

Psionics Catalogue

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==> Psionic Powers Overview

“Certainly not magic, that’s fake obviously.”

Psionic powers are means by which characters can influence or alter the world around them, often through the power of their mind.

Each psionic power is split into several **subpowers**, which is a specific use of that power, with varying costs and casting times. Knowing a subpower confers knowledge of all abilities listed in that subpower's name. The power itself sets the range, hands used, and any special properties, while the costs, damage dice, and individual effects are stated in the ability used.

- Every power also comes with an **affinity**, which is a set of baseline abilities known to everyone who knows any subpower from that power. If you know a subpower from a power by any means, like Steps from PnP, you know the affinity too.

Psionics uses a resource called **slots**, which come in **lesser** and **greater** varieties. Powerful versions of psionic subpowers will require slots to use. Subpowers can be **at-will**, which require no slots, or **channeled**, which requires prolonged time and attention to cast.

You can track how many slots you currently have with the Resources boxes on your character sheet.

Psions and hybrids (sorry martials) gain slots according to the chart below:

Maximum Slots by Level			
<u>Level</u>	<u>Proficiency</u>	<u>Lesser Slots</u>	<u>Greater Slots</u>
1	2	2	2
2	2	3	2
3	2	3	2
4	2	4	2
5	3	5	3
6	3	5	3
7	3	6	3
8	3	7	3

9	3	7	3
10	4	8	4
11	4	9	4
12	4	9	4
13	4	10	4
14	4	11	4
15	5	11	5
16	5	12	5
17	5	13	5
18	5	13	5
19	5	14	5
20	6	19	6

When you use a power, you specify the subpower used. If the subpower has multiple actions listed, you also pick one of those actions to use. If the subpower is an attack, you use your psionic casting modifier (or **PCM**) for the stat mod, and it will specify if you roll against the target's AC or a resistance to successfully hit the target. The subpower will also specify its action cost, often being just a major action.

If you expend a slot to use a subpower and it is unsuccessful, the slot is still expended.

If a subpower has a casting time beyond a full-round action, like *channeling*, it requires a major action to be used every turn to continue casting to completion, or the subpower fails with no effects. The power has no effect unless the cast is completed, but no slots are expended until the cast completes as well.

Your choice of psionic casting stat (PCS) also comes with a psionic skill. Just like any other skill check, a psionic skill check is made when you want to perform some sort of action whose outcome is uncertain, but the action involves leveraging your psionic capabilities in some way other than what is given.

- For example, Lift from Telekinesis allows you to lift objects with a specified weight limit, but does not specify precision; the SM might choose to call for a psionic skill check where this is tested.

A psionic power usually requires at least one free hand. Hand requirements are waived if the caster is using that hand to hold a **psionic focus**, an item chosen at character creation that the character uses to focus their powers. A psionic focus provides a means for a psionic character

to upgrade their powers through alchemy. Your focus may be any object that makes thematic sense, except that it may not also be a weapon or armor.

Just like strife specibi, psionic powers can be **one-handed**, **two-handed**, or **versatile**, and unlike them, not require *any* hands. Versatile subpowers have +1 die size if cast with both hands, unless the subpower is a combo attack (see below).

And just like strife specibi, some subpowers can have the **combo** property, allowing you to cast a combo subpower as a major action, then another as a minor action. This minor action attack's damage roll doesn't add any listed stat mods to damage.

- If you make two subpower combo attacks, you must do so with both hands free to use the power (or powers, if you roll that way). However, the damage from combo subpowers ignore the +1 die size for wielding a versatile power with both hands.
- You can mix abilitech and subpower combo attacks together, just have a combo weapon in one hand and the other hand available to use the combo subpower.

Certain subpowers can summon **minions** which act on behalf of their summoner. Minions summoned through psionics always count as allies for the purposes of Steps and other effects that benefit allies.

- Unlike specibus minions, they never benefit from Steps and other benefits that affect you, only if they specify allies or minions.
- Any subpower that summons a minion also specifies a duration for the minion. If a psionic minion is reduced to 0 HP, the duration is unaffected and continues normally, while the minion can be healed to full HP with a major action (without a slot cost).
 - The healing can be done without the minion reaching 0 HP, such as healing up damaged minions after a strife.

And again just like strife specibi, subpowers' damage (the powers that have damaging subpowers, at any rate) follow the same range of dice sizes: **d2, d3, d4, d6, d8, d10, d12**, then **2d8, 2d10, 2d12**.

- If a damage die size needs to exceed 2d12, you instead add 2P or your Level, of your choice, to the damage roll instead.
 - For example, +2 die sizes to a d6 would become d10, for Pd10+PCM, +2 die sizes to a d10 would become 2d8, for 2Qd8+PCM.
 - Whereas +1 die size to 2Pd12+PCM would become 2Pd12+PCM+2P or 2Qd12+PCM+Level.
 - And +2 die sizes to 2Qd12+STR would become 2Pd12+PCM+2P+2P or 2Qd12+STR+Level+Level.
 - Or 2Qd12+STR+Level+2P, whatever floats your boat.
 - If a damage die size ever needs to reduce below d2, you instead subtract P from the damage roll instead.
- The range goes **2d2, 2d3, 2d4, 2d6**, then **2d8, 2d10, 2d12** as normal, for some subpowers (typically greater slots) whose damage dice don't fall in the scale above.

- If the subpower lists it as **flat** damage (such as P or 2P), you instead add +P to the damage dealt for each time you would raise the die size.
- Any die sizes bonuses only apply to the base damage roll, not any bonus damage added to the initial roll, unless the Step or other effect that adds the bonus specifies as such. Typically, they will specify that it counts as an abilitech and/or subpower.
 - The Empower condition is also included in this delineation.

All psionic powers which are not attacks require line of sight to their target, unless specified otherwise. Psionic attacks are subject to the same difficulties as normal attacks when they can't see their target.

- Some enemies may carry psionic foci themselves, or accessories they require to cast some of their abilities. Stealing, destroying, or otherwise depriving them of these accessories can lock down enemy psions.
- If a psionic power has an area of effect, you can place it anywhere as long as the center of the area is within range. If it is a line or a cone, it must be drawn from you.

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==> List of Powers

"How does being a vegan give you psychic powers?"

Antipsionics

“Counterspell.”

Range: 30 feet

Hand Requirement: Versatile

Subpower	Damage	Description
Detect Psionics (affinity)		<p>You gain a sixth sense attuned to psionic emanations. Your ability to Discern and Scrutinize extends to nearby psionics within 100 feet, whether it be psionic beings, items, phenomena, etc. You can use your psionic skill for those abilities where necessary, and the SM may require such a check to tell specific details about some psionic signature, detect some subtle or otherwise concealed psionics, or some other use for this sixth sense, at the SM's discretion.</p> <p>You can spend a lesser slot to heighten your psi sense, allowing you to know and track the locations of all creatures with psionic natures, foci, or other psionic features within 100 feet for 30 minutes. At the SM's discretion, you might also spend a lesser slot to track the trails of psionic creatures or telepathic conversations, automatically pass some check where this affinity came into play, or otherwise supercharge your psi sense to attempt something extraordinary with your affinity not covered in this writing.</p> <p>This affinity is used as a free action if an action cost is not given elsewhere.</p>
Mind Crush (at-will)	Pd4+PCM	<p>Major action: Make a ranged attack against a target's Will resistance.</p> <p>Minor action: Make a melee attack (range: as grapple) against a creature you are grappling, targeting Will resistance. Any hands used to grapple this target can be used to cast this, but only for this specific minor action.</p>
Mind Crush (at-will)	Pd2+PCM	Major action: Make a ranged attack against a target's Will resistance. If you break resistance, the target is Dazed for 1 round.
Mind Crush (lesser)	Pd10+PCM	Major action: Make a ranged attack against a target's Will resistance.
Mind Crush (greater)	2Pd8+PCM	Major action: Make a ranged attack against Will resistance, targeting all creatures within a 30 ft. radius sphere centered somewhere within range. For each target, if you fail to break resistance, you deal half damage but no additional effects.

Neural Disruption (at-will)	Pd6+PCM	Major action: Make a melee attack (range: 10 feet) against a target's Will resistance.
Neural Disruption (at-will)	<p>Minor action: After landing a melee attack, you also Daze the target for 1 round.</p> <p>Reaction: As a reaction to a creature you are grappling attempting to teleport out of your grapple or inflict forced movement to the same effect (regardless of if it would or not), make a psionic skill check against their Will resistance. If you break resistance, their teleport or forced movement is nullified. If it involves a roll from them, it takes disadvantage instead.</p>	
Neural Disruption (lesser)	Pd6+PCM	Major action: Make a ranged attack against a target's Will resistance. If you break resistance, the target is Impaired until the end of your next round.
Null Hand (at-will)	Pd2+PCM	Major action: Make a melee attack (range: 10 feet) against a target's Will resistance. If you break resistance, the target is Dazed for 1 round. This attack has the Combo property.
Null Hand (lesser)	Minor action: After landing an attack, you also Weaken the target for 2 rounds.	
Counterpsi (at-will)	Reaction: Make a psionic skill check to remove one condition on a willing target, provided the condition is of psionic origin, against the DC of the creature that inflicted it. If no such DC exists, the SM sets one at their discretion, if at all.	
Counterpsi (channeled)	<p>Major action: You push your affinity to nullify the works of psions. For the next hour, you can dismantle psionic phenomena within range. This typically takes 1 minute and does not need a check, though the SM may raise the channeling time needed, require a check, and/or spend a lesser slot, at their discretion. As a rule of thumb, something complex might need 10 minutes and have the dismantling be easily detected, something reactive might need a check with consequences for failure, and something fortified against antipsions might need a lesser slot.</p>	
Counterpsi (lesser)	<p>Reaction: Make an attack roll against an incoming psionic ability. If your attack roll is greater than the incoming roll (if the ability did not need an attack roll, the caster must make one now), the ability is considered to have missed. If you can grant Block dice for allies within a certain distance as a reaction, you can use this reaction against attacks on allies within this distance as well.</p> <p>Alternately, make a psionic skill check to immediately end some ongoing psionic ability of a target within range, rolling against the target's DC. The</p>	

	target must be the source of the ongoing ability.
Anti-psi Field (lesser)	Major action: Create a 15 ft. radius sphere, centered on and moving with yourself, that lasts for 1 minute. All psi attacks of your choice that pass through this sphere have disadvantage.
Anti-psi Field (greater)	Major action: Create a 30 ft. radius sphere, centered on and moving with yourself, that lasts for 1 minute. All psi attacks of your choice that pass through this sphere have disadvantage, and all creatures of your choice are Impaired while in the sphere.

