*General - Unless noted, All powers are standard actions.*

***1st Circle***

***A) Concussion Blast*** *[Force] - Range: Medium / Effect: 1 blast of energy / Target: 1 creature / Save: None –* Deal your Level + KOM in [Force] damage to target. This damage increases by your KOM for every 4 levels you possess.

Augment +1**:** Divide damage as you choose with one other target creature in Range.

***B) Deceleration/Acceleration*** *[Binding] - Range: Close / Target: all creatures / Duration: Encounter / Save: Reflex negates. -* Grant bonus of +5 move speed per circle to all allies in range and a penalty of -5 move speed per circle to all enemies in range for the encounter. Effect overlaps, does not stack with, any other temporary speed boosts or penalties, including itself. Maximum penalty or bonus is half of the creature's base movement speed.

Augment +2: [Entangles] enemies for encounter, and [Dispels] one [Binding] effect of 5th circle or lower affecting allies when cast (note [Entangled] creatures automatically halves move speed, so no additional penalty is given).

***C) Endure elements*** *[Ward] – Range: Melee /Target: 1 creature/ Duration: Scene –* As Endure Elements spell Pg 275.

Augment +2: Target all allies in range.

***D) Vigor*** *– Range: Close / Target: 1 creature / Duration: Encounter –* Target gains 1 temporary HP per level. Gaining any other form of Temporary HP, or exhausting the ones granted will end the power.

Augment +2: Gain 1 Damage reduction per the highest circle you have available while power is active.

Augment +2: Gain 1 additional temporary HP per level

***2nd Circle***

***A) Energy adaptation*** *[Ward]* ***-*** *Range: Melee / Target: 1 creature / Duration: Scene -* Grant [Resistance] to 1 energy type [Fire], [Cold], [Electric], or [Acid].

Augment +2: Grant [Resistance] to energy damage.

***B) Id Insinuation*** *[Mind affecting] - Range: Close / Target: 1 creature / Duration: 1 round / Save: Will negates -* Target creature is [Confused].

Augment +1: Target one additional creature within range

Augment +2: Duration changes to Encounter

***C) Body adjustment*** *[Positive] [Negative] - Range: Close / Target: 1 creature / Save: Will half –* Channel [Positive] or [Negative] energy to heal or harm a creature, chosen at the time of casting. You channel 1d6 energy per level. A successful Will save halves the damage.

Augment +2: Healing a creature with this power will also remove 1 of the conditions chosen from the following list: [Battered], [Bleeding], [Blinded], [Burning], [Confused], [Dazed], [Dazzled], [Deafened], [Energy drained], [Exhausted], [Fatigued], [Frightened], [Nauseated], [Paralyzed], [Shaken], [Sickened], [Slowed], or [Stunned].

Augment +2: Harming a creature with this power will cause a creature to become [Battered] a successful Will save negates the condition

***D) Telepathy Hub*** *[Mind affecting] - Range: Long /Target: Self / Duration: Scene -* As long as they are within range of you, all allies you designate can communicate telepathically to you and to each other. In addition you may send a 30 second message to any willing creature you know on your current plane, you need not share a language. They may respond with a 30 second message of their own. Sending a message this way ends the power.

***3rd Circle***

***A) Time Distortion -*** *Range: Close / Target: All allies or enemies / Duration: Encounter / Save: Will (see spell) –* When casting this power you choose to either speed up or slow down time. If you speed up time, allies in range gain a +10 to move speed, +1 AC and a [Bonus attack] each time they make an attack action. If you choose to slow time, Enemies in range are [Slowed] for the encounter, a successful Will save negates the [Slowed] Condition.

Augment +3: When choosing to speed up time, all targets in range may choose to use one of the following:

1. an additional swift action.
2. single ranged or melee attack or
3. move up to their movement speed.

Allies must use the granted action immediately when the spell is cast, they do not provoke attacks of opportunity for the action they take and can only benefit from an extra action once per [Encounter]

Augment +3: When choosing to slow time, enemies may also not benefit from [Bonus attacks] while they are [Slowed] by this power.

***B) Touchsight -*** *Range: Melee / Target: 1 creature / Duration: Scene –* Grant Darkvision, Ghostwise sight and Tremor sense with range of 45 feet.

***C) Dispel Psionics -*** *Range: Long / Target: Magical effects in range / Save: None -* As Dispel magic Pg 274.

Augment +3: Treat power as Greater Dispel Magic Pg 275.

***D) Dimension hop-*** *[Warp] [Teleport] - Range: Close/ Target: self, plus 1 willing creature per 3 levels in [Melee] range. -* As Dimension door, but range is Close Pg 274.

Augment +1: Increase range by 1 step.

Augment +2: May bring 1 unwilling creature, a successful Will save negates.

***4th Circle  
A) Psychometry*** *[Sensor] - Action: 1 minute /Effect: Magical sensor / Duration: 10 minutes / Save: Will negates-* As the spell Scrying Pg 287

Augment +2: Treat power as Greater Scrying (Pg 287)

***B) Suggestion*** *[Mind Affecting] [Binding] - Range: Medium / Target: 1 creature / Duration: Encounter / Save: Will negates -* Target’s mind is bombarded with suggestions, decisions and orders that contradict each other, effectively rendering the creature [Paralyzed] for the encounter. If normally allowed a Fortitude Save for this effect, A Will save is required instead.

