

Complete Psionic Power Cards

Preview

Layout: Stefan Pietraszak

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®.

All of the powers' text and parameters on pages 2 to 5 are considered Open Game Content.

Any product and company names are considered Product Identity.

In this document (copowprev.pdf) you'll find a total of 18 filled-out psionic power cards. The first nine (pages 2 and 3) are for the psion/wilder, the second nine (page 4 and 5) are for the psychic warrior.

If you need any advice on how to handle these Power Cards, take a look at the blank cards, available for free at www.theothergamecompany.com/stuff.htm.

The retail version of the *Complete Psionic Power Cards* will include one PDF for each manifester class: Psion/wilder, psion disciplines, psychic warrior, psionic fist, war mind - each with all the psionic powers from the SRD available to

that class. Additionally, we'll include all "psionic" spells (those spells that are only useful when you're using the psionic rules).

Furthermore, there will be an introductory PDF with all advice necessary to put those Psionic Power Cards to good use, as well as providing some oversized cards for a few longer spells as an alternative version..

The Complete Psionic Power Cards will grant you a Gaming Group License, so the original customer may distribute the documents freely in his or her local gaming group (8 people max.).



<http://www.theothergamecompany.com>

Complete Psionic Power Cards product page:

<http://www.theothergamecompany.com/projects/powercards.htm>



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TOGC Power Card	Astral Traveler Psychportation		
	Level Psion/wilder 1	Display None	Manifesting Time 1 hour
	Range Touch	Target Creature touched	
	Duration See text	Saving Throw Will negates (harmless)	
	Power Resistance Yes (harmless)	Power Points 1	

Description

This power allows you or a creature you touch to participate in an astral caravan created through use of the astral caravan power. While participating in a journey allowed by the astral caravan power, you must hold the hand of both your fellow passenger ahead of you (or the caravan leader) and your fellow passenger behind you (unless you happen to be the last in the hand-linked line). If you or any one of your fellow passengers breaks the hand-to-hand link for 2 consecutive rounds, the impetus through the Astral Plane provided by astral caravan fails. See the astral caravan power for more information.

TOGC Power Card	Attraction Telepathy (Charm) [Mind-Affecting]		
	Level Psion/wilder 1	Display Auditory	Manifesting Time 1 standard action
	Range Close (25 ft. + 5 ft./2 levels)	Target One creature	
	Duration 1 hour/level	Saving Throw Will negates	
	Power Resistance Yes	Power Points 1	

Description

You plant a compelling attraction in the mind of the subject. The attraction can be toward a particular person or an object. The subject will take reasonable steps to meet, get close to, attend, or find the object of its implanted attraction. For the purpose of this power, "reasonable" means that, while attracted, the subject doesn't suffer from blind obsession. He will act on this attraction only when not engaged in combat. The subject won't perform obviously suicidal actions. He can still recognize danger but will not flee unless the threat is immediate. If you make the subject feel an attraction to yourself, you

TOGC Power Card	Bolt Metacreativity (Creation)		
	Level Psion/wilder 1	Display Material	Manifesting Time 1 standard action
	Range 0 ft.	Effect A normal bolt, arrow, or sling bullet	
	Duration 1 min./level	Saving Throw None	
	Power Resistance No	Power Points 1	

Description

You create 2d4 ectoplasmic crossbow bolts, arrows, or sling bullets, appropriate to your size, which dissipate into their constituent ectoplasmic particles when the duration ends or after being fired. Ammunition you create has a +1 enhancement bonus on attack rolls and damage rolls.

TOGC Power Card	Call to Mind Telepathy [Mind-Affecting]		
	Level Psion/wilder 1	Display Mental	Manifesting Time 1 minute
	Range Personal	Target You	
	Duration Instantaneous	Saving Throw -	
	Power Resistance -	Power Points 1	

Description

By meditating on a subject, you can recall natural memories and knowledge otherwise inaccessible to you. On a failed Knowledge check, you can manifest this power to gain a new check with a +4 competence bonus. If successful, you instantly recall what was previously buried in your subconscious.

TOGC Power Card	Catfall Psychportation		
	Level Psion/wilder 1	Display Auditory	Manifesting Time 1 immediate action
	Range Personal	Target You	
	Duration Until landing or 1 round/level	Saving Throw -	
	Power Resistance -	Power Points 1	

Description

You recover instantly from a fall and can absorb some damage from falling. You land on your feet no matter how far you fall, and you take damage as if the fall were 10 feet shorter than it actually is. This power affects you and anything you carry or hold (up to your maximum load). You can manifest this power with an instant thought, quickly enough to gain the benefit of the power while you fall. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can manifest this power even when it isn't your turn.

