

Psionics

Part of the 4ternity Project

By Caoimhe Ora Snow <caoimhe.snow@gmail.com>

These are skills and skill powers based on Alternity psionic skills, expressed in (modified) 4th edition Dungeons & Dragons statistics. For more details, see [the 4ternity website](#).

Talents

A character with psionic skills who is not a Mindwalker or Diplomat (Mindwalker) is called a talent. Talents are limited in the following ways:

- A talent is limited to only the psionic skills possessed by his or her race. If the talent's race does not receive free psionic skills, the talent can learn 1 psionic skill.
- A talent does not have psionic energy points and thus cannot augment psionic powers.
- A talent cannot use specialties untrained.
- A talent can learn a maximum of 2 psionic specialties.

Biokinesis (Constitution-based skill)

You can't use this skill untrained.

With just the Biokinesis skill, you can use any of the following specialty powers untrained:

<i>bio-armor</i>	<i>morph</i>
<i>bioweapon</i>	<i>rejuvenate</i>
<i>control metabolism</i>	

Using a specialty power untrained costs 1 psionic energy point, and you cannot augment the power.

Biokinesis—*bio-armor*

You gain the *bio-armor* power. If you have the Biokinesis skill, you can use this power untrained for 1 additional psionic energy point.

Bio-armor	Biokinesis Utility
At-Will	Augmentable, Psionic
Minor action	Personal
Effect: You psionically reinforce your skin, gaining resist 5 impact and resist 5 energy until the end of your next turn.	
Augment 2	
Effect: This effect lasts until the end of the encounter or until you become unconscious.	

Biokinesis—*bioweapon*

You gain the *bioweapon* power. If you have the Biokinesis skill, you can use this power untrained for 1 additional psionic energy point.

Bioweapon	Bioweapon Utility
Encounter	Augmentable, Psionic
Minor Action	Personal
Effect: You must have a free hand. You create a bioweapon, which lasts until the end of your current turn. You can use the <i>bioweapon attack</i> power while this power is active. When creating the bioweapon, you choose whether it takes the form of a sword or a staff.	
Augment 2	
Effect: As above, and the power lasts until the end of the encounter or until you become unconscious.	

Bioweapon Attack	Psionic Attack
At-Will	Psionic
Standard Action	Melee 1
Requirement: The <i>bioweapon</i> power must be active.	
Attack: Melee Weapons— <i>bludgeon</i> vs. Fortitude, or Melee Weapons— <i>blade</i> vs. Reflex	
Hit: 1d12 + Constitution modifier + your level impact damage	
Special: You can use this power as a melee basic attack.	

Biokinesis—*control metabolism*

You gain the *control metabolism* power. If you have the Biokinesis skill, you can use this power untrained for 1 additional psionic energy point.

Control Metabolism	Psionic Utility
Encounter	Augmentable, Psionic
Standard Action	Personal
Effect: Until the end of the encounter, you have environmental protection equal to the following: Gravity: G0-G3 Radiation: R0-R2 Atmosphere: A0-A4 Pressure: P0-P4 Heat: H0-H4	
Augment 3	
Effect: As above, and the power lasts until you take an extended rest or until you become unconscious.	

Biokinesis—*heal*

You gain the *self-heal* power. This power cannot be used untrained.

Self-Heal	Psionic Utility
Encounter	Augmentable, Healing, Psionic
Minor Action	Personal
Requirement: You must be trained in Biokinesis- <i>heal</i> .	
Effect: You spend a healing surge.	
Augment 1	
Special: This power is not expended.	

Biokinesis — *intangibility*

You gain the *intangibility* power. This power cannot be used untrained.

Intangibility	Psionic Utility
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Encounter Augmentable, Psionic

Minor Action Personal

Requirement: You must be trained in Biokinesis—*intangibility*.

Effect: You gain phasing and become insubstantial until the end of your next round.

Augment 1

Special: This power is not expended.

Biokinesis — *morph*

You gain the *morph* power. If you have the Biokinesis skill, you can use this power untrained for 1 additional psionic energy point.

Morph	Psionic Utility
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Encounter Augmentable, Psionic

Standard Action Personal

Requirement: You must be trained in Biokinesis-*morph*.

Effect: You alter your physical form to take on the appearance of any Medium humanoid. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. The new form lasts until the end of your next turn. While *morph* is active, you gain one of the following benefits:

- Increase your melee reach by 1.
- Increase your speed by 1.
- Move through openings as small as half a meter without squeezing.
- Gain a +4 bonus on skill checks to pass yourself off as a specific person.

