You manifest powers drawn from the psion power list.. Your Key Offensive Modifier is your Power Ability Modifier (PAM) for this track. The DC for your powers is equal to 10 + ½ your character level + your Power Ability Modifier. You can manifest as many powers as you would like to in a [Scene], until you run out of power points. That number is noted on Table 1 or Table 3, depending on what rules you choose. If you choose Table 1, you also receive bonus power points per [Scene] for having a high Power Ability Modifier. You can only manifest that you know. You gain an additional two powers known every time you gain a circle in this track. Any time that you level up, you can unlearn a single power and learn a new power of the same circle. You cannot learn powers of a circle you cannot manifest.

**1st Circle**

Deceleration

Energy Ray

Expand

Inertial Armor

Mind Thrust

Sensory Link

**2nd Circle**

Aura of Misfortune

Body Adjustment

Energy Push

Metafaculty

Precognition

Share Pain

**3rd Circle**

Apport

Dispel Psionics

Energy Flash

Prowess

Psionic Movement

Touchsight

**4th Circle**

Death Urge

Dispelling Buffer

Phase Door

Psionic Scrying

Time Hop

Vampiric Blade

**5th Circle**

Cloud Mind

Force Field

Hustle

Psionic Teleport

Psychofeedback

Time Shift

**6th Circle**

Divert Teleport

Energy Conversion

Energy Wave

Mindwipe

Recall Life

Tower of Iron Will

**7th Circle**

Affinity Field

Bend Reality

Disintegrate

Energy Stun

Null Field

Psychic Chirurgery

**1st Circle**

Deceleration

Psychoportation

Circle: 1

Manifesting Time: 1 standard action

Range: [Close]

Target: One creature

Duration: [Encounter]

Saving Throw: Reflex, see text

You warp space around an individual, hindering the target’s ability to move. The target’s speed (in any movement mode it possesses) is halved, to a minimum of 5 ft. (Reflex DC 10 + ½ your level + your Intelligence modifier negates). A subsequent manifestation of deceleration on the target does not further decrease its speed.

Augment

You can augment this power in one or both of the following ways.

1. If you spend 1 additional power points, creatures who succeed the Reflex save have their movement modes reduced by 10 ft.

2. If you spend 3 additional power points, creatures who fail the Reflex save are [Slowed] for the duration of the power, in addition to the halved movement speed.

Energy Ray

Psychokinesis

Circle: 1

Manifesting Time: 1 standard action

Range: [Close]

Target: One creature

Save: Fort or Reflex half

The first time you manifest this power each [Scene] you must choose an either [Acid], [Cold], [Electricity] or [Fire]. You create a ray of energy of the chosen type that shoots forth from your fingertip and strikes a target within range, dealing 1d6 points of damage per level + your KOM. A successful Fortitude save halves the damage if you choose [Acid] or [Cold], or a Reflex save halves the damage if you choose [Electricity] or [Fire].

Augment

You can augment this power in the following way.

1. For every 2 additional power points you spend, this power’s damage increases by one damage die (1d8 per level, 1d10 per level, 2d6 per level).

Expand

Metacreation

Circle: 1

Manifesting Time: 1 swift action

Range: [Close]

Target: One ally within [Close] range

Duration: [Encounter]

Saving Throw: None

The target of this power increases increases until it is [Huge] size and takes up a 2x2 square. You gain all the benefits of being [Large] and [Huge], but suffer none of the penalties. If the creature is already huge size, increase the length and width of the creature by 1 square each instead. For example, if the creature took up a 3x3 square, after being the target of enlarge person that creature would take up a 4x4 square.

Augment

You can augment this power in one or both of the following ways.

1. For an additional 1 power point, the duration for this power changes to [Scene] instead of [Encounter]. You may choose to end the effect of this power earlier by spending a standard action to return to your normal size.

2. For an additional 2 power points, the length and width of the square the target takes up after increasing in size is increased by 1. You may use this augmentation more than once and its effects stack.

Inertial Armor

Psychokinesis [Force]

Circle: 1

Manifesting Time: 1 standard action

Range: 0 ft.

Target: You

Duration: [Scene]

Saving Throw: None (harmless)

Your mind generates a tangible field of force that provides a +3item bonus to AC. Your inertial armor can be invisible or can appear as a colored glow, at your option.