Assist

“This is the way.”

Range: 100 feet

Hand Requirement: One

Subpower	Description
Aid: Abet (affinity)	<p>Your ability to guide others is subtly enhanced; you decide the physical signs of this ability if any exist. Your ability to Help has its range increased by 30 feet and is potent enough to count as a Stakes die.</p> <p>You can spend a lesser slot to push this ability, Helping as a free action; when Helping in this way, you can target yourself.</p>
Guide: Direct (at-will)	<p>Free action: When you Aim, add +1 die size.</p> <p>Major action: You Aim, but the Aim die has +1 die size and lasts 1 minute.</p>
Guide: Direct (lesser)	<p>Free action: When you Aim, the Aim die has +1 die size and lasts 1 minute.</p> <p>Free action: When you Help, it grants a second advantage.</p> <p>Major action: You Aim, but the Aim die has +1 die size, lasts 1 minute, and can benefit up to four targets within range.</p>
Allay: Protect (at-will)	<p>Free action: When you Avert, add +1 die size.</p> <p>Major action: You Avert, but the Block die has +1 die size and lasts 1 minute.</p>
Allay: Protect (lesser)	<p>Free action: When you Avert, the Block die has +1 die size and lasts 1 minute.</p>

	<p>Free action: When you Defend, it lasts an additional round.</p> <p>Major action: You Avert, but the Block die has +1 die size, lasts 1 minute, and can benefit up to four targets within range.</p>
Sustain: Ease (at-will)	<p>Free action: When you grant Block dice as a reaction, the recipient of the Block dice gains PCM temporary hit points.</p> <p>Major action: You grant up to four targets within range PCM+P temporary hit points.</p>
Sustain: Ease (greater)	<p>Reaction: As a reaction to a creature within range taking damage, reduce the damage taken by thrice your Level. If multiple creatures are taking damage, you can distribute this damage reduction among all targets as you see fit.</p> <p>Major action: You cause up to four targets within range to heal for P hit points at the start of each of their turns for 1 minute (10 rounds). Alternately, you may limit it to one target to double the healing per turn.</p>
Impede: No (lesser)	<p>Reaction: As a reaction to a creature making an attack roll or skill check, you force it to be made at disadvantage.</p> <p>Major action: You mark a target within range. Whenever the target uses a reaction or minor action, the target takes P true damage.</p>
Impede: No (greater)	<p>Major action: You mark a target within range. Whenever the target attacks, uses an ability, or is damaged by something besides this, the target takes P true damage. This effect lasts for 1 minute.</p>
Mark: Pain (at-will)	<p>Free action: When you impose some negative effect on a target, the next time the target takes damage they take an additional PCM damage. This effect does not stack.</p>
Mark: Pain (lesser)	<p>Free action: When a target gains Exposed, Impaired, or Ruptured, it lasts an additional round. If Fade or Sunder, its magnitude is increased by 2. If Doom, its magnitude is increased by P. If multiple conditions are gained at once, you can amplify all such conditions.</p> <p>Major action: You predict pain for a target within range. You inflict a damage over time effect that deals P damage to them at the start of each of their turns for 1 minute (10 rounds). Whenever the target takes damage from something other than this DoT, the DoT immediately deals damage again then reduces its duration by 1 round.</p>
Bolster: Heroism (greater)	<p>Major action: You Aim, Avert, and Assail, but each of them can benefit up to four targets within range, lasts for 1 minute. For this duration, whenever the recipient rolls bonus dice, they raise all of them to match highest die size in</p>

	the pool, before rolling. Whenever they Assail, they add P to the magnitude.
Further: Glory (greater)	Major action: You grant up to four targets within range +10 ft. to their base speed, Aegis (P), and +2 crit range for 1 minute.
<p>Notes: Assist subpowers may target yourself, but a given subpower that modifies another action can only modify that action once. For example, if you Aim, you can modify it with the lesser slot version or at-will version of Guide: Direct, but not both.</p> <p>However, they can intersect; if you use Bolster: Heroism, you can use Guide: Direct and Allay: Protect in conjunction.</p>	

Beast Control

“Druids are kinda like clerics.... Except not at all.”

Range: 120 feet

Hand Requirement: One

Subpower	Description	
Natural Communion (affinity)	<p>You gain a psionic ability to sense, commune, and otherwise deal with animals and the like, such as underlings. You can interchangeably use your psionic skill or Animal Handling for those abilities where necessary. This affinity works with the psion's other senses; the SM may require such a check to sense animals they do not sense otherwise, or to persuade animals to act against their natural instinct, at the SM's discretion.</p> <p>Additionally at the SM's discretion, you can spend a lesser slot to automatically pass some check where this affinity came into play, sense the exact locations of all animals within range, or otherwise supercharge your animalistic gift to attempt something extraordinary with your ability you normally would not be able to do.</p> <p>This affinity is used as a free action if an action cost must be specified.</p>	
Beastmaster (at-will)	Pd2+PCM	Minor action: Command your Bestial Allies to each make a melee weapon attack (range: 5 ft.) against a target in range.
Beastmaster (channeled)	<p>Channeled action: Channel for 15 minutes to fully restore your Bestial Allies' hit points.</p> <p>Channeled action: Channel for 30 minutes to replace one fallen Bestial</p>	

	Ally.	
Beastmaster (lesser)	<p>Major action: Summon a loyal Bestial Ally minion. They are Medium-sized creatures with Level*5 hit points and AC/resistances of 12+P. They use your base speed plus 10, use 2P for any skill checks, and move during your turn as you will them, but do not attack on their own. They last for 24 hours or until dismissed as a free action. You can only have two Bestial Allies at a time.</p> <p>While they cannot be used to fight if outside your range, they can otherwise still be interacted with and follow orders like any other loyal animals.</p>	
Skinwalker (channeled)	<p>Channeled action: You expand your affinity, allowing you to also perceive through the senses of the animals with which you can commune, for as long as you maintain the channel.</p>	
Skinwalker (lesser)	<p>Channeled action: You expand your affinity in a curious way. For the next hour, you can also take direct, fine-tuned control of a creature with which you can commune. Mundane creatures and your Bestial Ally can be controlled without much incident, but powerful animals might shrug off your control, at the SM's discretion. You are not capable of fighting as the creature while controlling them in this way, though individual hostile actions may be possible, also at the SM's discretion.</p> <p>Your actual body is left Incapacitated while in control of another creature, and creatures controlled this way are more difficult to control and use when outside your range; at your SM's discretion, you may have to make a check to perform actions that might ordinarily be second nature to the host creature.</p>	
Sensory Overload (at-will)	<p>Major action: Make an attack against a target's Will resistance. If you break resistance, the target is Blinded, Crippled (half), and Deafened for 1 round.</p>	
Sensory Overload (lesser)	<p>Major action: Make an attack against a target's Will resistance. If you break resistance, the target is Blinded, Deafened, Exposed, Stuck, and Weakened until the end of your next turn.</p>	
Naturalism (at-will)	Pd3+PCM	Major action: You grant an ally half the listed damage as temporary hit points.
Naturalism (channeled)	<p>Channeled action: You expand your affinity to gain a sixth sense for landscapes and natural environments, similar to animals' magnetoreception. You can interchangeably use your psionic skill or Survival for those abilities where necessary, and the SM may require such a check to tell specific details about an environment, find some lost locale, sense changes in the weather, or some other use for this sixth sense, at</p>	

	the SM's discretion.	
Naturalism (lesser)	Pd4+PCM	Major action: You heal yourself and two other allies within range for half the listed damage. If a recipient of the healing is a Bestial Ally, heal them for the full amount instead.
Pack Tactics (at-will)	Reaction: As a reaction to an attack being made against a target, if the attacker has any allies and/or minions adjacent to that target, they gain +3 to the attack roll.	
Pack Tactics (lesser)	Reaction: As a reaction to your Bestial Ally attacking a target, your attack rolls and skill checks against them have advantage for 1 round.	
Pack Tactics (lesser)	Pd3+PCM	Major action: You Aim, but instead of targeting yourself or an ally to grant the bonus, you target an enemy within range and the Aim die is usable by anyone who attacks them. This lasts for 1 minute. Once per round, whenever two separate creatures land damaging attacks on them, the second of those attacks adds the listed damage to the damage roll.
Feral Instinct (at-will)	Reaction: As a reaction to an incoming attack roll against a resistance, impose -2 to the attack roll. Free action: Whenever you Assail for a Bestial Ally, it applies to both.	
Feral Instinct (lesser)	Free action: Grant yourself and your Bestial Allies +1 crit range for 1 minute. This effect cannot stack.	
Feral Instinct (greater)	Free action: Empower your Bestial Allies. They are healed to full, gain Aegis (PCS/2), and gain +1 die size to damage rolls. Commanding your allies to attack with at-will Beastmaster has its action cost changed from a minor action to a free action that can be done once per round on your turn. This lasts for 1 minute.	
Therianthropy (greater)	Full-round action: Why limit yourself to lycanthropy? You shapeshift into a bipedal, animalistic form influenced by the shape of your Bestial Allies. For the next 1 minute, your base speed is increased by 10 ft., you have +2 to AC/resistances, and whenever you command your Bestial Allies to attack, you can perform a separate minor action alongside it.	
Notes: The exact nature of your Bestial Allies is up to you and your SM. As long as they can be called or summoned, and can be replaced or revived or resummoned if killed (or said to flee or some other explanation that takes it off the field), it will suffice.		