You can change the benefit as a minor action while *morph* is active. You can end the effect as a free action.

Augment 2

Effect: As above, and the power lasts until the end of the encounter or until you become unconscious.

Augment 5

Effect: As above, and the power lasts until you take an extended rest or until you become unconscious.

Biokinesis — *rejuvenate*

You gain the *rejuvenate* power. If you have the Biokinesis skill, you can use this power untrained for 1 additional psionic energy point.

Rejuvenate	Psionic Utility
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Encounter Augmentable, Psionic

Minor Action Personal

Effect: You gain temporary hit points equal to your Constitution modifier plus your level.

Augment 1

Special: This power is not expended.

Biokinesis — *transfer damage*

You gain the *transfer damage* power. This power cannot be used untrained.

Transfer Damage	Psionic Utility
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Encounter Augmentable, Healing, Psionic

Standard Action Melee touch

Target: One ally

Requirement: You must be trained in Biokinesis—*transfer damage*.

Effect: You or a willing adjacent ally loses a healing surge. The target regains hit points as if they had spent a healing surge.

Augment 1

Effect: As above, and the target regains additional hit points equal to your level plus your Constitution modifier.

ESP (Intelligence-based skill)

You can't use this skill untrained.

With just the ESP skill, you can use any of the following specialty powers untrained:

<i>clairaudience</i>	<i>postcognition</i>
<i>clairvoyance</i>	<i>psychometry</i>
<i>empathy</i>	<i>sensitivity</i>
<i>mind reading</i>	

Using a specialty power untrained costs 1 psionic energy point, and you cannot augment the power.

ESP — *battle mind*

You gain the *battle mind* power. This power cannot be used untrained.

Battle Mind	Psionic Utility
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Daily Augmentable, Psionic

No Action Personal

Requirement: You must be trained in ESP—*battle mind*.

Trigger: You roll initiative.

Effect: You make an ESP—*battle mind* skill check and can use that in place your initiative roll.

Augment 1

Special: This power is not expended.

ESP — *clairaudience*

You gain the *clairaudience* power. If you have the ESP skill, you can use this power untrained for 1 additional psionic energy point.

Clairaudience	Psionic Utility
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At-Will Augmentable, Psionic

Minor Action Special

Effect: You select a location and make an ESP—*clairaudience* skill check. You need not have line of or line of effect to the location. If successful, you can hear as if you were standing at that location (in addition to your own location) until the end of your next turn. You get a +2 bonus on your skill check if the location is familiar to you.

Augment 2

Effect: As above, and the power lasts until the end of the encounter or until you become unconscious.

The DC of your ESP—*clairaudience* skill check is determined by the distance to the location, as shown on the following table:

Distance	Clairaudience/ Clairvoyance DC
Up to 10 meters (5 squares)	10
Up to 100 meters (50 squares)	15
Up to 1 kilometer	20
Up to 10 kilometers	25
Up to 100 kilometers	30
Up to 1000 kilometers (low orbit)	35
Up to 10,000 kilometers (high orbit)	40

ESP—*clairvoyance*

You gain the *clairvoyance* power. If you have the ESP skill, you can use this power untrained for 1 additional psionic energy point.

Clairaudience	Psionic Utility
At-Will	Augmentable, Psionic
Minor Action	Special
Effect: You select a location and make an ESP— <i>clairvoyance</i> skill check. You need not have line of or line of effect to the location. If successful, you can see as if you were standing at that location (in addition to your own location) until the end of your next turn. You get a +2 bonus on your skill check if the location is familiar to you.	

Augment 2

Effect: As above, and the power lasts until the end of the encounter or until you become unconscious.

The DC of your ESP—*clairvoyance* skill check is determined by the distance to the location, as shown on the table under ESP—*clairaudience*.

ESP—*empathy*

You gain the *empathy* power. If you have the ESP skill, you can use this power untrained for 1 additional psionic energy point.

Empathy	Psionic Attack
Encounter	Augmentable, Cloaked, Psionic
Standard Action	Ranged sight
Target: One creature	
Attack: ESP— <i>empathy</i> vs. Will	
Hit: You gain an understanding of the target’s current emotional state. This gives you a +2 power bonus on Business, Law, Administration, Street Smart, Culture, Deception, Entertainment, Interaction, and Leadership skill checks against the target until the end of the encounter.	
Cloaked: This attack does not provoke opportunity attacks and the target is not aware of the attack, even if it hits.	
Augment 1	
Special: This power is not expended.	