Augment

You can augment this power in the following way.

1. For every 2 additional power points you spend, theitem bonus to AC increases by 1.

Mind Thrust

Psychokinesis

Circle: 1

Manifesting Time: 1 standard action

Range: [Close]

Target: One creature

Saving Throw: Will half

You create a ray of energy of the chosen type that shoots forth from your fingertip and strikes a target within range, dealing 1d6 points of damage per level. A successful Will save halves the damage.

Augment

You can augment this power in the following way.

1. For an additional 3 power points, creatures you hit are [Bleeding] for three [Rounds] and [Blinded] for one [Round].

Sensory Link

Telepathy [Mind-affecting]

Circle: 1

Manifesting Time: 1 standard action

Range: [Long]

Target: One ally

Saving Throw: Will (harmless)

You perceive what the subject creature perceives using its sight, hearing, taste, or smell. Only one sense is linked, and you cannot switch between senses with the same manifestation.

Once sense link is manifested, the link persists even if the subject moves out of the range of the original manifestation (but the link does not work across planes). You do not control the subject, nor can you communicate with it by means of this power.

Augment

You can augment this power in one or both of the following ways.

1. If you spend 1 additional power points, you can have the subject perceive one of your senses instead of the other way around.

2. If you spend 2 additional power points, you can link to a second sense of the same subject.

**2nd Circle**

Aura of Misfortune

Telepathy

Circle: 2

Manifesting Time: 1 standard action

Range: [Melee]; see text

Effect: Spread that causes enemies to suffer from ill luck.

Duration: [Encounter]

You warp the probabilities in an area around a touched ally to create unfortunate circumstances for their enemies. All enemies in a 20 ft. radius spread around the touched creature suffer a -2 penalty to attack rolls, AC and saving throws.

Augment

You can augment this power in the following way.

1. For every 3 additional power points you spend, you may increase the radius by 20 ft., and the penalty to attack rolls, armor class, and saving throws by 1.

Body Adjustment

Metacreation [Healing]

Circle: 2

Manifesting Time: 1 standard action

Range: [Melee]

Saving Throw: None (harmless)

You take control of a creatures healing process, healing 1d6 points of damage per level you possess.

Augment

You can augment this power in one or both of the following ways.

1. If you spend 2 additional power points, this power’s healing increases by one healing die (1d8 per level, 1d10 per level, 1d12 per level). You may use this augmentation more than once, and its effects stack.

2. If you spend 2 additional power points, this power removes one condition from the following list: [Bleeding], [Blinded], [Burning], [Confused], [Dazzled], [Deafened], [Energy drained], [Fatigued], [Frightened], [Nauseated], [Paralyzed], [Shaken], [Sickened], [Slowed], [Stunned]. You may use this augmentation more than once, and its effects stack.

Energy Push

Psychokinesis

Circle: 2

Manifesting Time: 1 standard action

Range: [Close]

Effect: 25 ft. radius spread

Saving Throw: Fort or Reflex half

Upon manifesting this power, you choose cold, electricity, fire, oracid. This choice lasts until the end of the [Scene]. You create a sphere of energy of the chosen type that shoots forth from your fingertip and explodes in a spread centered at a square of your choice within range. This spread deals deals 1d6 per level + KOM points of damage and creatures on the inside of this spread are moved to the edges of it. A successful Fortitude save halves the damage and prevents the movement if you choose [Acid] or [Cold], or a Reflex save halves the damage and prevents the movement if you choose [Electricity] or [Fire].

Augment

You can augment this power in one or both of the following ways.

1. If you spend 2 additional power points, after a creature is moved to the edge of the spread, they are [Knocked down]. If a creature saves against this power, this effect is negated.

2. If you spend 3 additional power points, after a creature is moved to the edge of the spread, they are [Blown away]. If a creature saves against this power, this effect is negated.

Metafaculty

Telepathy

Circle: 2

Manifesting Time: 1 move action

Range: [Close]

Target: One creature

Saving Throw: None

You learn all tracks a creature possesses.

Augment

You can augment this power in the following way.

1. If you spend 1 additional power points, all powers and psi-like abilities you use against that creature get a +2 bonus to their DC.