Cryokinesis

“What killed the dinosaurs? The Ice Age!”

Range: 30 feet

Hand Requirement: Versatile

Subpower	Damage	Description
Icy Touch (affinity)		<p>You gain a psionic ability to create and reshape ice. You can turn water into ice with a touch, and can freely and quickly turn water under your feet to ice. You can also shape ice as if you were physically shaping malleable clay; this typically is a channeled action and does not need a check, though the SM may require a check and/or a lesser slot, at their discretion.</p> <p>As a rule of thumb, creating something intricately detailed or in need of finesse might require a check with consequences like breakage on failure. Something that needs power, like fortifying ice to endure in hot weather, creating and reshaping massive amounts of ice in a short time without an easy water supply, trying to freeze an entire lake at once, or freezing liquids with lower freezing points than water might require a lesser slot.</p>
Frostbite (at-will)	Pd4+PCM	<p>Major action: Make a melee attack (range: 5 feet) against a target's Fortitude resistance. If you break resistance, the target is Crippled (10) for 1 round.</p> <p>Major action: Make a melee attack (range: 5 feet) against Fortitude resistance, targeting up to three creatures within range.</p>
Frostbite (at-will)	Pd8+PCM	Major action: Make a melee attack (range: 5 feet) against a target's Fortitude resistance.
Frostbite (lesser)	Pd6+PCM	Major action: Make a melee attack (range: 15 feet) against Fortitude resistance, targeting all creatures within range. For each target, if you break resistance, they are Crippled (10) for 1 round.
Frostbite (lesser)	Pd4+PCM	Major action: Make a ranged attack against a target's Fortitude resistance. If you break resistance, the target is Exposed until the end of your next turn.
Permafrost (at-will)	P	Reaction: As a reaction to a target within range gaining Cripple or Daze, the target takes the listed damage.
Permafrost		Free action: After landing an attack, you also Weaken the target for 1

(lesser)	<p>round.</p> <p>Minor action: Freeze. For every target within range, they take P damage. For each Cripple (5) on the target, they take an additional P damage, taking 4P damage if Stuck. After dealing this damage, the durations of each condition is extended by 1 round.</p>	
Glacial Path (at-will)	<p>Major action: You emanate a freezing aura. Create a 15 ft. radius sphere, centered on and moving with yourself, that lasts for 1 minute. All creatures of your choice count this sphere as difficult terrain.</p>	
Glacial Path (at-will)	<p>Major action: You push your affinity to sap heat more generally. For the next hour, you can remove the heat from an object or environment. This typically takes a major action and does not need a check, though the SM may require a channeling time, a check, and/or a lesser slot, at their discretion. As a rule of thumb, cooling an entire house might need 5 minutes' worth of channeling, using this force in some unconventional or delicate way might need a check with consequences like overload on failure, and snuffing out a fire or some active heat source might need a lesser slot.</p>	
Glacial Path (lesser)	<p>Minor action: You emanate a freezing aura. Create a 15 ft. radius sphere, centered on and moving with yourself, that lasts for 1 minute. All creatures of your choice count this sphere as difficult terrain, and all creatures of your choice that enter this sphere or begin their turn inside it take PCM true damage.</p>	
Glacial Path (greater)	<p>Free action: You emanate a freezing aura. Create a 30 ft. radius sphere, centered on and moving with yourself, that lasts for 1 minute. All creatures of your choice count this sphere as difficult terrain, are Weakened and Doomed (P) that stacks with other Dooms, and all creatures of your choice that enter this sphere or begin their turn inside it take PCM true damage.</p>	
Entomb (lesser)	Pd2+PCM	<p>Major action: Make a melee attack (range: 5 feet) against a target's Fortitude resistance. If you break resistance, the target is Crippled (half) for 1 round and Faded (2).</p>
Entomb (greater)	Pd3+PCM	<p>Major action: You inflict Stasis on a target for 3 rounds. While in Stasis in this way, the target ignores all non-true damage (but not effects), all effect durations on the target are paused, and the target takes true damage at the start of each of their turns.</p>
Entomb (greater)	Pd6+PCM	<p>Full-round action: Turn to ice. You remove all status conditions on yourself, then put yourself in Stasis for 3 rounds. While in Stasis in this way, all creatures of your choice within 30 feet take the listed damage at the start of each of your turns, while you heal for half the listed damage at the start of each turn instead.</p>

		Alternately, you may use this as a major action to target an ally within range.
Cardice Blast (lesser)	Pd6+PCM	Major action: Make a ranged attack against a target's Fortitude resistance. If you break resistance, the target is Doomed (P). Doom from this version of Cardice Blast stacks thrice.
Cardice Blast (lesser)	Free action: After landing an attack, you also inflict Fade (2).	
Cardice Blast (greater)	Pd4+PCM	Major action: Make a ranged attack against Fortitude resistance, targeting all creatures within range. All targets are then Faded (4) and Doomed (2P), whether or not it hit. Doom from this version of Cardice Blast stacks with other Doods.
Siberian Winter (greater)	Free action: You emanate a lethal aura. Create a 30 ft. radius sphere, centered on and moving with yourself, that lasts for 1 minute. All creatures of your choice cannot heal and have Lethal (4*Lvl) while in this sphere, and if they die, they turn frozen solid.	
Merciless Cold (greater)	Pd6+PCM	Major action: Select a target. If the target is Faded and/or Sundered, their magnitudes are raised by 2 and the target takes the listed damage. Additionally, if the target is Doomed or Ruptured, its magnitude is raised by P, then the target takes the listed damage. This subpower may apply the Doom/Rupture before resolving any other parts of this subpower.

Dominating Mind Control

"Would you kindly?"

Range: 100 feet

Hand Requirement: Two

Subpower	Description
Obligate, ability (affinity)	You gain a psionic ability to telepathically commune with others, speaking with other creatures within range as if you were speaking to them in person. Your ability to compel or coerce others is subtly enhanced, potent enough to count as a Stakes die. You can leverage your ability to compel more

	overtly and in extraordinary ways, though the SM may require a channeling time, a check, and/or a lesser slot, at their discretion.
Obligate, rules (affinity)	As a rule of thumb, trying to influence an entire crowd at a rally might need as many minutes of channeling as it takes to make the speech, trying to evoke a nuanced feeling instead of blind emotion might require a check with consequences like overdoing or underdoing it on failure, and evoking abnormally intense feelings or something similarly intense might need a lesser slot.
Obligate, hypnotism (affinity)	You can spend a lesser slot and force a creature to make a Sanity check against your DC or be hypnotized, specifying a simple suggestion and a trigger; the creature will act on the suggestion when the trigger is met, though the creature may resist extreme commands and cannot knowingly harm themselves. At the SM's discretion, you might also spend a lesser slot to automatically pass some check where this affinity came into play, or otherwise supercharge your affinity to attempt something extraordinary not covered in this writing.
Obligate, greater hypnotism (affinity)	You can also spend a greater slot to greatly magnify the hypnosis in some way, such as specifying several complex suggestions each with a corresponding trigger, embedding the hypnosis deeply enough to avoid detection by all but the most scrutinizing psions, specifying a code phrase and a true suggestion/trigger such that the hypnotized target passes on the true suggestion/trigger to whomever they speak the code phrase, or something similarly complex or convoluted.
Pressure (at-will)	Major action: Make an attack against a target's Will resistance. If you break resistance, the target is Blinded, Crippled (half), and Deafened for 1 round.
Pressure (lesser)	Major action: Make an attack against a target's Will resistance. If you break resistance, the target is Blinded, Deafened, and Stuck, and attack rolls against it have advantage until the end of your next turn.
Antipathy (at-will)	Major action: Make an attack against a target's Will resistance. If you break resistance, the target is Impaired and Stuck for 1 round. The target can remove Stuck by passing a Sanity check as a minor action against your DC.
Antipathy (lesser, 1 minute)	<p>Channeled action: You imbue the environment with a subconscious repellant. Select some object of Large size or smaller. All creatures except ones of your choice designated at creation are terrified of the object and compelled to retreat if they enter within 60 feet of it, and will be generally fearful towards it.</p> <p>Particularly brave or psionically resilient creatures, at the SM's discretion, may attempt a Sanity check against your DC to resist the effect. The repellant lasts for 24 hours.</p>