ESP—*mind reading*

You gain the *mind reading* power. If you have the ESP skill, you can use this power untrained for 1 additional psionic energy point.

Mind Reading	Psionic Attack
Encounter	Augmentable, Cloaked, Psionic
Standard Action	Ranged 50/100/200
Target: One creature	
Attack: ESP— <i>mind reading</i> vs. Will	
Hit: You are aware of the target’s surface thoughts until the end of the next round.	
Cloaked: This attack does not provoke opportunity attacks and the target is not aware of the attack, even if it hits.	
Augment 1	
Special: Before the attack, declare one specific piece of information you are looking for in the target’s mind. If you hit, you learn that information, or you learn that the target does not know it.	

Augment 2

Special: As *augment 1*, and the power is not expended

ESP—*navcognition*

You gain the *navcognition* power. This power cannot be used untrained.

Navcognition	Psionic Utility
At-Will	Augmentable, Psionic
No Action	Personal
Requirement: You must be trained in ESP— <i>navcognition</i> .	
Trigger: You make a Navigation skill check.	
Effect: You make an ESP— <i>navcognition</i> check instead.	
Augment 1	
Effect: You roll your ESP— <i>navcognition</i> check twice and use the higher result instead.	

ESP—*postcognition*

You gain the *postcognition* power. If you have the ESP skill, you can use this power untrained for 1 additional psionic energy point.

Postcognition	Psionic Utility
Encounter	Augmentable, Psionic
Standard Action	Close burst 20
Effect: Make an ESP— <i>postcognition</i> skill check. You sense general emotional impressions and flashes of important events that have occurred with the burst area within a number of days equal to your skill check result divided by 5.	
Augment 1	
Effect: As above, but within a number of days equal to your skill check result.	
Augment 3	
Effect: As above, but within a number of weeks equal to your skill check result.	
Augment 5	
Effect: As above, but within a number of months equal to your skill check result.	
Augment 7	
Effect: As above, but within a number of years equal to your skill check result.	

ESP—*precognition*

You gain the *precognition* power. This power cannot be used untrained.

Precognition	Psionic Utility
Daily	Augmentable, Psionic
No Action	Personal
Requirement: You must be trained in ESP— <i>precognition</i> .	
Trigger: The DM decides to have you make a precognition	

roll.

Effect: Roll an ESP—*precognition* skill check. You become aware of a potential future event that happens within a number of hours equal to your skill check result divided by 5. You get a rough idea of what may occur during the event, and gain a last resort point which you can use during that event.

Augment 5

Trigger: You decide to make a precognition roll.

ESP—psychometry

You gain the *psychometry* power. If you have the ESP skill, you can use this power untrained for 1 additional psionic energy point.

Psychometry Psionic Utility

Encounter Augmentable, Psionic
Standard Action Melee touch

Target: One object

Effect: Make an ESP—*psychometry* skill check. If you succeed on the skill check, you pick up general impressions about the last person to handle or use the object for a long period of time before the current encounter began. You can sense general emotions connected with the object.

Augment 2

Effect: As above, and you can also receive simple images associated with the object.

Augment 5

Effect: As above, and you can experience a brief scene as if you were the person using the object.

The DC of the ESP—*psychometry* skill check depends on the importance of the object to the user, as shown on the table below.

Object's Importance Psychometry DC

Something special and treasured (e.g., a wedding ring)	10
Something used regularly (e.g., a watch or spectacles)	15
Something used frequently (e.g., a pen or keys)	20
Something used for at least an hour (e.g., a weapon, or a book)	25

ESP—sensitivity

You gain the *sensitivity* power. If you have the ESP skill, you can use this power untrained for 1 additional psionic energy point.

Sensitivity Psionic Utility

Encounter Augmentable, Psionic
Minor Action Personal

Effect: Until the end of your next turn, you can use the *sense psionics* power.

Augment 2

Effect: Until the end of the encounter, you can use the *sense psionics* power.

Sense Psionics Psionic Attack

At-Will Psionic
Opportunity Action Close burst 10

Requirement: The *sensitivity* power must be active.

Trigger: A creature within 10 squares uses a psionic power, even if you are unaware of the target or the power is cloaked.

Target: The triggering creature.

Effect: You become aware that a psionic power was used.

Attack: ESP—*psychometry* vs. Will

Hit: If you can see the target, you identify the target as the source of the psionic power. You also identify the specific power that was used.

Cloaked: This attack does not provoke opportunity attacks and the target is not aware of the attack, even if it hits.