TOGC Power Card	Conceal Thoughts Telepathy [Mind-Affecting]		
	Level Psion/wilder 1	Display Mental	Manifesting Time 1 standard action
	Range Close (25 ft. + 5 ft./2 levels)	Target One willing creature	
	Duration 1 hour/level	Saving Throw Will negates (harmless)	
	Power Resistance Yes (harmless)	Power Points 1	

Description

You protect the subject's thoughts from analysis. While the duration lasts, the subject gains a +10 circumstance bonus on Bluff checks against those attempting to discern its true intentions with Sense Motive. It also gains a +4 bonus on its saving throw against any power or spell used to read its mind (such as read thoughts or mind probe).

TOGC Power Card	Control Flames Psychokinesis [Fire]		
	Level Psion/wilder 1	Display Auditory	Manifesting Time 1 standard action
	Range Medium (100 ft. + 10 ft./level)	Area One nonmagical fire source; see text	
	Duration Concentration, up to 1 min./level	Saving Throw See text	
	Power Resistance No	Power Points 1	

Description

You psychokinetically control the intensity or movements of one fire source. A nonmagical fire source can be controlled if it is equal to or smaller than the maximum size of fire you can control according to your manifester level, as noted on the accompanying table. You can freely switch control between fire sources, or change the nature of your control, while you maintain concentration, but only one specified change (keeping a fire burning, animating it, or altering its size) can be made to one fire source in a round. When your control over a fire source lapses, that fire immediately returns to its original state (or goes out if it has no fuel or has been moved away from its original location). With this power, you can artificially keep a fire burning that would normally expire for lack of fuel; even dousing a controlled flame with water does not put it out (though completely submerging the flame would). Normally, a creature at risk of catching on fire can avoid this fate by making a DC 15 Reflex saving throw, with success indicating that the fire has gone out. If the fire is one that has been kept burning by the use of control flames, then the DC of the Reflex save needed to put out the flames increases to 25. This power also enables you to make a fire move as if it were a living creature. You can animate only a naturally burning fire; if you attempt to animate one that has been increased

TOGC Power Card	Control Light Psychokinesis [Light]		
	Level Psion/wilder 1	Display Visual	Manifesting Time 1 standard action
	Range Medium (100 ft. + 10 ft./level)	Area Nine 10-ft. cubes + three 10-ft. cubes/level	
	Duration See description	Saving Throw None	
	Power Resistance No	Power Points 1	

Description

Duration: Concentration, up to 1 min./level, or 1 round; see text

By manipulating the ambient light level, you can decrease or increase the illumination of an area. The change in illumination can be gradual (taking as long as 1 minute) or sudden (occurring immediately when you manifest this power). You can alter the level of illumination from its original level at any time during the power's duration. **Decrease:** You can decrease the illumination of an area by as little as 5% (barely perceptible) or as much as 100% (total

TOGC Power Card	Create Sound Metacreativity (Creation) [Sonic]		
	Level Psion/wilder 1	Display Auditory; see text	Manifesting Time 1 standard action
	Range Close (25 ft. + 5 ft./2 levels)	Effect Sounds; see text	
	Duration 1 round/level (D)	Saving Throw None	
	Power Resistance No	Power Points 1	

Description

You create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound the power creates when manifesting it and cannot thereafter change its basic character. The volume of sound created, however, depends on your level. You can produce as much noise as four normal humans per manifester level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise produced can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same

Bolt

Augment

For every 3 additional power points you spend, this power improves the ammunition's enhancement bonus on attack rolls and damage rolls by 1.

Description (cont.)



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Attraction

Augment

For every 2 additional power points you spend, this power's save DC increases by 1 and the bonus on interaction checks increases by 1.

Description (cont.)

can't command him indiscriminately, although he will be willing to listen to you (even if he disagrees). This power grants you a +4 bonus on any interaction checks you make involving the subject (such as Bluff, Diplomacy, Intimidate, and Sense Motive).



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Astral Traveler

Augment

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Description (cont.)

All those who are part of the caravan who are capable of performing purely mental actions, such as manifesting a power, may do so while maintaining hand-to-hand contact with their fellow travelers. When astral travelers begin their journey, each one is connected to the Material Plane by an insubstantial silvery cord. Very few weapons exist that can damage a silvery cord.

The last creature in the line of those making up the caravan is sometimes referred to as the rear guard, because he or she has one hand free and can use it to wield a weapon without relinquishing his or her grip on the next traveler in line. The weightless, subjective environment of the Astral Plane allows the caravan to flex and bend as necessary to bring the rear guard's weapon to bear.

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Conceal Thoughts

Augment

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Description (cont.)



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Catfall

Augment

For every additional power point you spend, this power reduces your damage as if the fall were an additional 10 feet shorter.

Description (cont.)



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Call to Mind

Augment

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Description (cont.)



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Create Sound

Augment

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Description (cont.)

volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire lion is equal to the noise from twenty humans.

