feat multiple times, each time grants you 2 additional daily uses.
- Maenad Scream (C. Psi.) Pre: Maenad  
B: Use *energy ray* (sonic) 3 times per day. You can gain this feat multiple times, each time you gain 2 additional daily uses of your psi-like ability.
- Maenad Deafening Scream, Deaf. (C. Psi.) Pre: Maenad  
B: When you use your *energy ray* (sonic) it deals +1 damage die and creatures damaged are deafened for 2d6 rounds unless they make a Fort save, DC 10 +1/2 your HD +your Con modifier.
- Synad Multitack, Enhanced (C. Psi.) Pre: Synad  
B: You can use multitask racial trait 1 extra time per day. You can spend 1 PSP to gain a swift action that you can use to take any purely mental action twice per day.
- Thri-Kreen Carapace (C. Psi.) Pre: Thri-Kreen  
B: +1 natural AC
- Thri-Kreen Claw (C. Psi.) Pre: Thri-Kreen *metaphysical claw* psi-like ability  
B: Can use *metaphysical claw* 3 times per day. You can gain this feat multiple times, each time you gain 2 daily uses of your *metaphysical claw* ability.
- Thri-Kreen Displacement (C. Psi.) Pre: Thri-Kreen, *psionic displacement* psi-like ability  
B: Can use *psionic displacement* 3 times per day. You can gain this feat multiple times, each time grants you an additional 2 daily uses of your *psionic displacement* ability.

Thri-Kreen Poison (C. Psi.)

Pre: Thri-kreen, poison bite

B: You can use poison 3/day. You can gain this feat multiple times, each time you gain 2 additional daily uses of your poison bite.

Xelph Burst, Extra (C. Psi.)

Pre: Xeph

B: You can use the burst ability for a total of 3/day. You can take this feat multiple times, each time grants you 2 extra daily uses of your burst ability.

Xelp Celerity (Psionic)

Pre: Xelph

B: As a swift action you can use one or more of your daily bursts to gain an extra attack for 1 round, instead of gaining an increase in speed. You can make 1 extra attack each round, using your highest BAB, when you take the full attack action.

**Notes:**

(Psionic) = Expanded Psionic Handbook

(C. Psi.) Complete Psionic