Geas (lesser)	<p>Major action: Make an attack against a target's Will resistance. If you break resistance, specify an activity and disrupt a target's cognition. If their ability to do that activity is uncertain (they would roll for it), they can no longer do it normally and unaided. If they can do it (and would not roll for it), it instead becomes uncertain (and would require rolling). If they cannot do it normally and unaided, they become physically incapable of even trying, freezing up if they do. This effect lasts for 24 hours.</p> <p>You cannot specify any activities that the target knows not doing so would be suicidal, and is suspended in strifes or other life and death situations. The geas may be broken in extreme cases or noticed by particularly perceptive or psionically powerful creatures, at the SM's discretion.</p>
Geas (greater)	<p>Major action: Specify an activity and target a creature to disrupt their cognition. If the creature's ability to perform this activity is less than second nature (they would not roll for it), they become incapable of trying to do it at all, freezing up if they try. Otherwise, they become unable to do it normally and without aid. This effect lasts for 24 hours.</p> <p>You cannot specify any activities that the target knows not doing so would be suicidal, and is suspended in strifes or other life and death situations. The geas may be broken in extreme cases or noticed by particularly perceptive or psionically powerful creatures, at the SM's discretion.</p>
Servitor (lesser)	<p>Reaction: As a reaction to having an attack against Will resistance fail, you can create an unstable thoughtform to attack the psyche, forcing -4 to a target's Will for that attack.</p>
Servitor (greater)	<p>Major action: Specify a command and a trigger, then create a malignant thoughtform to burrow into a target's mind, dormant for 24 hours or until activated by the trigger. When active, thoughtform is capable of selectively blotting out, falsifying, and distorting that target's sensory inputs. It can only work when the target is at ease, not in a strife or some stressful situation, and the thoughtform can only work towards the command subtly, unable to take overt, obvious actions. The thoughtform disintegrates after being active for 1 hour.</p> <p>Perceptive or psionically sensitive creatures, at the SM's discretion, might notice something is off; any corresponding checks would be made against your DC.</p>
False Memory (at-will)	<p>Channeled action: Weave together a false memory in your mind that can be implanted elsewhere, channeling as long as the memory needs to play out.</p>
False Memory	<p>Major action: Implant a false memory into a creature within range. The false memory can overwrite preexisting memories, but only if they were woven to</p>

(greater)	<p>be identical except for small details, at the SM's discretion. Otherwise, the false memory sits with all their other memories as if they always had it.</p> <p>Eidetic or psionically sensitive creatures, at the SM's discretion, might notice something is off; any corresponding checks would be made against your DC.</p>
Dominate (greater)	<p>Major action: Supercharge your mind to mentally take control of another being for 1 minute. Make an attack against a target's Will resistance. If you break resistance, you assume direct control of them for the duration of this supercharged mental state. The target cannot be compelled to take suicidal or impossible actions. If you fail to break resistance, the target has double disadvantage for 2 rounds.</p> <p>You must channel in subsequent rounds to maintain this supercharged mental state. The effect also ends if the target goes out of range.</p> <p>Major action: If you fail to take control over a creature the first time, or it ends prematurely, you can repeat the attack at the cost of a lesser slot to reassert control for the remaining duration of your mental state. If you fail to break resistance, the target has disadvantage for 2 rounds, but the mental state is lost.</p>
<p>Notes: Certain Dominating Mind Control subpowers use a DC equal to your total psionic skill bonus plus 15, or your psionic attack bonus plus 15, whichever is higher. This DC should also be used if DMC ever creates an uncertain situation not provided for in the subpower and a DC needs to be provided.</p> <p>Mind control is a dangerous power to have. If using on other players, you must have consent from the player out of character first, or the power automatically fails.</p>	

Electrokinesis

“The power you're supplying.. It's electrifying!”

Range: 60 feet

Hand Requirement: Versatile

Subpower	Damage	Description
Battery (affinity)		You gain a psionic ability to channel electrical power. As a baseline, you are able to power any common household item to operate for P hours. This typically takes a major action and does not need a check, though the SM may require a channeling time, a check, and/or a lesser slot, at their discretion. As a rule of thumb, powering up minor industrial tools and other

	<p>high-expenditure devices might need a lesser slot or 15 minutes' worth of channeling, while powering something delicate or damaged that requires finesse might require a check with consequences like blowout on failure.</p> <p>Additionally at the SM's discretion, you can spend a lesser slot to supercharge your affinity to attempt something unconventional with it you normally would not be able to do. You can also spend a greater slot to supply an incredible amount of power with no upper limit except the SM's discretion, though such extraordinary expenditures, such as powering up an abandoned laboratory complex, probably has side effects like unconsciousness, bodily harm, exhaustion, and temporarily burning out the psion's electrokinesis.</p>	
Lightning Bolt (at-will)	Pd4+PCM	<p>Major action: Make a ranged attack against a target's Reflex resistance.</p> <p>Major action: Make a melee attack (range: 5 feet) against a target's Reflex resistance. This attack has the Combo property.</p>
Lightning Bolt (at-will)	Pd8+PCM	Major action: Make a melee attack (range: 5 feet) against a target's Reflex resistance.
Lightning Bolt (at-will)	Pd2+PCM	Major action: Make a ranged attack against a target's Reflex resistance. If you break resistance, you Daze the target for 1 round.
Lightning Bolt (lesser)	Pd6+PCM	Major action: Make a ranged attack against Reflex resistance, targeting all creatures within a 60 ft. cone.
Lightning Bolt (lesser)	Minor action: After landing a Lightning Bolt attack, you automatically hit your target(s) again for half damage.	
Lightning Rod (at-will)	<p>Free action: After landing an attack that benefited from Aim or Assail, you gain one feedback charge. You can only gain one charge per attack made, and only in a strife. You can hold up to three; these charges expire in 1 minute if not used.</p> <p>Minor action: After landing a damaging Electrokinesis attack, expend up to three feedback charges, gaining +1 die size to damage per charge expended.</p> <p>Major action: Your next ranged attack roll with an Electrokinesis subpower is made at advantage and Dazes the target for 2 rounds.</p>	
Lightning Rod (at-will)	Major action: You push your affinity to sap and destroy electrical power instead of creating it. For the next hour, you can eliminate electric power from a system, at the same quantities, rules of thumb, and discretion as the	

	base Battery affinity.	
Taser (at-will)	Pd2+PCM	Major action: Make a melee attack (range: 5 feet) against a target's Reflex resistance. If you break resistance, you Daze and Weaken the target for 1 round.
Taser (at-will)	Minor action: After landing an attack, you also inflict Weaken for 1 round.	
Taser (lesser)	Free action: After landing an attack, you also Impair the target for 1 round.	
Static Shock (at-will)	Pd2+PCM	Major action: Make a ranged attack against Reflex resistance, targeting all creatures within a 10 ft. radius sphere centered somewhere within range.
Static Shock (lesser)	Pd3+PCM	Major action: Make a ranged attack against Reflex resistance, targeting all creatures within a 10 ft. radius sphere centered somewhere within range. The sphere is then difficult terrain for 1 round.
Static Shock (greater)	Pd4+PCM	Major action: Make a ranged attack against Reflex resistance, targeting all creatures within a 30 ft. radius sphere. For each target, if you break resistance, they are Stuck and Impaired for 1 round. The sphere persists for 1 minute; all creatures of your choice are Crippled (half) inside it and count it as difficult terrain. Furthermore, all creatures who begin their turn in the sphere or enter it take the listed damage again.
Red Sprite (lesser)	Minor action: Select a target with condition(s) imposed by an Electrokinesis subpower; those conditions are extended by 1 round and the target takes P damage per such condition.	
Red Sprite (greater)	Pd2+PCM	Free action: A red light shines behind you. For the next 1 minute, as a reaction to having an enemy within 15 feet of you, make a ranged attack against all targets within 15 feet of you, targeting Reflex resistance.
Titanic Bolt (greater)	2Pd8+PCM	Major and minor actions: Make a ranged attack against a target's Reflex resistance. If you fail to break resistance, you deal half damage but still treat the attack as having hit for the purposes of inflicting conditions, using on-hit effects, etc.

Empathic Mind Control

"How does that make you feel?"

Range: 120 feet

Hand Requirement: Two

Subpower	Description
Empathy (affinity)	<p>You gain a psionic ability to read the minds of others, as well as telepathy within range. You can telepathically speak with other creatures within range as if you were speaking to them in person. You can also read the surface thoughts of others as a channeled action as if you were reading a book; this does not need a check, though the SM may require a lengthy channel time, a check, and/or a lesser slot, at their discretion.</p> <p>As a rule of thumb, plumbing the depths of someone's mind or something lengthy might require 30 minutes, trying to invade a mind actively resisting you or avoiding psionic mind blocks might require a check with consequences like shutout or injury on failure, and linking several minds into a telepathic chat room or something similarly unconventional might require a lesser slot.</p> <p>You can spend a lesser slot to heighten your sensitivity, allowing you to know and track the locations and moods of emotion-capable creatures within range for 30 minutes. At the SM's discretion, you might also spend a lesser slot to automatically pass some check where this affinity came into play, or otherwise supercharge your affinity to attempt something extraordinary not covered in this writing.</p> <p>You can also channel for 1 minute with a person within range to form an Empathic Bond with them, a telepathic bond that allows the two of you to telepathically converse regardless of distance, perceive through each others' senses, and tag the other person as an Empathic Bond, who also benefits from several EMC subpowers. This bond lasts for 24 hours or until you sever it as a free action.</p>
Scan Mind (at-will)	<p>Major action: Make an attack against a target's Will resistance. If you break resistance, you read the target's surface thoughts, allowing you to impose disadvantage on their attacks against you for 1 round, and you have advantage on attacks against them until the end of your next turn.</p> <p>Your Empathic Bond also benefits from this.</p>
Scan Mind	Major action: Make an attack against a target's Will resistance. If you break

