

M20 Psionic Rules

Classes

Psions can wear light armour, but usually prefer to wear none. They can use psionic powers, and gain a +3 bonus to Knowledge

Psionics

Psions can use any power with a power level equal or below 1/2 their class level, rounded up. They have access to almost all Psion powers in the SRD powers list. Powers that deal with power points are unavailable only because power points are not used. (See Alternate Rule if you wish to use these powers.)

Unless otherwise stated in the power description, powers that do damage work once. All other powers last 1 minute per psion level.

Using a power of any kind costs Hit Points. The cost is 1 + double the level of the power being cast:

Power Level	1	2	3	4	5	6	7	8	9
HP Cost	3	5	7	9	11	13	15	17	19

This loss **cannot** be healed normally but is recovered after 8 hours rest. Just because a character can use any power, doesn't mean that they should. Choose powers that suit the character. Select one 'signature' power per power level from 1st upward that they prefer to use over any other. These powers are easier to use due to familiarity, costing 1 less HP to use.

The Difficulty Class (DC) for all powers is
10 + Caster Level + Caster's MIND bonus

Combat

The Psionic attack bonus is the same as the Magic Attack Bonus

Alternate Rule for Power Points

Some players may wish to include all powers, including those that pertain to power points. In that case, the Power Point pool starts as the MIND stat +4 points. At each level, the Psion gains 4 more power points (no roll).

If a Psion uses a power that would reduce their Power Points below zero, those points come from the MIND stat. MIND points heal at a rate of 1 point per 24 hours. If MIND is reduced to zero, the psion becomes an undead wight.

Psion Powers

NOTE: Any power with a line through it either deals with power points or has not been translated for M20 yet. Some offensive powers have been weakened from what is listed in the SRD.

1st-Level Psi-Powers

<i>Astral Traveller</i>	Enable yourself or another to join an <i>astral caravan</i> -enabled trip.
<i>Attraction</i>	Subject has an attraction you specify.
<i>Biofeedback</i>	All attacks against you have damage reduced by 2 points
<i>Bite of the Wolf</i>	Gain bite attack for 1d8 damage.
<i>Bolt</i>	You create a few enhanced short-lived bolts, arrows, or bullets.
<i>Burst</i>	Move twice as fast for one round.
<i>Call to Mind</i>	Gain +4 bonus to a Knowledge skill check.
<i>Call Weaponry</i>	Create temporary weapon.
<i>Catfall</i>	Instantly save yourself from a fall. Lessens damage of fall by 10ft/level.
<i>Chameleon</i>	Gain +10 bonus on Subterfuge rolls that involve hiding.
<i>Claws of the Beast</i>	Your hands become deadly claws doing 1d6 damage.
<i>Compression</i>	You grow smaller.
<i>Conceal Thoughts</i>	You conceal your motives.
<i>Control Flames</i>	Take control of nearby open flame.
<i>Control Light</i>	Adjust ambient light levels.
<i>Create Sound</i>	Create the sound you desire.
<i>Crystal Shard</i>	Ranged touch attack for 1d6 points of damage.
<i>Daze, Psionic</i>	Humanoid creature of 4 HD or less loses next action.
<i>Deceleration</i>	Target's speed is halved.
<i>Déjà Vu</i>	Your target repeats his last action.
<i>Demoralize</i>	Enemies become shaken.
<i>Detect Psionics</i>	You detect the presence of psionics.
<i>Disable</i>	Subjects incorrectly believe they are disabled.
<i>Dissipating Touch</i>	Touch deals 1d6 damage.
<i>Distract</i>	Target gets -4 penalty on anything that requires concentration.
<i>Ecto Protection</i>	An astral construct gains bonus against <i>dismiss ectoplasm</i> .
<i>Elfsight</i>	Gain low-light vision, +2 bonus to search for items and notice secret doors.
<i>Empathy</i>	You know the subject's surface emotions.
<i>Empty Mind</i>	Gain +2 on Will saves until your next action.
<i>Energy Ray</i>	Deal 1d6 energy (cold, electricity, fire, or sonic) damage.
<i>Entangling Ectoplasm</i>	You entangle a foe in sticky goo.
<i>Expansion</i>	Become one size category larger.
<i>Far Hand</i>	Move small objects at a limited distance.