Psychoportation (Will-based skill)

To be done later.

Telekinesis (Wisdom-based skill)

You can't use this skill untrained.

With just the Telekinesis skill, you can use any of the following specialty powers untrained:

levitation
photokinetics

Using a specialty power untrained costs 1 psionic energy point, and you cannot augment the power, and you cannot augment the power.

Telekinesis – cryokinetics

You gain the *cryokinetics* power. This power cannot be used untrained.

Cryokinetics	Psionic Attack
Encounter	Augmentable, Psionic
Standard Action	Ranged 3/6/12
Requirement: You must be trained in Telekinesis – <i>cryokinetics</i> .	
Target: One creature	
Attack: Telekinesis – <i>electrokinetics</i> vs. Fortitude	
Hit: 1d8 + your Wisdom modifier + your level energy damage, and the target is slowed until the end of your next turn.	
Augment 1	
Special: This power is not expended.	
Augment 2	
Hit: As above, and the target is restrained until the end of your next turn.	

Telekinesis – electrokinetics

You gain the *electrokinetics* power. This power cannot be used untrained.

Electrokinetics	Skill Power
Encounter	Augmentable, Psionic
Standard Action	Personal
Requirement: You must be trained in Telekinesis – <i>electrokinetics</i> .	
Effect: Until the start of your next current turn, you can use the <i>electrokinetic blast</i> power once as a free action.	
Augment 1	

Special: This power is not expended.

Electrokinetic Blast	Psionic Attack
At-Will	Psionic
Free Action	Ranged 2/4/8
Requirement: The <i>electrokinetics</i> power must be active.	
Target: One creature	
Attack: Telekinesis – <i>electrokinetics</i> vs. Reflex	
Hit: 1d10 + your Wisdom modifier + your level energy damage.	

Telekinesis – kinetic blow

You gain the *kinetic blow* power. This power cannot be used untrained.

Kinetic Blow	Psionic Attack
Encounter	Augmentable, Psionic
Standard Action	Ranged 7/15/30
Requirement: You must be trained in Telekinesis – <i>kinetic blow</i> .	
Target: One creature	
Effect: You gain combat advantage against the target for this attack.	
Attack: Telekinesis – <i>kinetic blow</i> vs. AC	
Hit: 1d6 + your Wisdom modifier + your level impact damage.	
Augment 1	
Special: This power is not expended.	

Telekinesis – kinetic shield

You gain the *kinetic shield* power. This power cannot be used untrained.

Kinetic Shield	Psionic Utility
Encounter	Augmentable, Psionic
Standard Action	Personal
Requirement: You must be trained in Telekinesis – <i>kinetic shield</i> .	
Effect: You gain a +2 bonus to AC against melee and ranged attacks until the end of your next turn.	
Augment 1	
Effect: You gain a +2 bonus to all defenses against melee and ranged attacks until the end of your next turn.	
Augment 2	
Effect: You gain a +2 bonus to AC against melee and ranged attacks until the end of the encounter or until you fall unconscious.	
Augment 3	
Effect: You gain a +2 bonus to all defenses against melee and ranged attacks until the end of the encounter or until you fall unconscious.	

Telekinesis – levitation

You gain the *levitation* power. If you have the Telekinesis skill, you can use this power untrained for 1 additional psionic energy point.

Levitation	Psionic Utility
Encounter	Augmentable, Psionic
Move Action	Personal
Effect: You fly a number of squares equal to your speed.	
Augment 2	
Effect: You gain a fly (hover) speed equal to your speed until the end of the encounter or until you fall unconscious. You fly a number of squares equal to your fly (hover) speed.	

Telekinesis – photokinetics

You gain the *photokinetics* power. If you have the Telekinesis skill, you can use this power untrained for 1 additional psionic energy point.

Photokinetics Psionic Utility**At-Will** Augmentable, Psionic**Standard Action** Ranged touch**Target:** One object

Effect: This power creates a zone in a close burst 2 that lasts until the end of your next turn and is centered on the target object. If the target moves, the zone moves with it. When you create the zone, choose to increase the illumination to brightly lit, or to decrease it to dim lighting or darkness.

Sustain (standard): The zone persists, and you can change the illumination level.

Augment 2

Effect: The zone lasts until the end of the encounter or until you fall unconscious.

Augment 4

Effect: As above, and when you create or sustain the zone, make a secondary attack using the primary target as the origin square:

Attack (close burst 2, all enemies in burst): Telekinesis—*photokinetics* vs. Reflex

Hit: The target is blinded until the end of your next turn.