(greater)	<p>resistance, you fully Scrutinize the target, and the target must make a Sanity check, with your attack roll as the DC. If they pass, you replicate a mental construct of them in your mind; this gives you advantage on attacks against them for 1 minute. If they fail, you replicate a better mental construct that also imposes disadvantage on their attacks against you for 1 minute.</p> <p>Major action: You replicate the construct for your Empathic Bond, allowing them to benefit from this as well.</p>
Senseshare (at-will)	<p>Channeled action: You begin perceiving through the senses of other emotion-capable creatures within range, though creatures will be aware of you when you do, and can reject the connection at will. You can reverse the direction and allow someone in range to perceive through your senses, instead.</p> <p>Your Empathic Bond can also perceive through them.</p>
Senseshare (lesser)	<p>Channeled action: You begin perceiving through the senses of other emotion-capable creatures within range. This can only be channeled for 10 minutes, though the creature is not aware of your intrusion. You can do this with minds guarded against intrusion or actively fighting against intruders, but the SM may require an initial channel, a check, and/or another lesser slot, at their discretion.</p> <p>Your Empathic Bond can also perceive through them.</p>
Siren's Song (at-will)	<p>Major action: Make an attack against a target's Will resistance. If you break resistance, the target is Incapacitated with a movement speed of 0 for 1 round or until damaged.</p>
Siren's Song (lesser)	<p>Major action: Project a personalized, synchronized memory trace from yourself that mesmerizes a target. Make an attack against a target's Will resistance. If you break resistance, the target is Incapacitated with a movement speed of 0 for 1 round or until damaged. The trace lasts for 1 minute.</p> <p>You must channel in subsequent rounds and stay in range to maintain the trace's hold. The effect also ends if the target is out of range or an adjacent creature uses a major action to shake the target free.</p> <p>Major action: If you fail to hold their attention the first time, or it ends prematurely, you can repeat the attack without a slot to re-fascinate them for the trace's remaining duration. If you fail to break resistance, the trace disintegrates early.</p>
Siren's Song	<p>Major action: Create an improvised psychic engram at your location that</p>

(greater)	<p>mesmerizes all creatures of your choice within range. They are Incapacitated by the engram with a movement speed of 0 for 1 round or until damaged. At the SM's discretion, psionically powerful creatures may notice and attempt to break free. The engram lasts 1 minute.</p> <p>If the creatures are hostile or otherwise suspicious of you, you must make an attack against Will resistance, targeting all creatures of your choice within range. For each target, if you break resistance in order to mesmerize them as above. For each target, if you fail to break resistance, they are Blinded, Crippled (half), and Deafened for 2 rounds.</p> <p>You must channel in subsequent rounds and stay in range to maintain the engram, but the engram remains in place, while you can move freely.</p> <p>The effect also ends for a target if an adjacent creature uses a major action to shake the target free.</p>
Sympathy (at-will)	<p>Free action: You project an emotion from yourself, masking your actual feelings to anyone who does not both have reason to suspect you and the ability to psionically discern you. Where the validity of this emotion might be tested, you can use your psionic skill.</p> <p>Your Empathic Bond also benefits from this.</p>
Sympathy (at-will)	<p>Major action: Create a thoughtform for a willing creature within range. Whenever the creature is hit by an attack that targets Will resistance, the thoughtform can intervene to shield them with +4 to Will against it, before dissipating. The thoughtform only lasts 1 hour, and only one can exist at a time.</p> <p>If you or your Empathic Bond have this, both of you can use it, though there is still only one thoughtform and one use.</p>
Sympathy (lesser)	<p>Major action: Create a thoughtform for a willing creature within range. This thoughtform is a being that shares the same sense as its host, and will record its sensory observations for up to 24 hours. If the host is within range, you can retrieve the thoughtform and assimilate its memories as a major action, without a lesser slot. The thoughtform stops recording after 24 hours, though it persists in the creature's psyche until extracted.</p>
Empath's Memoir (lesser, variable)	<p>Channeled action: Specify a code phrase, or an object in your hands, or your current location. You create a psychic engram that holds a memory that can last as many minutes as you channel, up to 15 minutes. The memory must be rooted in memories and emotions, yours or others' that you have experienced; you can say or do or shape the engram to hold whatever you please, but they must be derived from those rooting memories and emotions in some way.</p>

	<p>If you specified a code phrase, the next time you speak it to your intended listener(s), it will root in their minds and be recallable whenever they think of your code phrase. Otherwise, if you picked an object in your hands, people who hold that object will be able to access the engram, and if you picked your current location, they can access the engram when they close their eyes while standing in that location.</p> <p>The engram will disintegrate after 24 hours.</p>
Empath's Memoir (greater)	<p>Major action: You fortify the engram such that you can add to it, up to 12 hours. Channeling to add to the engram in this way is done in the same manner as the lesser slot channeled version, but without needing to expend a lesser slot.</p> <p>It will last for the entirety of the session and beyond. Whether it lasts time spans measuring in the thousands or millions of years, or say, through a Scratch, or some other improbable event only made remotely possible by the vagaries of Paradox Space, and the exact method by which it might do so, is at the SM's discretion.</p>
<p>Notes: Empathic Mind Control may have situations with uncertain resolutions that are not provided for in the subpower. In this case, use a DC equal to your total psionic skill bonus plus 15, or your psionic attack bonus plus 15, whichever is higher, if a DC ever needs to be provided for you.</p>	

Enchant

“Magic swords are no basis for a form of government!”

Range: Special

Hand Requirement: None

Subpower	Description
Temper (affinity)	<p>You gain a psionic ability to channel psionic energy into your weapons or tools; you decide the physical signs of this ability if any exist. When making skill checks with such a thing, you gain a Stakes die. You can spend a lesser slot to push this ability, additionally taking advantage on the check. At the SM's discretion, you might also spend a lesser slot to automatically pass some check where this affinity could come into play, or otherwise supercharge your affinity to attempt something extraordinary not covered in this writing.</p>

Quicksilver (at-will)	Minor action: When making an abilitech, you also ignore any hit maluses against the attack.	
Quicksilver (lesser)	Free action: Your abilitechs deal true damage, ignores maluses, and you can teleport in place of moving normally. This lasts for 1 minute.	
Quicksilver (lesser)	Minor action: Fluid as Mercury's wings. After making an abilitech, you Avert for yourself, but with the bonus die raised one step, and it lasts for 1 minute.	
Preparation (at-will)	Minor action: After landing an abilitech, the next condition (of duration 2 minutes or less) you inflict through an abilitech has its duration extended by 1 round. If it inflicts multiple conditions, pick one.	
Preparation (lesser)	Free action: After using an Enchant subpower, you gain Aegis (Lvl) against the next instance of damage you take. If this effect is still active when you next make a weapon damage roll, you lose the Aegis and add Lvl to your next weapon damage roll.	
Preparation (lesser)	Pd6+PCM	Minor action: Now do it again. After landing an attack roll, your next damaging attack deals additional damage equal to the listed damage. This effect does not stack.
Airtime (at-will)	Minor action: After landing an abilitech, you may either push the target 10 feet, or move 10 feet that ignores difficult terrain.	
Airtime (lesser)	Free action: After landing an abilitech, you also knock the target Prone and they cannot use reactions for 1 round.	
Airtime (lesser)	Pd4+PCM	Minor action: Coming down the mountainside! After landing a damaging attack, check if you moved at least 20 feet towards the target on this turn prior to attacking. If you did, you deal additional damage equal to the listed damage.
Unravel (at-will)	Minor action: When making an abilitech, you Aim for the attack, but with the bonus die raised one step.	
Unravel (lesser)	Free action: After landing an attack, you also inflict DoT (P, 5 rounds) on the target.	
Unravel (lesser)	Minor action: At the seams. After landing an attack, you also inflict Rupture (P, 2 rounds) and may have the damage roll from this landed attack benefit from it. Rupture from Unravel stacks with other Ruptures.	
Heartseeker (at-will)	Minor action: When landing an abilitech, you also gain +2 crit range on the attack roll.	
Heartseeker	Pd2+PCM	Free action: After landing an abilitech, inflict Lethal

(lesser)		(damage roll, 1 minute). Lethal from Heartseeker stacks twice.
Heartseeker (lesser)	Minor action: Merciless as Mars' rage. When landing an abilitech, you also gain +4 crit range on the attack roll.	
Scramble (at-will)	Minor action: When landing an attack, you also give the target disadvantage to skill checks for 1 round.	
Scramble (lesser)	Free action: After landing an attack, the target suffers Setback (2).	
Scramble (lesser)	Minor action: Create an opening. After landing an attack, the target is Exposed, Impaired, or Stuck, of your choice, until the end of your next turn. Alternately, you may extend the existing duration of all such conditions on the target by 1 round.	
Notes: A given Enchant subpower may only be cast once per turn, and have the same target as the attack they modify.		

Eyebeams

"I got my eyes on you!"