If you wish to create a specific message, up to twenty-five words can be created, and those words repeat over and over until the duration expires or the power is dismissed. If you attempt to exactly duplicate the voice of a specific individual or an inherently terrifying sound (such as a dragon's roar), you must succeed on a Bluff check with a +2 circumstance bonus opposed by the listener's Sense Motive check to avoid arousing suspicion.

Create sound can be used to bring sounds into existence that you later manipulate by manifesting control sound.

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Control Light

Augment

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Description (cont.)

darkness). If you decrease the light by 50% or more, the visual ability of creatures that depend on light to see declines accordingly. If you decrease the ambient light in an area by 100%, even those with lowlight vision are unable to see within the affected area. For each 25% decrease in ambient light, characters in the area gain a cumulative +1 circumstance bonus on Hide checks (to a maximum of +4 when all the light is gone).

Increase: You can increase the illumination of an area by as little as 5% (barely perceptible) or as much as 100%. If you increase the light by 50% or more, the visual ability of creatures that depend on light to see improves accordingly. You can use this power to increase the illumination of an area by 200% (improving visual abilities accordingly), but in such a case the power's duration is only 1 round.

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Control Flames

Augment

You can augment this power in one or both of the following ways.
1. For every 2 additional power points you spend, you can increase the size of a fire you want to control by one step, up to the maximum size of fire you can control according to your manifester level.
2. For every 2 additional power points you spend, you can decrease the size of a fire you want to control by one step. You can reduce a Tiny or smaller fire to nothing, extinguishing it.

Description (cont.)

or decreased in size by your augmentation of this power, the fire immediately returns to its original size. An animated fire moves at a speed of 30 feet. A fire that moves away from its fuel or its original location dies as soon as your control over it lapses.
An animated fire can enter any square, even if a creature already occupies it. If an animated fire enters a square occupied by a creature, that creature can make a Reflex save to get out of the way (DC 11 + the number of dice of damage the fire does + your Int modifier if you are a prison or your Cha modifier if you are a wilder). A successful Reflex save moves the creature to the nearest unoccupied square. The flames deal the indicated damage to any creature that is either on fire or surrounded by the flames (in the fire's space); see the accompanying table.
At the start of your turn, the animated fire deals damage to any creature in its space, and the creature catches on fire unless it makes a Reflex save (DC as noted above). A victim on fire takes 1d6 points of damage each round. Additional rounds in the same space as the animated fire occupies mean additional chances of ignition. The damage from multiple normal fires stacks, but the victim gets a saving throw each round to negate each fire. It is possible to switch control from the animated fire (causing it to disappear) to intensify flames that are already burning (thus denying the foe Reflex saves after the first).

Manifester Level	Fire Size	Example	Maximum Damage per Round	Space
1st-2nd	Fine	Tindertwig	1	1 foot square
3rd-4th	Diminutive	Torch	1d3	1 foot square
5th-6th	Tiny	Small campfire	1d6	1 foot square
7th-8th	Small	Large campfire	2d6	1 foot square
9th-10th	Medium	Forge	3d6	1 foot square
11th-12th	Large	Bonfire	4d6	2-by-2-foot square
13th-14th	Huge	Burning shack	5d6	3-by-3-foot square
15th-16th	Gargantuan	Burning tavern	6d6	4-by-4-foot square
17th or higher	Colossal	Burning inn	7d6	5-by-5-foot square

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+000 Power Card

Conceal Thoughts		
Telepathy [Mind-Affecting]		
Level Psychic warrior 1	Display Mental	Manifesting Time 1 standard action
Range Close (25 ft. + 5 ft./2 levels)	Target One willing creature	
Duration 1 hour/level	Saving Throw Will negates (harmless)	
Power Resistance Yes (harmless)	Power Points 1	

Description
You protect the subject's thoughts from analysis. While the duration lasts, the subject gains a +10 circumstance bonus on Bluff checks against those attempting to discern its true intentions with Sense Motive. It also gains a +4 bonus on its saving throw against any power or spell used to read its mind (such as read thoughts or mind probe).

+000 Power Card

Detect Psionics		
Clairsentience		
Level Psychic warrior 1	Display Auditory and visual	Manifesting Time 1 standard action
Range 60 ft.	Area Cone-shaped emanation centered on you	
Duration Concentration, up to 1 min./level(D)	Saving Throw None	
Power Resistance No	Power Points 1	

Description
You detect psionic auras. A psionic aura is given off by any active or permanent power, or during the use of any psionic feat. Characters who have levels in a psionic class, creatures with the psionic subtype, and creatures with the Wild Talent feat possess psionic auras. The amount of information revealed by the manifestation of this power depends on how long you study a particular area or subject.
1st Round: Presence or absence of psionic auras.
2nd Round: Number of different psionic auras and the strength of the most potent aura.
3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Psicraft checks to determine the discipline involved in each aura. (Make one check per aura; DC 15 + power level, or 15 + one-half manifest level for an effect that is not created by a power, such as that of a psionic item.)
Psionically charged locations, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras.