Prescience

Telepathy

Circle: 2

Manifesting Time: 1 swift action

Range: 0 ft.

Target: You

Duration: [Encounter]

Saving Throw: None (harmless)

Your awareness extends a fraction of a second into the future, allowing you to better aim blows against your opponent. All of your attacks deal 3 bonus [Precision] damage.

Augment

You can augment this power in the following way.

1. For every 1 additional power points you spend, the bonus [Precision] damage increases by 3.

Share Pain

Metacreation

Circle: 2

Manifesting Time: 1 standard action

Range: [Close]

Target: One ally

Saving Throw: None

You may transfer up to 10 times the number of circles you possess in this track points of damage to the target.

Augment

You can augment this power in the following way.

1. If you spend 2 additional power points you may increase the amount of damage you transfer to up to 20 times the number of circles you possess in this track.

**3rd Circle**

Apport

Psychoportation

Circle: 3

Manifesting Time: 1 standard action

Range: [Long]

Effect: Rain of teleported objects over target

Saving Throw: Reflex half

With some focused concentration, you can teleport a large number of objects to a location directly above your enemies. This power allows you to rain large heavy objects over a 10-foot-radius. Creatures within this area suffer 1d6 physical damage per level (Reflex DC 10 + ½ your level + your Intelligence modifier for half) and for the rest of the [Encounter] this area becomes difficult terrain.

Augment

You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power’s damage increases by one damage die (1d8 per level, 1d10 per level).

2. For every 1 additional power points you spend, the radius of this power increases by 10 ft.

Dispel Psionics

Metacreation

Circle: 3

Manifesting Time: 1 standard action

Range: [Long]

Target: Magical effect or effects within range

Saving Throw: None

Choose one of the following: this power ends two target effects created by powers or power-like abilities of second circle or lower that have durations and that originate from a creature or square within range or targeted a creature within range; or this power ends a single target effect created by a power or power-like ability of fifth circle or lower that has a duration and that originates from a creature or square within range or targeted a creature within range.

Augment

You can augment this power in the following way.

1. If you spend 3 additional power points, you may instead choose one of the following: this power ends two target effects created by powers or power-like abilities of fifth circle or lower that have durations and that originate from a creature or square within range or targeted a creature within range; or this power ends one target effect created by a power or power-like ability of seventh circle or lower that has a duration and that originates from a creature or square within range or targeted a creature within range.

Energy Flash

Psychokinesis

Circle: 3

Manifesting Time: 1 standard action

Range: [Medium]

Effect: 20 ft. radius spread of energy

Saving Throw: Fort or Reflex partial

The first time you manifest this power each [Scene] you must choose an either [Acid], [Cold], [Electricity] or [Fire]. This power inflicts 2d4 damage per level of the chosen type, and all creatures damaged by this power is [Revealed] until the end of the [Encounter]. A successful Fortitude save halves the damage if you choose [Acid] or [Cold], or a Reflex save halves the damage if you choose [Electricity] or [Fire].

Augment

You can augment this power in one or both of the following ways.

1. If you spend 1 additional power point, creatures that fails the save begin [Burning].

2. If you spend 2 additional power points, you may inflict [Blinded] on any creature that fails the save.

Prowess

Telekinesis

Circle: 3

Manifesting Time: 1 swift action

Range: [Close]

Target: One creature

Duration: One [Round]

Saving Throw: None

The target of this power may make an additional attack of opportunity during this [Round].

Augment

You can augment this power in one or both of the following ways.

1. If you spend 1 additional power point, you may target up to two creatures.

2. If you spend 2 additional power points, the target of this power may make attacks of opportunities using ranged weapons (they may make one against any opponent that provokes one within range of the weapon). Doing so does not provoke an attack of opportunity.

Psionic Movement

Metacreation

Circle: 3

Manifesting Time: 1 standard action

Range: [Melee]

Target: One creature

Duration: [Scene]

Saving Throw: None

The target gains the Fly movement mode, if it does not already possess it.

Augment

You can augment this power in one of the following ways.

1. If you spend 1 additional power point, the target gains your choice of the Burrow movement mode or the Swim movement mode instead of the Fly movement mod.

2. If you spend 2 additional power points, the target gains your choice of two of the following movement mods: Burrow, Fly, or Swim instead of the Fly movement mode.