<i>Float</i>	Buoy yourself in water or other liquid.
<i>Force Screen</i>	Invisible disc acts as a +4 shield.
<i>Grease, Psionic</i>	Makes 10-ft. square or one object slippery.
<i>Grip of Iron</i>	Your iron grip gives +4 bonus to hit in unarmed combat and hold on to objects.
<i>Hammer</i>	Translucent hammer appears in hand that deals 1d8/round.
<i>Inertial Armour</i>	Tangible field of force provides you with +4 bonus to AC.
<i>Know Direction and Location</i>	You discover where you are and what direction you face.
<i>Matter Agitation</i>	You heat a creature or object. After three rounds, does 1d6 damage per round.
<i>Metaphysical Claw</i>	Your natural weapon gains +1 bonus.
<i>Metaphysical Weapon</i>	Weapon gains +1 bonus.
<i>Mind Thrust</i>	Deal 1d10 damage for one action.
<i>Missive</i>	Send a one-way telepathic message to subject.
<i>My Light</i>	Your eyes emit 20-ft. cone of light.
<i>Precognition, Defensive</i>	Gain +1 to AC and saving throws.
<i>Precognitionion, Offensive</i>	Gain +1 to all attack rolls.
<i>Prescience, Offensive</i>	Gain +2 on damage rolls.
<i>Prevenom Armour</i>	Your weapon is mildly venomous.
<i>Prevenom</i>	Your claws gain a poison coating.
<i>Sense Link</i>	You sense what the subject senses (single sense).
<i>Skate</i>	Subject slides skillfully along the ground.
<i>Stomp</i>	Subjects fall prone and take 1d4 damage.
<i>Synesthete</i>	You receive one kind of sense when another sense is stimulated.
<i>Telepathic Projection</i>	Alter the subject's mood.
<i>Thicken Skin</i>	Gain +1 to AC for 10 min./level. This is cumulative to other powers.
<i>Vigour</i>	Gain 5 temporary hit points.

2nd-Level Psi-Powers

<i>Animal Affinity</i>	Gain +4 enhancement to one ability.
<i>Body Adjustment</i>	Heal 1d12 damage.
<i>Body Equilibrium</i>	You can walk on nonsolid surfaces.
<i>Body Purification</i>	Restore 2 points of ability damage.
<i>Cloud Mind</i>	You erase knowledge of your presence from target's mind.
<i>Concealing Amorpha</i>	Quasi-real membrane grants you concealment.
<i>Concussion Blast</i>	Deal 1d6 force damage to target.
<i>Control Sound</i>	Create very specific sounds.
<i>Darkvision, Psionic</i>	See 60 ft. in total darkness.
<i>Detect Hostile Intent</i>	You can detect hostile creatures within 30 ft. of you.
<i>Dimension Swap</i>	You and an ally switch positions.