Range: 100 feet

Hand Requirement: None

Subpower	Damage	Description
Sight (affinity)	<p>Your eyesight is enhanced. You have night vision, and your eyesight is potent enough to count as a Stakes die.</p> <p>You can spend a lesser slot to turn your vision telescopic, see heat signatures within range, and/or selectively see through objects within range. This effect lasts for 1 hour. At the SM's discretion, you can spend a lesser slot to automatically pass some check where this affinity came into play.</p>	
Eyebeam (at-will)	Pd4+PCM	Major action: Make a ranged attack against a target's AC.
Eyebeam (at-will)	Pd3+PCM	Major action: Make three ranged attacks, each with disadvantage, each against a single target within range, targeting AC.
Eyebeam	Pd2+PCM	Major action: Make a ranged attack against AC, drawing a

(at-will)		20 ft. line, both ends within range and hitting everyone in this line.
Eyebeam (lesser)	Pd8+PCM	Major action: Make a ranged attack against a target's AC.
Eyebeam (lesser)	Pd4+PCM	Major action: Make a ranged attack against AC, drawing a 90 ft. line, both ends within range and hitting everyone in this line.
Convergence Beam (at-will)	Pd3+PCM	Major action: Make a ranged attack against a target's AC. This attack has the Combo property.
Convergence Beam (at-will)	2P	Free action: Once per turn, after hitting with both major and minor combo attacks with the Convergence Beam subpower in the same turn, make a ranged attack against a target's AC.
Ocular Charge (at-will)	Major action: Your first ranged subpower with the Eyebeam subpower next turn is Empowered.	
Ocular Charge (lesser)	Minor action: When making an attack with an Eyebeams subpower, you may bend the beam to ignore hit maluses.	
Ocular Charge (lesser)	Minor action: After landing an attack, you Sunder (3) the target.	
Lock On (at-will)	Minor action: When targeting anatomy, you reduce the defense bonus and crit penalty of that anatomy by 2, to a minimum of 0.	
Lock On (lesser)	Major action: You Aim, but the Aim die has +1 die size, grants a second die of the same size, lasts for 1 minute, and can only be used on Eyebeams subpowers.	
Counter Eyebeam (at-will)	Reaction: You impose a d3 Block die against an incoming psionic attack roll against yourself.	
Counter Eyebeam (lesser)	Reaction: You impose a d6 Block die against an incoming psionic attack roll against yourself. You then grant yourself a d4 Aim die on your next Eyebeams attack roll against them.	
Chromatic Aberration (lesser)	Free action: After landing an eyebeams attack, you also Rupture (P, 2 rounds) the target.	

Chromatic Aberration (lesser)	Minor action: After landing an eyebeams attack, you Daze the target for 2 rounds.	
Chromatic Aberration (lesser)	Minor action: After landing an attack, you inflict Setback (3) on the target.	
Q-Switch (greater)	Major action: You supercharge your eyes; for the next 1 minute, once per turn, you can use a damage-less major action Eyebeams subpower as a minor action and use a damage-less minor action Eyebeams subpower as a free action.	
Q-Switch (greater)	2Pd8+PCM	Major action: Make a ranged attack against AC, hitting all targets within a 20 ft. radius centered somewhere within range. For each target, on a miss, it deals half damage but no additional effects.

Illusion

“Now you see me... Or do you?”

Range: 100 feet

Hand Requirement: One

Subpower	Description
Smoke and Mirrors (affinity)	<p>You gain a psionic ability to create illusionary images and sounds. As a baseline, these images are of Medium size or smaller, are intangible, have limited animation, cannot shed light, cannot harm someone, and lasts 1 minute or until out of range. This typically takes a major action and does not need a check, though the SM may require a channeling time, a check, and/or a lesser slot, at their discretion.</p> <p>As a rule of thumb, creating and maintaining a score of illusions for extended amounts of time might need you to channel for that duration, something bizarre and psychedelic and requires someone actually skilled in audiovisuals might require a check with consequences like not actually fooling anybody on a failure, and fortifying an illusion to last a day outside of your range might require a lesser slot.</p> <p>Any illusions modified by a lesser slot subpower can also last up to a day and can exist outside your range unless specified otherwise. At your SM's discretion, you might also spend a lesser slot to attempt something extraordinary with your affinity not covered in this writing.</p>

	<p>This affinity is used as a major action if an action cost must be specified.</p>
Shroud Self (at-will)	<p>Major action: Create an illusory disguise on yourself, changing your appearance and voice. If the disguise is a different size category to yourself or a non-humanoid shape, creatures have advantage to discern if the illusion is real. This lasts 1 hour or until you use a damaging ability.</p>
Shroud Self (greater)	<p>Free action: You turn Invisible for 5 minutes or until you deal damage through a damaging ability. This extends to your psionic signature and muffles any soft noises you make, but does not extend to other supernatural or unconventional senses, such as echolocation or heat vision.</p> <p>Channeled action: If your Invisibility ends prematurely, you can channel for half a minute to regain it for that unused duration. This channeling does not cost a slot.</p>
Fortify Illusion (lesser)	<p>Major action: Empower your affinity to refine your illusions. For the next hour, you can use your affinity to give your illusions increased defense against scrutiny; heat as if they were a living creature, emotions as if they were emotion-capable, and a limited facsimile of surface thoughts and deeper memories for mind readers. At your SM's discretion, it can be used to create some other falsifiable quality not covered above.</p> <p>Major action: Empower your affinity to rewrite illusions' psionic makeups. For the next hour, you can use your affinity to reorder your illusions, diminishing their psionic signatures against detection or rewriting them to be indistinguishable from ordinary psionic beings, items, phenomena, etc. It will be sufficient to fool cursory inquiries, though it may not stand up to thorough or powerful scrutiny. Alternately, you may use it to create illusions of purely psionic energy, to bait or mislead psionic detection and extrasensory perceptions.</p> <p>Major action: Empower your affinity to stabilize your illusions. For the next hour, you can use your affinity to fortify your illusions to last up to a month.</p>
Fortify Illusion (greater, 5 minutes)	<p>Major action: Your fortify an illusion to last indefinitely. You also gain all the uses of the lesser slot version of Fortify Illusion but only with this illusion, but their usage is empowered; the heat signature fluctuates, the illusion can convincingly act out complex emotional states and seem to think and remember like a sentient being, the illusion can even seem to expend energy as if it were using at-wills subpowers, etc.</p>
Program Illusion (lesser)	<p>Major action: Empower your affinity to animate and command your illusions. For the next hour, you can use your affinity to specify patterns for your illusions, and your illusions will act according to those patterns. It also</p>

	allows you to fortify them to last up to a day, and allows them mundane sight, smell, and hearing to respond to outside phenomena, but any patterns that dictate what to do in response to outside phenomena are limited to simple commands, and the illusions have no innate intelligence or ability to think for itself.
Program Illusion (greater, 5 minutes)	Channeled action: Create sophisticated behavior patterns for an illusion. Specify patterns for this illusion, and it will act according to those patterns. The illusion also has the same type of senses as its creator and an innate intelligence with which it can obey any commands you give, respond to outside phenomena appropriately to preserve the deceptive quality of the illusion, and possibly pass the Turing Test, but it has no innate sentience of its own.
Dream Induction (at-will)	Major action: Touch an object of Small size or smaller. For the next 1 minute, your illusions can interact with this object as if they were tangible. Only one object can be altered in this way at a time.
Dream Induction (greater, 5 minutes)	Channeled action: Modify an illusion to learn an affinity that you know and hold a reserve of psionic energy, enough to use the affinity for 5 minutes. It cannot use any slots and any checks it must make is made with your psionic skill but at disadvantage. When empty, the reserve can be recharged by touching the illusion with a lesser slot.
Notes: All Illusion subpowers use a DC equal to your total psionic skill bonus plus 15, or your psionic attack bonus plus 15, whichever is higher. Any checks to successfully scrutinize your illusions, whether by Investigation or Perception (old-fashioned way) or by Occult or psionic skill (to tell the illusion's composition directly), are made against this DC.	

Pyrokinesis

“Is it hot in here or is it just me?”

Range: 60 feet

Hand Requirement: Two

Subpower	Damage	Description
Hot Touch, ability (affinity)		You gain a psionic ability to start, fuel, and stop fires. You can set objects on fire as if you had a lighter. This typically takes a major action and does not need a check, though the SM may require a channeling time, a check, and/or a lesser slot, at their discretion.
Hot Touch, rules (affinity)		As a rule of thumb, something like burning down an entire orphanage or some broad area might require either 15 minutes' worth of channeling and sufficient tinder, or several casts at specific and vulnerable locations,

	burning through metal or something similarly durable might require a lesser slot, and applying heat in a physically unnatural or otherwise unconventional manner might require a check with consequences like misfiring on failure.	
Fireballs (at-will)	Pd4+PCM	Major action: Make a ranged attack against a target's Reflex resistance. This attack has the Combo property.
Fireballs (at-will)	Pd4+PCM	Major action: Make a ranged attack against a target's Reflex resistance. If you break resistance, you Cripple (10 ft.) the target for 1 round.
Fireballs (at-will)	Pd6+PCM	Major action: Make a ranged attack against a target's Reflex resistance.
Fireballs (lesser)	Pd8+PCM	Major action: Make a ranged attack against a target's Reflex resistance. This attack has the Combo property, and does not cost a slot when used as a minor action followup to a slotted major action Combo attack.
Ignite (at-will)	Major action: Make a ranged attack against a target's Reflex resistance. If you break resistance, you inflict Flame (2P, 5 rounds) on the target.	
Ignite (lesser)	Free action: After landing an attack, you also inflict Flame (P, 5 rounds) on the target.	
Ignite (lesser)	Pd4+PCM	Major action: Make a ranged attack against a target's Reflex resistance. If you break resistance, you inflict Flame (P, 5 rounds) on the target; they cannot heal while this Flame is active.
Torch (at-will)	Major action: Empower your affinity to create lights and torches. For the next hour, you can use your affinity to create small, solid lights that exude visible light. You can control their intensity (though they cannot blind), color, appearance, etc. You can mentally dim and brighten at will or according to patterns you set for them. These lights burn out after a full day's operation.	
Torch (lesser)	<p>Minor action: After landing an attack, you also Blind the target until the end of your next turn.</p> <p>Major action: Make a ranged attack against Reflex resistance, targeting all creatures in range. For each target, if you break resistance, the target is Blinded for 2 rounds.</p>	
Breathe Flames (lesser)	Pd8+PCM	Major action: Make a ranged attack against Reflex resistance, targeting all creatures within a 30 ft. cone.