3. If you spend 4 additional power points, the target gains the Burrow, Fly, and Swim movement modes.

Touchsight

Metacreation

Circle: 3

Manifesting Time: 1 standard action

Range: [Melee]

Target: One ally

Duration: [Scene]

Saving Throw: None (harmless)

You subtly enhance the vision of the target, granting them [Tremorsense] out to 40 ft.

Augment

You may augment this power in one or both of the following ways.

1. For 1 additional power point, the target gains [Darkvision].

2. For 2 additional power points, the target gains [Blindsight] out to 40 ft.

**4th Circle**

Death Urge

Telepathy

Circle: 4

Manifesting Time: 1 standard action

Range: [Melee]

Target: One creature

Duration: One [Round]

Saving Throw: Will

The target of this power repeats all actions it took on its previous [Round], except the target of those actions is changed to the target of this power. If the target of this power used an ability that was centered on a square, that ability is centered around the target of this power. If an ability the target of this power used listed allies as the creatures affected, treat it as opponents, and if it listed opponents as the creatures affected, treat it as allies.

Augment

You may augment this power in the following way.

1. For every 2 additional power points you spend, you may increase the duration of this power by one [Round]. A creature repeats the same actions it took from the previous [Round], until the new duration of this power expires. A creature may make a will save at the end of every [Round] to negate this power.

Dispelling Buffer

Psychokinesis

Circle: 4

Manifesting Time: 1 standard action

Range: [Melee]

Target: One creature

Duration: [Scene]

Saving Throw: None

The first [Dispelling] effect made against a power you manifest fails.

Augment

You may augment this power in the following way.

1. For every 2 additional power points you spend, you may ignore another [Dispelling] effect.

Phase Door

Psychoportation [Teleport] [Warp]

Circle: 4

Manifesting Time: 1 standard action

Range: [Long]

Target: You, plus 1 willing creature per 3 levels within [Melee] range

Saving Throw: None (harmless)

You instantly transfer yourself and up to one willing creature within [Melee] range for every 3 levels you possess from your current locations to a group of separate destination squares within range that are all within your [Melee] range of one another. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction and distance. If those squares are already occupied by a solid body, you and each creature traveling with you appear in the closest unoccupied squares within your [Melee] range of each other instead.

Augment

You may augment this power in the following way.

1. For 3 additional power points, you may remove the [Teleport] and [Warp] descriptors from this power.

Psionic Scrying

Telepathy

Circle: 4

Manifesting time: 1 minute

Range: See text

Effect: Magical sensor

Duration: 10 minutes

Saving Throw: Will negates

This power functions exactly like the spell *scrying*.

Augment

You may augment this power in the following way.

1. For 3 additional power points, this power functions like the spell *greater scrying* instead.

Time Hop

Discipline: Psychoportation

Circle: 4

Manifesting Time: 1 standard action

Range: Medium

Target: up to three creatures or objects

Duration: One [Round]

Saving Throw: See Text

The targets of this power hop forward one [Round] in time. In effect, the targets seem to disappear in a shimmer of silver energy, then reappear after the duration of this power expires. The targets reappear in exactly the same orientation and condition as before. From the targets’ point of view, no time has passed at all. A successful Will save (DC 10 + ½ your level + your KOM) negates this effect.

If the space from which a target departed is occupied upon its return to the time stream, it appears in the closest unoccupied space, still in its original orientation. Determine the closest space randomly if necessary.

Augment

You may augment this power in one or both of the following ways.

1. For 1 additional power point, if you use this power on an object, you may choose to have it last until the end of the [Encounter] or until the end of the [Scene].

2. For 2 additional power points, the targets are [Slowed] until the end of the [Encounter], regardless of the Will save.

Vampiric Blade

Metacreation [Arming]

Circle: 4

Manifesting Time: 1 swift action

Range: [Melee]

Target: One creature

Duration: [Encounter]

Saving Throw: None

Whenever a creature deals damage with an attack, it deals additional damage equal to your level and inflicts [HP reduction] equal to your character level after damage has been dealt. In addition, the target of this power is healed for half the damage dealt on that attack, up to your level in HP.

Augment

You may augment this power in the following way.