<i>Dissolving Touch</i>	Your touch deals 4d6 acid damage.
<i>Dissolving Weapon</i>	Your weapon deals 4d6 acid damage.
<i>Ego Whip</i>	Deal 1d4 MIND (or CHA) damage and daze for 1 round.
<i>Empathic Transfer</i>	Transfer another's wounds to yourself.
<i>Energy Adaptation, Specified</i>	Ignore 10 points of damage/round against one energy type.
<i>Energy Push</i>	Deal 2d6 damage and knock subject back.
<i>Energy Stun</i>	Deal 1d6 damage and stun target if it fails both saves.
<i>Feat Leech</i>	Gain ability to use any level power from another psion.
<i>Hustle</i>	Instantly gain a move action.
<i>Id Insinuation</i>	Swift tendrils of thought disrupt and confuse your target.
<i>Identify, Psionic</i>	Learn the properties of a psionic item.
<i>Inflict Pain</i>	Telepathic stab gives your foe -4 on attack rolls, or -2 if he makes the save.
<i>Knock, Psionic</i>	Opens locked or psionically sealed door.
<i>Levitate, Psionic</i>	You move up and down, forward and back via mental support.
<i>Mental Disruption</i>	Daze creatures within 10 feet for 1 round.
<i>Missive, Mass</i>	You send a one-way telepathic message to an area.
<i>Painful Strike</i>	Your natural weapons deal an extra 1d4 damage.
<i>Prowess</i>	Instantly gain another attack of opportunity.
<i>Psionic Lion's Charge</i>	You can make full attack in same round you charge.
<i>Psionic Lock</i>	Secure a door, chest, or portal.
<i>Psionic Scent</i>	Gain the scent ability (like a dog).
<i>Recall Agony</i>	Foe takes 2d6 damage.
<i>Sense Link, Forced</i>	Sense what subject senses.
<i>Share Pain</i>	Willing subject takes some of your damage.
<i>Strength of My Enemy</i>	On successful hit, take one point of STR from target and add it to your own. Lasts 1 round/level.
<i>Sustenance</i>	Go without food and water for one day.
<i>Swarm of Crystals</i>	Crystal shards are sprayed forth doing 3d4 slashing damage.
<i>Thought Shield</i>	Gain PR 13 against mind-affecting powers.
<i>Tongues, Psionic</i>	You can communicate with intelligent creatures.
<i>Wall Walker</i>	Grants ability to walk on walls and ceilings.

3rd-Level Psi-Powers

<i>Claws of the Vampire</i>	On successful melee attack, heal half of your claw's base damage.
<i>Concealing Amorpha, Greater</i>	Quasi-real membrane grants you total concealment. 1 round/level
<i>Danger Sense</i>	Gain +4 bonus against traps.
<i>Darkvision, Psionic</i>	See 60 ft. in total darkness.
<i>Dimension Slide</i>	Teleports you very short distance.

<i>Dismiss Ectoplasm</i>	Dissipates ectoplasmic targets and effects.
<i>Dispel Psionics</i>	Cancels psionic powers and effects.
<i>Duodimensional Claw</i>	Critical hit with claw occurs on a roll of 19 or 20, instead of 20.
<i>Ectoplasmic Form</i>	You gain benefits of being insubstantial and can fly slowly.
<i>Empathic Feedback</i>	When you are hit in melee, your attacker takes damage.
<i>Empathic Transfer, Hostile</i>	Your touch transfers your hurt to another.
<i>Energy Bolt</i>	Deal 5d6 energy damage in 120-ft. line.
<i>Energy Burst</i>	Deal 5d6 energy damage in 40-ft. burst.
<i>Energy Retort</i>	Ectoburst of energy automatically targets your attacker for 4d6 damage once each round.
<i>Energy Wall</i>	Create wall of your chosen energy type.
<i>Eradicate Invisibility</i>	Negate invisibility in 50-ft. burst.
<i>Escape Detection</i>	You become difficult to detect with clairsentience powers.
<i>Evade Burst</i>	You take no damage from a burst on a successful DEX save.
<i>Exhalation of the Black Dragon</i>	Your acid breath deals 1d6/level damage to a close target. (Max damage 7d6)
<i>Graft Weapon</i>	Your hand is replaced seamlessly by your weapon.
<i>Keen Edge, Psionic</i>	Doubles normal weapon's threat range.
Mental Barrier	Gain +4 deflection bonus to Defence until your next action.
<i>Mind Trap</i>	Drain 1d6 hit points from anyone who attacks you with a telepathy power.
<i>Psionic Blast</i>	Stun creatures in 30-ft. cone for 1 round.
<i>Share Pain, Forced</i>	Unwilling subject takes some of your damage.
<i>Solicit Psicrystal</i>	Your psicrystal takes over your concentration power.
<i>Telekinetic Force</i>	Move an object with the sustained force of your mind.
<i>Telekinetic Thrust</i>	Hurl objects with the force of your mind.
<i>Time Hop</i>	Subject hops forward in time 1 round/level.
<i>Touchsight</i>	Your telekinetic field tells you where everything is.
<i>Ubiquitous Vision</i>	You have all-around vision.
<i>Vampiric Blade</i>	On a successful meelee attack, you heal half of your base weapon damage.