Augment +1: Affects one additional enemy within range.

***C) Detect Scrying*** *– Range: Self / Effect: [Long] range spread originating from you / Duration: Scene / Save: None*

As Detect Scrying spell Pg 273.

Augment +2: No save is allowed to know the Creators direction and distance from you.

***D) Telekinetic Buffer*** *[Force] - Action: Swift / Range: 25 Foot spread / Effect: Wave of Force centered on you / Save: Reflex or Fortitude Negates. -* Bull rush all enemies within 25 feet of you to the edge of the Spread, this movement does not provoke attacks of opportunity.

***5th Circle***

***A) Read Psychic******Impressions -*** *Action: 1 hour / Range: Unlimited / Target: Self* – As the Legend Lore spell Pg 281

***B) Psychic Shambler -*** *Range: Medium / Effect: 45 ft radius spread of Semi-sentient Psychic Energy / Duration: Encounter / Save: Will [see text] –* As Obscuring Mist (Pg 282), although Wind and Fire effects cannot remove squares or move the effect. Creatures starting their turn in the spread takes 2 points of [Cold] damage per level of the caster. The caster can chose to move the spread as a move action with a speed of 10 feet per round. As a [Mind Effect], creatures entering or exiting a square of the spell's area makes a will save or be teleported 10 feet in a random direction within the area and halt their movement. A Successful Will save will allow the creature to continue its movement but suffer a penalty equal to half its move speed while in the area.

***C) True seeing*** *- Range: Melee / Target: 1 creature / Duration: Encounter –* As spell True Seeing Pg 291

***D) Energy Deluge*** *[Fire][Cold][Acid][Electricity] - Range: Medium / Effect: Wedge of energy Originating at yourself / Save: Reflex half -* Deal 2d4+1 damage per level in a wedge extending out to your Medium range. Choose energy type at casting: Cold, Fire, Electric or Acid.

***6th Circle***

***A) Mind Wipe*** *[Negative] [Mind affecting] - Range: Close / Duration: Encounter/ Effect: Amnesiac haze of negative energy in spread centered on you / Save: Fortitude negates –* Inflict [Energy Drained] to all enemies in a close range spread centered on you.

***B) Mind Blank -*** *Range: Melee / Target: 1 creature / Duration: Encounter -* Creature touched is Immune to [Fear] effects, the Intimidate skill and all [Mind affects]

***C) Crystalline Body*** *–Range: Close / Target: all allies / Duration: Encounter -* As the Heart of Oak spell. Pg 280

***D) Simulacrum*** *– Action: Standard / Effect: 1 mimicked effect / Target: self / Save: varies -* Mimic a 5th or lower Circle, spell, spell-like, psionic, psi-like or supernatural ability you have seen used in the last round. You must have actually witnessed a creature use the ability without failing, the effect uses your statistics to manifest (ex: if you mimic a shaman spell, use your wisdom for the DC, as well as any of your feats or items that may apply). If the effect is above 5th Circle, [Legendary], or requires more than 1 standard action to use, this power automatically fails.

Augment +1: you can mimic an ability you witnessed in the current encounter rather than just the previous round.

***7th Circle***

***A) Revivify*** *[Positive] - Range: Melee / Target: 1 Corpse -* Revive a dead creature before psyche leaves corpse, treat as though you have successfully rolled a DC 30 medicine check to determine if corpse can be revived. Target additionally is healed to 5 x its level. Can also be cast, as a ritual that lasts for 1 scene, on a willing undead creature to regain their previous racial statistics (See DM)

**B) True Clairvoyance** - Action: 1 minute. – Give me sight beyond Sight! Casting this power allows you replicate one of the following spells: Discern Location (Pg 274), Find the Path (Pg 275) or Greater Prying Eyes (Pg 284).

***C) Reality revision*** *–* The most powerful effect you can produce, it can accomplish any one of the following tasks:

- Disjunction: You immediately end up to three target effects created by powers, psi-like abilities, spells or spell-like abilities whose durations are not instantaneous and which are centered on a creature or square within range or which targeted a creature within range. This is a [Dispelling] effect.

- Recall: You and all other willing allies within [Long] range are immediately trans­ferred to an area you consider safe, which can be at any range. This is a [Teleport] [Warp] effect.

- Rewrite time: You can alter the effect of 1 “thing” in the round so that it happened to turn out in your favor. You may retroactively change a single dice roll from the current round to either the maximum or minimum possible result. Possibly changing history from there, DM and Other Players permission required.

- AnyPower: You may duplicate any Psionic Discipline Powers of 5th circle or lower or a General Power of 6th circle or lower. This effect always costs 7 power points and cannot be augmented. The power is adjudicated exactly as if you had cast that power, and if it has a casting time greater than 1 standard action you must use the greater casting time.

***D) Death urge*** *[Death], [Mind Affecting] - Range: Close / Target: 1 creature / Duration: Encounter / Save: Will negates. -* Creature suddenly has an inescapable self-destructive urge. The creature will immediately fall [Helpless] to the ground, it will not attempt to defend itself and automatically fails any saving throw it attempts until it is no longer [Helpless]. It will remain [Helpless] for the duration or until an enemy makes an hostile action against it or any action is performed that deals damage to it. If the creature has an opportunity to act in a self-destructive manner, it instead then will try to kill itself, ending the power after the first failed attempt, if it is successful… Then… yeah.