Breathe Flames (greater)	2Pd8+PCM	Major action: Make a ranged attack against Reflex resistance, targeting all creatures within a 60 ft. cone. For each target, if you fail to break resistance, you deal half damage but no additional effects.
Ash Cloud (at-will)	Major action: Empower your affinity to manipulate ash and smoke. For the next hour, you can use your affinity to magnify the ash and smoke created by your fire. You can mold them to take and hold crude shapes, gird them to resist wind that might blow them away, manipulate it to move where you wish, and will them to move independently according to patterns you set for them. Ash and smoke modified in this way return to their natural state after an hour. At your SM's discretion, this affinity can have some sway over fog, gas, and other vapors.	
Ash Cloud (lesser)	Minor action: You create a 30 ft. radius cloud of smoke, centered somewhere within range. Terrain within the smoke is heavily obscured and lasts for 1 minute or until dismissed as a free action. Additionally, all creatures of your choice are Blind while inside the smoke.	
Fervid Conflagration (2P HP, greater)	2Pd10+PCM	Major action: Make a ranged attack against a target's Reflex resistance. This attack deals true damage, hits at advantage, and ignores maluses to hit. For each target, if you fail to break resistance, you deal half damage but no additional effects.
Phoenician Flame (lesser)	Pd6+PCM	Major action: You heal yourself for half the listed damage.
Phoenician Flame (greater)	Pd12+PCM	Major action: Make a ranged attack against Reflex resistance, targeting all creatures within a 30 ft. radius sphere centered on yourself. You and any creatures of your choice within this sphere heal for half the listed damage, instead.
Notes: Flame is a type of DoT unique to the Pyrokinesis power.		

Radionics

"I've got the cure for all that ails ya."

Range: Melee

Hand Requirement: Versatile

Subpower	Damage	Description
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Diagnosis (affinity)	<p>You gain a sixth sense attuned to biological anatomy. Your ability to Discern and Scrutinize extends to nearby biologicals within 100 feet, whether it be their health, afflictions, new or old injuries, etc. You can interchangeably use your psionic skill or Medicine for those abilities where necessary, and the SM may require such a check to tell specific details about a creature's biology, detect infection vectors in an area, or some other use for this sixth sense, at the SM's discretion.</p> <p>Your healing is more effective on creatures you have recently Scrutinized, or Discerned on the same turn as the heal. If rolling for healing, you may reroll the amount healed. If healing a flat amount, add your PCM to it.</p> <p>You can spend a lesser slot to heighten this sixth sense, allowing you to sense and track the locations of living creatures within this range for 30 minutes. At the SM's discretion, you might also spend a lesser slot to track the trails of living creatures, automatically pass some check where this affinity came into play, or otherwise supercharge your psi sense to attempt something extraordinary with your affinity not covered in this writing.</p> <p>This affinity is used as a free action if an action cost is not given elsewhere.</p>	
Lay On Hands (lesser)	2Pd3+PCM	Major action: You heal an ally for the listed damage.
Lay On Hands (greater)	2Pd3+PCM	Major action: You heal all allies within 30 feet for the listed damage. You also heal yourself, but for half the listed damage.
Lay On Hands (greater)	Major action: You use the lesser version of Lay On Hands thrice. For each usage, you can heal yourself instead of an ally, but for half the listed damage instead.	
Acupressure (at-will)	Reaction: On yourself or an ally, choose one status condition with a duration of two minutes or less. You reduce its duration by 3 rounds. If this eliminates the condition, they are then immune to it for 2 rounds.	
Acupressure (lesser)	Minor action: Remove all status conditions from a target. They are then immune to new status conditions for 1 minute.	
Acupressure (greater)	Major action: Poke an ally in their meridians. For the next 1 minute, they have Aegis (P), lose all negative conditions and are immune to them, and heal for P hit points at the start of each of their turns.	
Vitalistic Circle (at-will)	Channeled action: Have everyone hold hands in a circle, including yourself, then channel for 1 minute. This links everyone in the circle in a Sympathetic Bond for 1 hour; whenever anyone is psionically healed (or	

	<p>through Steps), you may split and distribute the healing as you see fit, as long as all parties involved agree to it. Additionally, the Lay On Hands subpower can be used on bonded allies regardless of distance.</p> <p>Only four creatures can be in this bond, including yourself, and they cannot count as part of this bond if they are more than 100 feet from you.</p>	
Vitalistic Circle (at-will)	<p>Reaction: As a reaction to healing being distributed, choose a Sympathetic Bondmate to heal for an additional P hit points. This bonus amount cannot be distributed.</p>	
Vitalistic Circle (lesser)	<p>Free action: Flood the circle with calcium. For 1 round, all Sympathetic Bondmates have Aegis (P). This effect does not stack.</p>	
Vitalistic Circle (lesser)	Pd3+PCM	<p>Major action: Flood the circle with selenium. Roll the listed damage; for the next 1 minute, whenever a Sympathetic Bondmate takes damage, you can redirect some or all of the damage to this amount. If there is any left at the end of the minute, it becomes healing to be divided among bondmates.</p>
Megavitamins (at-will)	<p>Major action: You expand your affinity into the field of edibles. For the next hour, your ability to Discern and Scrutinize extends to edible objects; you might tell the nutritional content, artificial ingredients, and any poisons in a meal.</p>	
Megavitamins (at-will)	<p>Major action: Embed a single-use vitamin injection into a willing creature, choosing a resistance of choice. Whenever the creature is hit by an attack that targets that resistance, the injection reflexively releases to grant them +4 to that resistance for that attack. The injection only lasts 1 hour, and only one can exist at a time.</p>	
Megavitamins (at-will)	<p>Major action: You administer a chemical cocktail to an ally. For the next 1 minute, whenever the ally Assails or is Assailed for, increase its magnitude by P.</p>	
Megavitamins (lesser)	Pd4+PCM	<p>Major action: You administer a questionable cocktail to yourself or an ally. For the next 1 minute, you can activate the cocktail as a reaction to the recipient landing a damaging attack. The damage is increased by the listed damage, and the attacker heals for half the listed damage.</p>
Detoxify (at-will)	<p>Major action: Firm up the target's resolve. The next time the creature is hit by an attack that targets AC, they gain +4 to AC for that attack. The resolve only lasts 1 hour, and only one can exist at a time.</p>	
Detoxify (lesser)	<p>Major action: You create a shield for 1 minute, a 30 ft. radius sphere, centered on yourself. All creatures of your choice gain +4 to AC while</p>	

	within this sphere. You must expend a minor action in subsequent rounds to maintain this effect, or it ends.	
Detoxify (greater)	Major and minor action: You focus your mind for 1 minute, creating a 30 ft. radius sphere as a shield, centered on yourself. All creatures of your choice gain +4 to AC and heal for P hit points at the start of each turn while within this sphere. And all creatures of your choice are Impaired and in difficult terrain while within this sphere. You must expend a minor action in subsequent rounds to maintain this shield, or the shield dissipates. Your focus does not, however. Major action: Reestablish the shield for the remaining duration of your focus; this does not cost a slot.	
Bloodletting (at-will)	Pd2	Major action: Make a melee attack against a target's Fortitude resistance. If you break resistance, the target is Ruptured (P, 2 rounds) and Setback (1). Rupture and Setback from Bloodletting stacks twice.
Bloodletting (lesser)	Minor action: After landing an attack, you also inflict DoT (P, 5 rounds) on the target.	
Bloodletting (lesser)	Minor action: No leeches were harmed in the doing of this. You remove all conditions with durations of 2 minutes or less; you must do this after landing an attack if done against an enemy. As a free action (without spending a slot) after landing an attack, you can reapply them with their durations reset. You can do this automatically to a willing target, if your allies are masochists. The conditions are lost if kept unused beyond their original durations.	
Notes: If a target is unwilling to receive healing from any Radionics subpower, you must make an attack roll against their Fortitude resistance. Any healing received from Radionics cannot critically hit, damage from Radionics can. If you break resistance, the subpower works as described. Additionally, the healing done by Radionics subpower counts as an landing an attack (but cannot benefit from anything that specifies an attack roll), and the healing done counts as damage, for the purposes of interaction with Pillars and Paths, etc. For example, damage dice size increases and Assail would both increase the healing done.		

Telekinesis

“Any of you that believes in telekinesis, please raise my hand.”

Range: 30 feet

Hand Requirement: Versatile

Subpower	Damage	Description
Lift (affinity)		<p>You gain a psionic ability to lift things with the power of your mind. As a baseline, you are able to lift as much as you might be able to carry with one arm, keeping any lifted objects within range and in sight, though it has no talent for dextrous manipulation and you can only focus on one thing at a time. This is typically channeled as long as something is being lifted and does not need a check, though the SM may require a check and/or a lesser slot, at their discretion.</p> <p>As a rule of thumb, lifting a sofa or something you might hesitate to lift without help might need a lesser slot, and expending a lesser slot empowers you long enough to do so for an hour. Picking a lock from a distance or something similar that requires sleight of hand, or some burst of telekinetic strength too short to want to spend a lesser slot, might require a check, with consequences like breakage on failure.</p> <p>Additionally at the SM's discretion, you can spend a greater slot to supercharge your affinity with no specific upper limit except the SM's discretion, though such extraordinary expenditures, such as lifting a car, probably has side effects like unconsciousness, bodily harm, exhaustion, and temporarily burning out the psion's telekinesis.</p> <p>Without blowback, however, you can spend a greater slot to empower your affinity to lift yourself in what is functionally flight for an hour. ...given you remember to not stop channeling, of course.</p>
Force Crush (at-will)	Pd4+PCM	Major action: Make a ranged attack against a target's Fortitude resistance.
Force Crush (at-will)	Pd3+PCM	Major action: Make three ranged attacks, each with disadvantage, each against a single target within range, targeting Fortitude resistance.
Force Crush (at-will)	Pd4+PCM	Minor action: Make a melee attack (range: as grapple) against a creature you are grappling, targeting Fortitude resistance. Any hands used to grapple this target can be used to cast this, but only for this specific minor action.