4th-Level Psi-Powers

<i>Aura Sight</i>	Reveals creatures, objects, powers, or spells of selected alignment axis.
<i>Claw of Energy</i>	Your claws deal additional energy damage.
<i>Correspond</i>	Hold mental conversation with another creature at any distance.
<i>Death Urge</i>	Implant a self-destructive compulsion.
<i>Detect Remote Viewing</i>	You know when others spy on you remotely.

<i>Dimension Door, Psionic</i>	Teleports you short distance.
<i>Divination, Psionic</i>	Provides useful advice for specific proposed action.
<i>Empathic Feedback</i>	When you are hit in melee, your attacker takes damage.
<i>Energy Adaptation</i>	Your body converts energy to harmless light.
<i>Freedom of Movement, Psionic</i>	You cannot be held or otherwise rendered immobile.
<i>Immovability</i>	You are almost impossible to move and gain DR 15/-.
<i>Inertial Barrier</i>	Gain DR 5/-.
<i>Intellect Fortress</i>	Those inside fortress take only half damage from all powers and psi-like abilities until your next action.
<i>Mindwipe</i>	Subject's recent experiences wiped away, target loses 2 levels for 24 hours.
<i>Personality Parasite</i>	Subject's mind creates self-antagonistic splinter personality for 1 round/level.
<i>Power Leech</i>	Drain 1d6 power points/round while you maintain concentration; you gain 1/round.
<i>Psychic Reformation</i>	Subject can choose skills, feats, and powers anew for previous levels.
<i>Psychic Vampire</i>	Touch attack drains 2 power points/level from foe.
<i>Steadfast Perception</i>	Gain immunity to illusory effects, +6 bonus on Spot and Search checks.
<i>Telekinetic Manoeuvre</i>	Telekinetically bull rush, disarm, grapple, or trip your target.
<i>Trace Teleport</i>	Learn destination of subject's <i>teleport</i> .
<i>Truevenom Weapon</i>	Your weapon is horribly poisonous.
<i>Truevenom</i>	Your natural weapons are covered in horrible poison.
<i>Wall of Ectoplasm</i>	You create a protective barrier.
<i>Weapon of Energy</i>	Weapon deals additional energy damage.

5th-Level Psi-Powers

<i>Adapt Body</i>	Your body automatically adapts to hostile environments.
<i>Catapsi</i>	Psychic static inhibits power manifestation.
<i>Ectoplasmic Shambler</i>	Foglike predator deals 1 point of damage/two levels each round to an area.
<i>Incarnate</i>	Make some powers permanent.
<i>Leech Field</i>	Leech power points each time you make a saving throw.
<i>Major Creation, Psionic</i>	As <i>psionic minor creation</i> , plus stone and metal.
<i>Metaconcert</i>	Mental concert of two or more increases the total power of the participants.
<i>Oak Body</i>	Your body becomes as hard as oak.
<i>Plane Shift, Psionic</i>	Travel to other planes.
<i>Power Resistance</i>	Grant PR equal to 12 + level. If PR + Level is higher than 1d20 + manifestor's level, the power has no effect.
<i>Psychic Crush</i>	Brutally crush subject's mental essence, reducing subject to -1 hit points.

<i>Psychofeedback</i>	Boost STR or DEX at the expense of another score.
<i>Shatter Mind Blank</i>	Cancels target's <i>mind blank</i> effect.
<i>Tower of Iron Will</i>	Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.
<i>True Seeing, Psionic</i>	See all things as they really are.