1. For 2 additional power points, attacks treat any form of [Resistance] as being one step lower.

**5th Circle**

Cloud Mind

Telepathy [Mind-affecting]

Circle: 5

Manifesting Time: 1 move action

Range: [Close]

Target: One creature

Duration: [Encounter]

Saving Throw: Will Partial

The target of this power suffers from a 50% [Miss chance] whenever they try to attack. In addition, the next spell, spell-like ability, supernatural ability power, or psi-like ability that offers a save is treated as if the creatures affected by it have successfully saved. A successful save reduces this to a 20% [Miss chance] whenever they try to attack and allows the next spell, spell-like ability, supernatural ability power, or psi-like ability to function normally.

Augment

This power can be augmented in the following way.

1. For every 1 additional power point you spend, you may target one more creature.

Force Field

Psychokinesis

Circle: 5

Manifesting Time: 1 standard action

Range: [Close]

Target: One square

Duration: [Encounter]

Saving Throw: Fortitude negates

You create a spread with a radius of your [Melee] range centered on a target square within range that lasts until the end of the [Encounter], then remove all squares from the power’s area of effect within another spread with a radius your [Melee] range minus 5 ft originating from the same square that lasts until the end of the [Encounter]. Any opponent trying to pass through this force field must make a Fortitude save or be [Checked] for two [Rounds].

Augment

This power can be augmented in one or both of the following ways.

1. For 1 additional power point, you may deal damage equal to two times your character level to any creature that attempts to pass through the force field.

2. For 1 additional power point, you may manifest this power on a creature instead of a square.

Hustle

Psychoportation

Circle: 5

Manifesting Time: 1 free action

Range: [Close]

Target: All allies within [Close] range

Duration: [Encounter]

Saving Throw: None

Each ally may take an additional partial standard, partial move and partial swift action until the end of the [Encounter].

Augment

This power can be augmented in one or both of the following ways.

1. For 2 additional power points, all allies may take an additional partial move action.

2. For 1 additional power point, taking a partial move action does not reduce move speed.

Psionic Teleport

Psychoportation [Teleport] [Warp]

Circle: 5

Manifesting Time: 1 minute

Range: [Melee]

Target: You, and up to one additional ally per 3 levels

Saving Throw: None

This power instantly transports all targets to a destination of your choice within 100 miles per level you possess. The destination must be a place where you have been very often and feel at home, a place you can currently see, or a place you have studied for at least one hour through other means, such as scrying.

Augment

This power can be augmented in the following way

1. For 3 additional power points, you may manifest this power as a standard action, but the target changes to you.

Psychofeedback

Metacreation

Circle: 5

Manifesting Time: 1 standard action

Range: [Close]

Target: All creatures within [Close] range

Saving Throw: None

Allies affected by this power gain a +1 to the DCs of any ability they use, a +1 to attack rolls, and deal additional damage equal to ½ your character level. Opponents affected by this power have the DCs of any abilities they use reduced by 1, take a -1 penalty to attack rolls, and have all damage they deal reduced by ½ your character level.

Augment

You may augment this power in one of the following ways

1. For 2 additional power points, you may double the bonuses allies receive from this power.

2. For 2 additional power points, You may double the penalties opponents receive from this power.

Time Shift

Discipline: Psychoportation

Circle: 5

Manifesting Time: 1 standard action

Range: Medium

Effect: 50 ft. radius spread that distorts time

Duration: [Scene]

Saving Throw: Fortitude

You are able to manipulate the present state of objects and obstacles, and even pull them from the past or future. You may add or remove obstacles of any shape inside of this spread, as long as they do not overlap with creatures. Creatures must make a Fortitude save every time they attempt to move through an obstacle created by this power. Failure to do so means that a creature is unable to move through the obstacles created.

Augment

You may augment this power in one or both of the following ways.

1. For 1 additional power point, every time a creature fails to move through an object or obstacle created by this power, they take additional damage equal to your character level. You may use this augmentation more than once and its effects stack.

2. For 1 additional power point, the duration for this power changes to [Quest] instead of [Scene].

**6th Circle**

Divert Teleport

Discipline: Psychoportation [Teleport] [Warp]

Circle: 6

Manifesting Time: 1 standard action

Range: 0 ft.

