Burrowing Power [Metapsionic]

Prerequisites: Level 12, One [Metapsionic] Feat

Benefit: You gain [Tremorsense] out to [Close] range and when using a power or psi-like ability you may ignore line of effect when determining if you can hit a square or creature by augmenting it. Augmenting a power or psi-like ability in this way costs a move action and 5 power poins a +4 to all saves and a 20nts. Any creature that would be harmed by a power or psi-like ability augmented in this way gai% [Miss chance] that cannot be negated. You may augment one power or psi-like ability in this way once every other [Round].

Chain Power [Metapsionic]

Benefit: You may have any power of psi-like ability with a target of you affect all allies within [Melee] range of you by augmenting it. Augmenting a power or psi-like ability in this way costs a move action and 1 power points. Allies may choose to not be affected by your power or psi-like ability and do not have to remain within [Melee] range of you once the power or psi-like ability has been manifested.

Delay Power [Metapsionic]

Prerequisites: One [Metapsionic] feat

Benefit: You may delay any power or psi-like ability that has an effect that creates either a line, spread, or burst for up to three [Rounds] by augmenting it. Augmenting a power or psi-like ability in this way costs a move action and 1 power points. The number of [Rounds] is chosen when the power or psi-like ability is manifested. The area the power or psi-like ability will take up is clearly visible, but nothing else is known about the power or psi-like ability. The power or psi-like ability cannot be dispelled until it appears. When a power or psi-like ability appears in this way, it is treated as a [Surge] effect and if you have more than one power or psi-like ability that is supposed to appear in the same [Round], choose which power or psi-like ability appears. All other powers or psi-like abilities that have been delayed are delayed an additional [Round].

Empower Power [Metapsionic]

Prerequisites: Level 6

Benefit: You may increase the damage of any power or psi-like ability that deals damage that you possess by augmenting it. Augmenting a power or psi-like ability in this way costs 2 power points and a move action. The amount of damage dealt is increased by 1 per level you possess. In addition, you may reroll any result of 1 when you are rolling damage. You must keep the result of the second roll, even if it is another 1.

Enlarge Power [Metapsionic]

Benefit: You may increase the range of any power or psi-like ability you possess by augmenting it. Augmenting a power or psi-like ability in this way costs 0 power points and a move action. Any power or psi-like ability augmented in this way is treated as if its range category was one higher, to a maximum of [Extreme] range.

Heighten Power [Metapsionic]

Prerequisites: Level 9

Benefit: You may increase the effectiveness of any power or psi-like ability you possess by augmenting it. Augmenting a power or psi-like ability in this way costs 2 power points and a move action. When you augment a power or psi-like ability in this way, calculate all level-dependent variables, such as range, damage, and DCs, for abilities of the chosen type you possess as if you were four levels higher.

Maximize Power [Metapsionic]

Prerequisites: Level 6, One [Metapsionic] feat

Benefit: You may increase the effectiveness of any power or psi-like ability you possess by augmenting it. Augmenting a power or psi-like ability in this way costs 2 power points and a move action. Treat all dice rolled when determining damage as if they had rolled their maximum value +2 per character level you possess. This is a [Surge] effect.

Overchannel [Metapsionic]

Prerequisite: Psionic Meditation, 9th level

While you are [Focused], you may increase the DC of any power or psi-like ability you possess by +2. If you choose to do this, you take damage equal to your character level. This damage ignores damage reduction.

Overwhelming Focus [Metapsionic]

Prerequisite: Psionic Meditation, 6th level

While you are [Focused], when you are rolling to overcome [Concealment], [Full concealment], or [Miss chance], you may roll twice and choose the either result. In addition, while you are [Focused] you gain a +2 to the DCs of all powers and psi-like abilities you possess.

Psionic Meditation [Metapsionic]

Benefit: As a move action, you may become [Focused]. While you are [Focused], every time you augment a power or psi-like ability you may choose to decrease the time required for the augmentation down to a partial move action if the augment required a move action, or a partial swift action if the augment required a swift action. [Focused] is lost after three [Rounds]. You may augment a power or psi-like ability as part of the move action to become [Focused]. Any creature that possesses this feat starts all [Encounters] as if they had just spent a move action to become [Focused].

Quicken Power [Metapsionic]

Prerequisites: Level 9, One [Metapsionic] feat

Benefit: You may decrease the manifesting time of any power or psi-like ability you possess by augmenting it. Augmenting a power or psi-like ability in this way costs 4 power points and changes the action cost required for the power or psi-like ability before augmentation to a free action instead of a standard, move, or swift action. This is a [Surge] effect.

Talented [Metapsionic]

Prerequisites: Overchannel

Benefit: You take no damage from overchannel. Instead, you gain 2 temporary hp per level you possess every time you use Overchannel.

Unconditional Power [Metapsionic]

Prerequisites: Level 6

Benefit: You may use a power or psi-like ability whenever you are [Cowering], [Dazed], [Nauseated], [Paralyzed], [Petrified], or [Stunned] by augmenting it. Augmenting a power or psi-like ability in this way increases the cost by 2 power points, and does not require any additional action. You may only use this augmentation if you are [Cowering], [Dazed], [Nauseated], [Paralyzed], [Petrified], or [Stunned]. Whenever you are no longer affected by one of those conditions, you are [Slowed] for one [Round]. You may augment one power or psi-like ability this way per [Round], and if you use this feat multiple times while one of the listed conditions is affecting you, the duration you are [Slowed] for is increased by one [Round] for every time you have used this feat.

Widen Power [Metapsionic]

Benefit: You may increase the radius of any power or psi-like ability that has an effect of either line, spread, or wedge you possess by augmenting it. Augmenting a power or psi-like ability in this way costs 0 power points and a move action. If the effect of any power or psi-like ability you augment is a spread, the radius increased by 5 ft. per circle you possess in your highest manifesting track. If the effect of any power or psi-like ability you augment is a wedge, the size increases by 5 ft. per circle you possess in your highest manifesting track. If the effect of any power or psi-like ability you augment is a line, its length is increased by 10 ft. per circle you possess in your highest manifesting track.