**Psychic warrior – Wis**

**1 – Psychic Armaments** *[Arming] / Action: Immediate / Effect: 1 created item / Target: Self / Duration: Scene -* You mentally create a weapon, natural weapon, armor or shield, which is created as a lesser item of your choice that does not count toward your item allotment. Attacks made by a weapon created by this power are treated as having a good Base attack bonus, and may benefit from bonuses to attacks, damage or DC’s that apply to either Powers or Weapons. Wielding an Armor or a Shield created by this power grants you an additional +2 to your maximum HP per level immediately, but does not heal you.

Augment +3: Create a Greater item.

Augment +5: Create a Relic item.

**2- Telekinetic Maneuver** *[Force] - Action: Swift / Duration: 1 round / Target: Self -* For 1 round your melee attacks can be used at a range of [Close], additionally all your ranged attacks gain the [Distant] Property.

Augment +2: You may add the [Volley] descriptor to one attack you make this round, targeting each opponent in your newly increased range.

**3- Expansion** - *Target: Self / Duration: Encounter –* Yourpower is Maximum! You increase in size to Large, you gain the statistic changes as normal for a Large sized creature (Pg 38). In addition your base weapon damage increases to 2d6.

Augment +3: Weapons you wield increase in base damage to 3d6 and gain the [Reach] Property.

Augment +3: Increase duration to Scene

4 – **Stomp** *[Ground] - Range: Close / Effect: Wedge of upended ground/ Save: Reflex partial. – E*nemies in the area takes 1d10 points of damage per levels, and must make a Reflex save or fall [Prone].

**5 –** **Vampiric** **Blade** *[Negative] - Action: Swift /Range: Close / Effect: Dark energy pulsing around you / Target: Self / Duration: Encounter. -* You feed on the Rush of Combat, or at least something in you does. Once per round, dealing damage to an enemy will deal an additional 2 points of [HP reduction] per level, and gives you temporary HP of an equivalent amount. As a partial move action, you may remove any temporary hp you have as a wave of negative energy dealing [Negative] damage to all enemies in close range equal to half of your stored temporary hp and healing yourself for half as well, doing so ends the power.

**6 - Dispelling Buffer** [Ward] - *Action: Swift / Target: Self / Duration: Encounter -* Once per round the 1st [Dispelling] attempt against you fails automatically. Only the first target power is protected if a single effect targets 2 or more such as with Dispel magic (pg 274) . As an immediate action you may, in response to a second [Dispelling] attempt in a round, cause that attempt to fail as well, but doing so ends the power.

**7 - Form of Doom** [Fear] - *Target: Self/ Duration: Encounter / Save: Will negates (see text)* - Primal ferocity awakens within you. You gain [Lesser Resistance] to all damage and your Critical Threat range increases by 2 numbers which does not stack with Vorpal weapon property. Enemies within your medium range when you cast this power must make a Will save or be [Frightened] for 1 round.