6th-Level Psi-Powers

<i>Aura Alteration</i>	Repairs psyche or makes subject seem to be something it is not.
<i>Breath of the Black Dragon</i>	Breathe acid for 6d6 damage.
<i>Cloud Mind, Mass</i>	Erase knowledge of your presence from the minds of one creature/level.
<i>Co-opt Concentration</i>	Take control of foe's concentration power.
<i>Contingency, Psionic</i>	Sets trigger condition for another power.
<i>Disintegrate, Psionic</i>	Turn one creature or object to dust.
<i>Dispelling Buffer</i>	You are buffered from one <i>dispel psionics</i> effect.
<i>Form of Doom</i>	You transform into a frightening tentacled beast.
<i>Fuse Flesh</i>	Fuse subject's flesh, creating a helpless mass.
<i>Mind Blank, Personal</i>	You are immune to scrying and mental effects.
<i>Overland Flight, Psionic</i>	You fly at a speed of 40 ft. and can hustle over long distances.
<i>Remote View Trap</i>	Deal 8d6 points electricity damage to those who seek to view you at a distance.
<i>Retrieve</i>	Teleport to your hand an item you can see.
<i>Suspend Life</i>	Put yourself in a state akin to suspended animation.
<i>Temporal Acceleration</i>	Your time frame accelerates for 1 round.

7th-Level Psi-Powers

<i>Decerebrate</i>	Remove portion of subject's brain stem.
<i>Divert Teleport</i>	Choose destination for another's <i>teleport</i> .
<i>Energy Conversion</i>	Offensively channel energy you've absorbed.
<i>Energy Wave</i>	Deal 7d6 damage of your chosen energy type in 120-ft. cone.
<i>Evade Burst</i>	You take no damage from a burst on a successful Reflex save.
<i>Insanity</i>	Subject is permanently <i>confused</i> .
<i>Mind Blank, Personal</i>	You are immune to scrying and mental effects.
<i>Moment of Prescience, Psionic</i>	You gain bonus equal to level on a single attack roll, check, or save.
<i>Oak Body</i>	Your body becomes as hard as oak.
<i>Phase Door, Psionic</i>	Invisible passage through wood or stone.
<i>Sequester, Psionic</i>	Subject invisible to sight and remote viewing; renders subject comatose.
<i>Ultrablast</i>	Deal 1d6/level damage in 15-ft. radius.

8th-Level Psi-Powers

<i>Bend Reality</i>	Alters reality within power limits.
<i>Iron Body, Psionic</i>	Your body becomes living iron.
<i>Matter Manipulation</i>	Increase or decrease an object's base hardness by 5.
<i>Mind Blank, Psionic</i>	Subject immune to mental/emotional effects, scrying, and remote viewing.
<i>Recall Death</i>	Subject dies or takes 5d6 damage.
<i>Shadow Body</i>	You become a living shadow (not the creature).
<i>Teleport, Psionic Greater</i>	As <i>psionic teleport</i> , but no range limit and no off-target arrival.
<i>True Metabolism</i>	You regenerate 10 hit points/round.

9th-Level Psi-Powers

<i>Affinity Field</i>	Effects that affect you also affect others.
<i>Apopsi</i>	You delete target's psionic powers.
<i>Assimilate</i>	Incorporate creature into your own body.
<i>Etherealness, Psionic</i>	Become ethereal for 1 min./level.
<i>Microcosm</i>	Creature or creature lives forever more in world of his own imagination.
<i>Reality Revision</i>	As <i>bend reality</i> , but fewer limits.
<i>Timeless Body</i>	Ignore all harmful, and helpful, effects for 1 round.

Psionic Items

This is not the last word in Psionic Items. Feel free to make your own.

Psionic Armour Abilities

These abilities can be applied to armour, shields, or any other protective gear.

Gleaming This kind of Armour is usually made of crystal, though it doesn't have to be. Gleams and flashes from the Armour give the wearer and his Armour a "fuzzy" appearance, granting the wearer concealment.