Telekinesis—*psychokinetics*

You gain the *psychokinetics* power. If you have the Telekinesis skill, you can use this power untrained for 1 additional psionic energy point.

Psychokinetics Skill Power**Encounter** Augmentable, Psionic**Minor Action** Personal

Effect: Until the end of your next turn, you can use *psychokinetic fling*, *psychokinetic reach*, or *psychokinetic grasp*.

Augment 2

The power lasts until the end of the encounter or until you fall unconscious.

Psychokinetic Fling Psionic Attack**At-Will** Augmentable, Psionic**Standard Action** Ranged 5/10/25**Target:** One unattended object

Effect: You move the target up to 10 squares. The object must weigh less than 10 kilograms times your Wisdom score.

Augment 1

Effect: As above, and after you move the target, make a secondary attack as a free action using the target as the originating square:

Attack (close blast 1, one creature in burst): Telekinesis—*psychokinetics* vs. AC

Hit: 2d4 + your Wisdom modifier + your level impact damage.

Psychokinetic Reach Psionic Utility**At-Will** Psionic**No Action** Ranged 5/10/25

Effect: You can operate small mechanisms such as locks, firearms, and computers at range as if you were standing beside them; doing so uses your normal allotment of actions. If you make a skill check at range, you take a -2 penalty on the roll, in addition to the range modifiers based on this power.

Psychokinetic Grasp Psionic Attack**At-Will** Augmentable, Psionic**Standard Action** Ranged 2/5/10**Target:** One creature**Attack:** Telekinesis—*psychokinetics* vs. Fortitude

Hit: 1d6 + your Wisdom modifier + your level impact damage.

Augment 1

Hit: 1d6 + your Wisdom modifier + your level impact damage, and the target is immobilized until the end of your next turn.

Augment 2

Hit: The target is dominated until the end of your turn. Once while dominated, the target takes a move or standard action as a free action, and you decide how it is used.

Aftereffect: The target is immobilized until the end of your next turn.

Telekinesis—*pyrokinetics*

You gain the *pyrokinetics* power. This power cannot be used untrained.

Pyrokinetics Psionic Attack**Encounter** Augmentable, Psionic**Standard Action** Ranged 5/10/15

Requirement: You must be trained in Telekinesis—*pyrokinetics*.

Target: One creature or object**Attack:** Telekinesis—*pyrokinetics* vs. Reflex

Hit: The target takes ongoing 10 energy damage (save ends).

Augment 1

Special: This power is not expended.

Augment 2

Hit: As above, plus the target and all creatures adjacent to it take 1d6 + your level energy damage.

Telepathy (Charisma-based skill)

You can't use this skill untrained.

With just the Telepathy skill, you can use any of the following specialty powers untrained:

<i>contact</i>	<i>psychic armor</i>
<i>empathic projection</i>	<i>psychic projection</i>
<i>illusion</i>	<i>suggest</i>
<i>mind shield</i>	<i>tire</i>

Using a specialty power untrained costs 1 psionic energy point, and you cannot augment the power.

Telepathy—contact

You gain the *contact* power. If you have the Telepathy skill, you can use this power untrained for 1 additional psionic energy point.

Contact	Psionic Attack
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Encounter	Augmentable, Psionic
Minor Action	Ranged 50

Target: One creature

Special: You don't need line of sight to the target.

Attack: Telepathy—*contact* vs. Will

Hit: You can communicate telepathically with the target until the end of the encounter or until you fall unconscious.

Special: You gain a +5 bonus to the attack roll when using *contact* against willing targets.

Augment 1

Ranged 500 (1 km)

Augment 2

Ranged 5,000 (10 km)

Augment 3

Ranged 50,000 (100 km)

Augment 4

Ranged 500,000 (1000 km, low orbit)

Augment 5

Ranged 5,000,000 (10,000 km, high orbit)

Telepathy—datalink

You gain the *datalink* power. This power cannot be used untrained.

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Telepathy—drain

You gain the *drain* power. This power cannot be used untrained.

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Telepathy—empathic projection

You gain the *empathic projection* power. If you have the Telepathy skill, you can use this power untrained for 1 additional psionic energy point.

Empathic Projection	Psionic Utility
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Encounter	Augmentable, Psionic
Free Action	Personal

Trigger: You make an Interaction check.

Effect: You make a Telepathy—*empathic projection* skill roll instead.

Augment 1

Special: This power is not expended.