Force Crush (lesser)	Pd8+PCM	Major action: Make a ranged attack against a target's Fortitude resistance. If you break resistance, the target is Crippled (10) for 1 round.
Force Crush (lesser)	Pd10+PCM	Minor action: Make a melee attack (range: as grapple) against a creature you are grappling, targeting Fortitude resistance. Any hands used to grapple this target can be used to cast this, but only for this specific minor action.
Impact (at-will)	Pd8+PCM	Major action: Make a melee attack (range: 5 feet) against a target's Fortitude resistance.
Impact (at-will)	Pd4+PCM	Major action: Make a melee attack (range: 5 feet) against a target's Fortitude resistance. This attack has the Combo property.
Impact (at-will)	Pd3+PCM	Major action: Make a melee attack (range: 5 feet) against a target's Fortitude resistance. If you break resistance, the target is knocked Prone.
Impact (lesser)	Pd10+PCM	Major action: Make a ranged attack against a target's Fortitude resistance. This attack ignores disadvantage for attacking a Prone target from beyond 5 feet, but if the target is Prone, Crippled, Stuck, or has their movement impeded in some way, such as difficult terrain, the attack still deals half damage but no other effects on a miss.
Hammerhand (at-will)	Pd2+PCM	Major action: Make a melee attack (range: 5 feet) against a target's Fortitude resistance. If you break resistance, the target is Dazed for 1 round. This attack has the Combo property.
Hammerhand (lesser)	Free action: After landing an attack, you also knock the target Prone.	
Rive (lesser)	Pd8+PCM	Major action: Make a ranged attack against a target's Fortitude resistance. This attack has the Combo property, and does not cost a slot when used as a minor action followup to a slotted major action Combo attack.
Rive (lesser)	Minor action: Make a ranged attack against Fortitude resistance, targeting all creatures within a 10 ft. radius centered somewhere within range. For each target, if you break resistance, inflict Sunder (2). For each target, if one or more condition(s) was imposed by a subpower you know, it automatically hits and the Sunder's magnitude is raised by one per condition, up to Sunder (5).	
Rive	Pd8+PCM	Major action: Make a ranged attack against a target's

(greater)		Fortitude resistance. If you break resistance, the target is Exposed, Impaired, and Weakened until the end of your next round. If you fail to break resistance, the attack still deals half damage and you can only choose one of those three conditions to inflict.
Kinetic Lash (at-will)	<p>Major action: You initiate a grapple against a target within range. You use your psionic casting skill in place of Athletics when grappling or otherwise making Athletics checks in relation to grappling in this way. You can grapple one target per hand used for Telekinesis, and any hands used to grapple targets in this way are considered free for the purposes of casting Telekinesis subpowers.</p> <p>Major action: Make a Shove action against one or more targets you have grappled with Kinetic Lash, using your psionic casting skill. You push them an additional 5 feet per 5 by which you beat their check.</p>	
Kinetic Lash (lesser)	Free action: When you make a grappling check, the check has advantage.	
Telekinetic Field (lesser)	Major action: Create a 15 ft. radius sphere, centered on and moving with yourself, that lasts for 1 minute. All weapon attacks of your choice that pass through this sphere have disadvantage.	
Telekinetic Field (greater)	Major action: Create a 30 ft. radius sphere, centered on and moving with yourself, that lasts for 1 minute. All weapon attacks of your choice that pass through this sphere have disadvantage, and all creatures of your choice are Exposed while in the sphere.	
Penrose Process (greater)	Major action: You create a miniature gravity process that lasts 1 minute. Once per round as a free action, choose a target. If yourself or an ally, gain 15 ft. of speed and +1 die size on one damage roll in that round. If an enemy, make a ranged attack against their Fortitude resistance. If you break resistance, you force them to move 15 feet and Weaken them for 1 round. If you fail to break resistance, you must choose between moving them 15 feet or Weakening (1) them for 1 round.	

Whispers

"I'm putting your name in my little black necronomicon."

Range: 50 feet

Hand Requirement: Two

Subpower	Damage	Description
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Augur (affinity)	<p>You gain a sixth sense attuned to ghosts and the undeathly supernatural. Your ability to Discern and Scrutinize extends to such things within 100 feet, whether it be ghostly beings, items, phenomena, etc. You can interchangeably use your psionic skill or Occult for those abilities where necessary, and the SM may require such a check to tell specific details about some ghostly signature, detect some subtle or otherwise concealed spectral magic, or some other use for this sixth sense, at the SM's discretion.</p> <p>You can spend a lesser slot to heighten your psi sense, allowing you to know and track the locations of all creatures with psionic natures, foci, or other psionic features within 100 feet for 30 minutes. At the SM's discretion, you might also spend a lesser slot to track the trails of undead creatures, automatically pass some check where this affinity came into play, or otherwise supercharge your psi sense to attempt something extraordinary with your affinity not covered in this writing.</p> <p>This affinity is used as a free action if an action cost is not given elsewhere.</p>	
Lay Waste (at-will)	Pd6+PCM	Major action: Make a ranged attack against a target's Will resistance.
Lay Waste (at-will)	Pd3+PCM	<p>Major action: Make a ranged attack against Will resistance, targeting up to three creatures within range.</p> <p>Major action: Make a ranged attack against a target's Will resistance. If you break resistance, the target is Dazed for 1 round.</p>
Lay Waste (lesser)	Pd6+PCM	Major action: Make a ranged attack against a target's Will resistance. If you break resistance, the target is Impaired for 1 round. While Impaired in this way, the target cannot move towards you.
Lay Waste (lesser)	Free action: After landing an attack, a phantom Impairs the target for 1 round.	
Mourners (lesser)	Major action: Create a 15 ft. radius sphere that is centered on and moves with you, that lasts for 1 minute. All creatures of your choice have Fade (4) while within this sphere.	
Mourners (greater)	Major action: Create a 30 ft. radius sphere that is centered on and moves with you, that lasts for 1 minute. All creatures of your choice have Fade (4) and Setback (2) while within this sphere.	
Vengeful Dirge (at-will)	P	Reaction: You summon a spectre to protect you and lash out against attackers. As a reaction to being attacked, make a ranged attack against a target's Will resistance.

Vengeful Dirge (lesser)	Pd4+PCM	Major action: You empower your protective spectre. For the next 1 minute, as a reaction to being attacked, make a ranged attack against a target's Will resistance. You also gain Aegis (PCM) against the attack that triggers it.
Vengeful Dirge (lesser)	Free action: After landing an attack, you summon a shade to curse your target. For 3 rounds, the target takes P damage for every attack roll they make.	
Requiem (lesser)	Major action: You empower your affinity gain a postcognitive sixth sense by which you can glean details of the past. For the next hour, your ability to Discern and Scrutinize also extends to telling significant memories and past events from a given object or locale, as determined by the SM. Any rules of thumb also follow that of the base Augur affinity.	
Requiem (lesser)	Pd12+PCM	Major action: Make a ranged attack against a target's Will resistance.
Requiem (greater)	2Pd8+PCM	Major action: Make a ranged attack against a target's Will resistance. If this attack fails to break resistance, it deals half damage but no additional effects. Either way, all other targets within 20 feet then take half the damage done.
Eulogies (at-will)	P	Minor action: Command your Ravening Spirits to each make a ranged weapon attack (range: 15 ft.) against a target in range, targeting Reflex resistance.
Eulogies (lesser)	None	Major action: Summon a Ravening Spirit minion. These spirits are Medium-sized flying creatures with 2*Level hit points and AC/resistances of 18+P. They have a range of 15 feet, has your base speed, use 2P for any skill checks, and move during your turn as you will them, but only attack when ordered as a minor action as below. They last for 24 hours or until dismissed as a free action, but go intangible and inactive if outside your range. You can only have three Ravening Spirits at one time.
Eulogies (lesser)	Pd3+PCM	Major and minor actions: Empower your Ravening Spirits, commanding them to immediately move and attack as described above, but they use the listed damage for this attack, and make them with advantage.
Eulogies (greater)	Pd6+PCM	Major action: Summon an Avenging Spirit minion. It is a Large-sized flying creature with 10*Level hit points and AC/resistances of 12+P. It has a range of 5 feet, has your base speed plus 10, and uses 2P for any skill checks. It moves and acts as you will it, without an action cost. It

		<p>lasts for 1 minute. You can only have one Avenging Spirit at a time.</p> <p>It acts during your turn. Its attack is a melee attack against a target's Reflex resistance, with the listed damage. It can choose to grapple instead of attacking when it acts, using your psionic casting skill instead of Athletics.</p>
Covenant (greater)	<p>Full-round action: Summon an enigmatic spirit to reside in you for 1 minute. At the start of each of your turns thereafter, you heal for P hit points, and any damage you deal with a Whispers subpower or a Whispers minion is increased by PCM.</p>	
<p>Notes: Talk with your SM beforehand to figure out how prevalent ghosts may be in their session, if they exist at all. While ghosts are canon, it's good to communicate effectively with your SM from the get-go.</p>		