Power Resistance This kind of Armour or shield grants the wearer power resistance while it is worn. The power resistance can be 13, 15, 17, or 19, depending on the amount that was built into the Armour or shield.

Quickness This kind of Armour increases the wearer's speed by 5 feet. Thus, a character whose normal speed in Armour is 20 feet moves 25 feet in Armour of quickness.

Radiant The wearer of this kind of Armour gains resistance 10 against energy attacks (acid, cold, electricity, fire, or sonic). The Armour absorbs the first 10 points of damage dealt by any such attack, and this absorption causes it to radiate light for a number of rounds equal to the points of damage absorbed. This light is sufficient to illuminate a 60-foot-radius area.

If the Armour absorbs more damage while it is radiating light, the newer radiant effect overlaps (does not stack with) the effect that was already in place.

Ranged The wielder of a ranged shield can throw it in combat, with a range increment of 30 feet. While in the air, the shield is treated in all ways as a ranged weapon and cannot be blocked or grabbed except by those with appropriate feats. No matter the size of the wielder, a buckler or light shield deals 1d6 points of damage and a heavy one 1d8 points. (A tower shield cannot be created with this special ability.) The wielder's Strength modifier and the shield's enhancement bonus add to the base damage.

A ranged shield flies through the air back to the creature that threw it. It returns to the wielder just before the creature's next turn (and is therefore ready to use again in that turn). If the wielder can't catch it, or if the wielder has moved since throwing it, the shield drops to the ground in the square from which it was thrown.

Time Buttress This kind of shield gives the wielder a chance to avoid telling blows by using time itself as a shield. Once per day, the wielder can use timeless body as though manifesting the power.

Vanishing On command, this suit of Armour or shield renders its wearer and all the wearer's equipment invisible to the minds of others, as if he had manifested the power cloud mind. The wearer can use this ability twice per day.

Psionic Weapon Abilities These special abilities can be applied to weapons of all kinds, melee and ranged, as well as firearms, where applicable.

Bodyfeeder All feeder weapons have a special ability that functions only upon scoring a successful critical hit. A bodyfeeder weapon grants its wielder temporary hit points equal to the total damage dealt by a successful critical hit. These temporary hit points last for 10 minutes. Thus, if the wielder of a bodyfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary hit points from a previous critical hit, the wielder gains only the better of the two values: either his current number of temporary hit points, or the new influx of temporary hit points, whichever is higher.

Collision Collision weapons psionically increase their own mass at the end point of each swing or shot. Such weapons deal an extra 5 points of damage on each successful strike, in addition to the weapon's enhancement bonus. Bows, crossbows, and slings bestow the extra damage upon their ammunition.

Coup de Grace Coup de grace weapons are exceptionally dangerous. On a successful critical hit, the foe must succeed on a DC 27 Will save or be paralyzed for 1 round. While this ability does work on creatures that are immune to extra damage from critical hits, it does not work on creatures without an Intelligence score. Bows, crossbows, and slings bestow this ability on their ammunition.

Dislocator The wielder of this kind of weapon can attempt to dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed on a DC 17 Will save or be teleported 1–100 yards. Bows, crossbows, and slings bestow this ability on their ammunition.

Dissipater This kind of weapon is devastating to creatures and objects composed of or originally formed from ectoplasm (such as astral constructs, walls of ectoplasm, creatures in ectoplasmic form, and items created using the metacreativity discipline). Against qualifying targets, a dissipater weapon ignores damage reduction and hardness, and treats all successful hits as critical hits.

Great Dislocator The wielder of this kind of weapon can attempt to greatly dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed on a DC 20 Will save or be cast into a random alternate plane of existence. If the weapon misses, the use is wasted. Bows, crossbows, and slings bestow this ability upon their ammunition.

Lucky A lucky weapon offers a second chance at success. Once per day, the wielder can reroll a failed attack roll (whether a single attack or one in a series of multiple attacks) as a free action. The rerolled attack uses the same bonuses or penalties as the missed roll.