Effect: Spread centered on you with a radius out to [Close] range

Duration: [Encounter]

Saving Throw: Reflex and Will

Whenever an opponent uses a [Teleport] or [Warp] effect, you may choose where that opponent moves to as long as the location you choose is inside of the spread and it is not occupied by an object or obstacle. A successful Reflex save negates this effect. In addition, at the start of its turn, an opponent that has a [Teleport] or [Warp] effect must make a Will save once per [Round] or be forced to use one [Teleport] or [Warp] effect. A successful Will save negates this effect.

Augment

This power can be augmented in the following way.

1. For 2 additional power points, you may delay any [Teleport] or [Warp] effect for up to one [Round].

Energy Conversion

Discipline: Psychokinesis

Circle: 6

Manifesting Time: 1 standard action

Range: [Melee]

Target: One creature

Duration: [Scene]

Saving Throw: None

The target gains [Resistance] against a type of elemental energy ([Acid], [Cold], [Electricity], or [Fire]). Whenever the target’s [Resistance] or [Greater resistance] reduces the damage that creature takes, the amount of damage reduced, to a maximum of the target’s level, is added to the shield’s mitigation pool until the power ends. Once the shield’s mitigation pool accumulates an amount of damage equal to 10 times your level, the power ends. If an amount of damage would be added to the mitigation pool that causes it to exceed 10 times your level damage, an amount of damage is added that causes the mitigation pool to have only 2 times your level damage instead, and the rest of the damage that would be added is instead dealt as if the target was not affected by this power. In addition, every time the mitigation pool absorbs damage equal to your character level, the target creature may fire a ray of energy as part of an attack during an attack action of the type selected at any creature within [Medium] range. Treat this ray as a ranged attack that deals 1d4 damage per level you possess + your KOM. Once this power has blocked 10 times your level in damage, the [Resistance] from this power is removed.

Augment

You may augment this power in the following way.

1. For every 1 additional power point you spend, you may add 3 times your level to the shields mitigation pool.

Energy Wave

Discipline: Psychokinesis

Circle: 6

Manifesting Time: 1 standard action

Range: [Close]

Effect: Wedge originating from you out to [Close] range

Saving Throw: Reflex half

The first time you manifest this power in a [Scene], choose either [Acid], [Cold], [Electricity], or [Fire]. This power gains that descriptor and inflicts energy damage of that type until the end of the [Scene]. Creatures must make a Reflex save or take 1d10 damage per level and be [Knocked down]. A successful Reflex save halves the damage.

Augment

You may augment this power in one or both of the following ways.

1. For 1 additional power point, you may inflict [Blown away] to all creatures affected by this power. If creatures succeed on the Reflex save to half damage, this effect is negated.

2. For 1 additional power point, you may have the wedge persist until the end of the [Encounter]. The wedge originates from the square you were standing in when this power was manifested instead of originating from you.

Mindwipe

Discipline: Telepathy [Mind-affecting]

Circle: 6

Manifesting Time: 1 standard action

Range: [Close]

Target: One creature

Saving Throw: Will partial

The target of this power becomes [Energy drained] twice and takes 1d4 damage per level. A successful Will save prevents one instance of [Energy drained].

Augment

This power can be augmented in the following way.

1. For 2 additional power points, the damage dealt by this power increases to 1d6 damage per level and [Hp reduction] equal to the damage dealt is inflicted on the target of this power after damage has been dealt.

Recall Life

Discipline: Metacreation [Healing]

Circle: 6

Manifesting Time: 1 standard action

Range: [Melee]

Target: One [Dead] or [Unconscious] creature

Saving Throw: None

You revive a [Dead] or [Unconscious] creature within [Close] range, healing it to half its maximum HP and negating the [Dead] and [Unconscious] conditions.

Augment

This power can be augmented in the following way.

1. For 2 additional power points, you may target up to two [Dead] creatures with this power, but each one comes back to life with ¼ of their maximum hit points.

Tower of Iron Will

Discipline: Metacreation

Circle: 6

Manifesting Time: 1 standard action

Range: [Close]

Target: One creature

Duration: One [Round]

Saving Throw: None

The target of this power gains [Damage reduction] equal to twice your character level, [Greater resistance] to all damage, and [Fast healing] equal to your character level.