Telepathy—illusion

You gain the *illusion* power. If you have the Telepathy skill, you can use this power untrained for 1 additional psionic energy point.

Illusion	Psionic Attack
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Encounter	Augmentable, Psionic
Minor Action	Close burst 5

Target: One, two, or three creatures in burst.

Attack: Telepathy—*illusion* vs. Will

Hit: You project an image of your choice into the target's mind. The target grants combat advantage until the end of your next turn.

Hit: You project an image of your choice into the target's mind. The target grants combat advantage until the end of your next turn.

Augment 1

Special: This power is not expended.

Augment 2

Hit: As above, and you can slide the target 3 squares.

Augment 4

Hit: As augment 2, and you become invisible to the target

until the start of your next turn.

Telepathy—mind blast

You gain the *mind blast* power. This power cannot be used untrained.

Mind Blast	Psionic Attack
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Encounter	Augmentable, Psionic
Standard Action	Ranged 5/10/20

Requirement: You must be trained in Telepathy—*mind blast*.

Target: One creature

Attack: Telepathy—*mind blast* vs. Will

Hit: 1d10 + your Charisma modifier + your level psychic damage.

Augment 1

Special: This power is not expended.

Special: This power is not expended.

Telepathy—mind shield

You gain the *mind shield* power. If you have the Telepathy skill, you can use this power untrained for 1 additional psionic energy point.

Mind Shield	Psionic Utility
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Encounter	Augmentable, Psionic
Minor Action	Personal

Effect: You gain a +4 power bonus to Will until the end of your next turn.

Effect: You gain a +4 power bonus to Will until the end of your next turn.

Augment 2

Effect: You gain a +4 power bonus to Will until the end of the encounter or until you become unconscious.

Telepathy—mind shred

You gain the *mind shred* power. This power cannot be used untrained.

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Telepathy—mind wipe

You gain the *mind wipe* power. This power cannot be used untrained.

Telepathy—*psychic armor*

You gain the *psychic armor* power. If you have the Telepathy skill, you can use this power untrained for 1 additional psionic energy point.

Psychic Armor	Psionic Utility
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Encounter	Augmentable, Psionic
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Minor Action	Personal
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Effect: You gain resist 10 psychic and a +5 power bonus on saving throws against psionic powers until the end of your next turn.

Augment 2

Effect: You gain resist 10 psychic and a +5 power bonus on saving throws against psionic powers until the end of the encounter or until you become unconscious.

Telepathy—*psychic projection*

You gain the *psychic projection* power. If you have the Telepathy skill, you can use this power untrained for 1 additional psionic energy point.

Psychic Projection	Psionic Utility
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Encounter	Augmentable, Conjunction, Psionic
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Minor Action	Special
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Effect: You become unconscious until the end of your next turn. You create a psychic body in an adjacent square that lasts until you become conscious. You share senses with the psychic body. The psychic body is invisible, cannot attack, cannot interact with physical objects, has a fly (hover) speed of 8, can occupy the same square as other creatures, and can move through blocking terrain and walls. The psychic body can only be affected by attacks that target Will, and it uses your Will defense. If it takes any damage, the power ends and you become conscious.

Augment 2

Effect: As above, except you become unconscious until you take damage, until the end of the encounter, or until you end this power's effect as a minor action.

Telepathy—*suggest*

You gain the *suggest* power. If you have the Telepathy skill, you can use this power untrained for 1 additional psionic energy point.

Suggest	Psionic Attack
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Encounter	Augmentable, Psionic
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Standard Action	Ranged sight
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Target: One creature that can hear you

Attack: Telepathy—*suggest* vs. Will

Hit: The target is dominated until the end of your current turn. You can use your own actions to give the target actions which it takes at your direction.

Cloaked: This attack does not provoke opportunity attacks and the target is not aware of the attack, even if it hits.

Augment 1

Hit: The target is dominated (save ends).

Augment 3

Hit: You implant a trigger condition and an action in the target's mind. When the target is first exposed to the trigger condition in the next hour, it takes the designated action as soon as it is able to do so.

Telepathy—*tire*

You gain the *tire* power. If you have the Telepathy skill, you can use this power untrained for 1 additional psionic energy point.

Tire	Psionic Attack
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Encounter	Augmentable, Psionic
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Standard Action	Ranged 5/10/15
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Attack: Telepathy—*tire* vs. Will

Hit: The target is slowed (save ends).

First failed save: The target is weakened (save ends).

Second failed save: The target falls unconscious (save ends).

Augment 1

Special: This power is not expended