~~*Mindercrusher* Any psionic creature struck in combat by a mindercrusher weapon loses a number of power points equal to half the amount of hit point damage the weapon deals (only the base damage of the weapon contributes to the power point loss; additional damage from high Strength or other sources does not cause additional power point loss). A psionic creature that is out of power points (or has none) must succeed on a DC 17 Will save or take 1d2 points of Wisdom damage.~~

~~*Mindfeeder* All feeder weapons have a special ability that functions only upon scoring a successful critical hit. A mindfeeder weapon grants its wielder temporary power points equal to the total damage dealt by a successful critical hit. These temporary power points last for 10 minutes. The wielder gains power points even if the target has none (effectively, its hit point damage is converted to power points). Constructs and undead are not subject to mindfeeder weapons. As with temporary hit points, temporary power points do not stack with each other; they overlap. Thus, if a mindfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary power points from a previous critical hit, the wielder gains only the better of the two values: either her current number of temporary power points, or the new influx of temporary power points, whichever is higher.~~

Power Storing A power storing weapon allows a manifester to store a single targeted power of up to 3rd level in the weapon. Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately manifest the power on that creature as a swift action if the wielder desires.

Once the power is manifested, the weapon is empty, and a manifester can imbed any other targeted power of up to 5 power points into it. The weapon telepathically whispers to the wearer the name of the power currently stored within it. A randomly generated power storing weapon has a 50% chance to have a power stored in it already.

Psibane A psibane weapon is crafted to oppose psionic beings. When used against such creatures, its effective enhancement bonus is 2 higher than its actual enhancement bonus. It deals an extra 2d6 points of damage against psionic opponents. It bestows one negative level on any psionic creature attempting to wield it.

This negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded. Psibane bows, crossbows, and slings bestow this ability upon their ammunition.

Psi-Power Storing A psi-power storing weapon allows a you to store a single, targeted psi-power of up to 3rd level in the weapon. You do not have to have the ability to manifest psi-powers to use this weapon. Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately manifest the psi-power on that creature as a free action if the wielder desires.

Once the psi-power has been manifested from the weapon, anyone who can manifest psipowers can channel any other targeted psi-power of up to 3rd level into it. The weapon telepathically imparts to the wielder the name of the psi-power currently stored within it, but not the specific effects of that psi-power. A randomly rolled psi-power storing weapon has a 50% chance to have a psi-power stored in it already.

Psychokinetic Upon command, a psychokinetic weapon glows from the inside with lethal psionic energy. The energy does not harm the hands that hold the weapon. Such a weapon deals an extra 1d4 points of damage on a successful hit. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition.

Psychokinetic Burst This weapon functions as a psychokinetic weapon that also releases a blast of destructive psionic energy upon scoring a successful critical hit. In addition to the extra damage of the psychokinetic ability (see above), a psychokinetic burst weapon deals an extra 1d6 points of damage on a successful critical hit. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition.

Soulbreaker This weapon has a special ability that functions only upon scoring a successful critical hit. On a successful critical hit, a soulbreaker weapon bestows one negative level on the foe. One day after being struck, if the negative levels have not been purged, the subject must succeed on a DC 18 Fortitude save for each negative level or lose a character level.

Sundering This kind of weapon allows a wielder to attack opponents' weapons.

Suppression An opponent or object struck by this kind of weapon is subject to a targeted *dispel psionics* power. The wielder makes a power check (1d20 + 5 + manifester level, maximum +15) against a DC of 11 + the manifester level of the power to be dispelled. Bows, crossbows, and slings bestow this ability upon their ammunition, but can do so only three times per day.

Teleporting This ability can be imbedded only in weapons that can be thrown. A teleporting weapon returns through the Astral Plane to the creature that threw it. It teleports into the throwing creature's empty hand in the round following the round when it was thrown, just before that creature's turn. It is therefore ready to use again on that turn.