Augment

This power can be augmented in one or both of the following ways.

1. For 1 additional power point, you may extend the duration of this power by one [Round].

2. For 1 additional power point, you may force up to two opponents to use their offensive actions on the target of this power for one [Round]. A successful Will save negates this effect.

**7th Circle**

Affinity Field

Discipline: Metacreation

Circle: 7

Manifesting Time: 1 move action

Range: [Close]

Target: One creature

Duration: [Scene]

Saving Throw: Fortitude

The first time each [Round] the target is dealt damage, opponents within your [Melee] range of the target take damage equal to twice your level. A successful Fortitude save halves the damage.

Augment

This power can be augmented in the following way.

1. for 1 additional power point, every time a creature is dealt damage by this power, any [Resistance] or [Damage reduction] they possess is lowered by 5 until the end of the [Encounter].

Bend Reality

Discipline: Metacreation

Circle: 7

Manifesting Time: 1 standard action

Range: See text

Target/Effect: See text

Duration: See text

Saving Throw: See text

»» Resurrection: You revive a [Dead] or [Unconscious] creature within [Close] range, healing it to its maximum HP and negating the [Dead] and [Unconscious] conditions.

»» Anyspell: You can duplicate any power on the Psion manifesting list of the 6th circle or lower, or any power or spell on any other manifesting or spell list of the 5th circle or lower. The power or spell is adjudicated exactly as if you had manifested that power or cast that spell, and if it has a manifesting or casting time greater than 1 standard action you must use the greater manifesting or casting time.

»» Power Disjunction: You immediately end up to three target effects created by powers or power-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.

»»Word of 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.

Augment

This power can be augmented in the following way.

1. For 1 additional power point, if you choose anyspell and select something with a manifesting or casting time less than 1 standard action, you may use that manifesting or casting time instead.

Disintegrate

Discipline: Psychokinesis [Force]

Circle: 7

Manifesting Time: 1 standard action

Range: [Long]

Effect: 60 ft. radius spread

Saving Throw: Fortitude half

You create a 60 ft. radius spread centered on any square within [Long] range. All creatures inside of the spread take 2d6 damage per level and are [Battered] and [Knocked down], any part of an obstacle or object inside of the spread is destroyed and every square within the spread becomes difficult terrain. A successful Fortitude save halves the damage.

Augment

This power can be augmented in the following way.

1. For 1 additional power point, any creature in the spread is [Pinned] by the ground. The DC to escape being [Pinned] is 10 + ½ your level + your KOM.

Energy Stun

Discipline: Psychokinesis

Circle: 7

Manifesting Time: 1 standard action

Range: [Long]

Effect: 50 ft. radius spread

Saving Throw: Reflex half

The first time you manifest this power in a [Scene], choose either [Acid], [Cold], [Electricity], or [Fire]. This power gains that descriptor and inflicts energy damage of that type until the end of the [Scene]. Any creature inside of the spread takes 2d6 damage and is [Battered] and [Stunned]. A successful Reflex save halves the damage and negates [Stunned].

Augment

This power can be augmented in the following way.

1. Creatures affected by this power become [Vulnerable] to the energy type you chose until the end of the [Encounter]. Inflict this condition before damage is dealt by this power.

Null Field

Discipline: Psychokinesis

Circle: 7

Manifesting Time: 1 move action

Range: [Medium]

Effect: 50 ft. radius spread

Duration: One [Round]

Saving Throw: None

All creatures within the spread lose access to the highest circle from all tracks they possess. In addition, you may dispel up to 2 effects of any circle on every creature.

Augment

This power can be augmented in the following way.

1. For 1 additional power point, you may prevent all creatures from using any ability that is not an offensive action for one [Round].

Psychic Chirurgery

Discipline: Telepathy

Circle: 7

Manifesting Time: 1 immediate action

Range: 0 ft.

Target: You

Duration: [Quest]

Saving Throw: None

As a free action once per [Encounter], you may change one power known for another power of the same circle. You may also swap a power known when you manifest this power, and this does not count against the limit to the number of times you may swap powers per [Encounter]. You may not change out this power for another one.

Augment

This power can be augmented in the following way.

1. You may swap powers twice per [Encounter] as a free action, instead of once per [Encounter].