+000 Power Card

Dissipating Touch		
Psychoportation (Teleportation)		
Level Psychic warrior 1	Display Auditory and visual	Manifesting Time 1 standard action
Range Touch	Target Creature or object touched	
Duration Instantaneous	Saving Throw None	
Power Resistance Yes (object)	Power Points 1	

Description
Your mere touch can disperse the surface material of a foe or object, sending a tiny portion of it far away. This effect is disruptive; thus, your successful melee touch attack deals 1d6 points of damage.

+000 Power Card

Distract		
Telepathy [Mind-Affecting]		
Level Psychic warrior 1	Display Mental	Manifesting Time 1 standard action
Range Close (25 ft. + 5 ft./2 levels)	Target One creature	
Duration Concentration, up to 1 min./level(D)	Saving Throw Will negates	
Power Resistance Yes	Power Points 1	

Description
You cause your subject's mind to wander, distracting her. Subjects under the effect of distract make all Listen, Spot, Search, and Sense Motive checks at a -4 penalty.

+000 Power Card

Elfsight		
Psychometabolism		
Level Psychic warrior 1	Display Visual	Manifesting Time 1 standard action
Range Personal	Target You	
Duration 1 hour/level	Saving Throw -	
Power Resistance -	Power Points 1	

Description
You gain low-light vision (as an elf) for the duration of the power, as well as a +2 bonus on Search and Spot checks. In addition, you gain the ability to notice secret or concealed doors by merely passing within 5 feet of one, getting to make a Search check as if you were actively looking for it. If elfsight is used in conjunction with my light, the cone of light extends out to 40 feet instead of 20 feet.

+000 Power Card

Empty Mind		
Telepathy [Mind-Affecting]		
Level Psychic warrior 1	Display Auditory	Manifesting Time 1 immediate action
Range Personal	Target You	
Duration 1 round	Saving Throw -	
Power Resistance -	Power Points 1	

Description
You empty your mind of all transitory and distracting thoughts, improving your self-control. You gain a +2 bonus on all Will saves until your next action. You can manifest this power instantly, quickly enough to gain its benefit in an emergency. Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it is not your turn.

+000 Power Card

Expansion		
Psychometabolism		
Level Psychic warrior 1	Display Olfactory	Manifesting Time 1 standard action
Range Personal	Target You	
Duration 1 round./level (D)	Saving Throw -	
Power Resistance -	Power Points 1	

Description
This power causes instant growth, doubling your height, length, and width and multiplying your weight by 8. This increase changes your size category to the next larger one. You gain a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum effective Dexterity score of 1), a -1 size penalty on attack rolls, and a -1 size penalty to Armor Class due to your increased size. If your new size is Large or larger, you have a space of at least 10 feet and a natural reach of at least 10 feet. This power doesn't change your speed. If insufficient room is available for the desired growth, you attain the maximum possible size and can make a Strength check (using your increased Strength score) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you-you

+000 Power Card

Float		
Psychoportation		
Level Psychic warrior 1	Display Auditory	Manifesting Time 1 standard action
Range Personal	Target You	
Duration 1 round/level (D)	Saving Throw -	
Power Resistance -	Power Points 1	

Description
You mentally support yourself in water or similar liquid. You can swim at a speed of 10 feet using the power alone, or use it to boost your swim speed by 10 feet.

+000 Power Card

Force Screen		
Psychokinesis [Force]		
Level Psychic warrior 1	Display Auditory	Manifesting Time 1 standard action
Range Personal	Target You	
Duration 1 min./level	Saving Throw -	
Power Resistance -	Power Points 1	

Description
You create an invisible mobile disk of force that hovers in front of you. The force screen provides a +4 shield bonus to Armor Class (which applies against incorporeal touch attacks, since the force screen is a force effect). Since it hovers in front of you, the effect has no armor check penalty associated with it.

Dissipating Touch

Augment

For every additional power point you spend, this power's damage increases by 1d6 points.

Description (cont.)



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Detect Psionics

Augment

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Description (cont.)

Aura Strength: A psionic aura's strength depends on a functioning power's level or an item's manifester level. If an aura falls into more than one category, detect psionics indicates the stronger of the two. Detection of an overwhelming aura (see the accompanying table) dazes you for 1 round and the power ends.

		----- Aura Strength -----			
Power or Item	Faint	Moderate	Strong	Overwhelming	
Functioning power (power level)	3rd or lower	4th-6th	7th-9th	10th+(deity-level)	
Psionic item (manifester level)	5th or lower	6th-11th	12th-20th	21st+(artifact)	

Lingering Aura: A psionic aura lingers after its original source dissipates (in the case of a power) or is destroyed (in the case of a psionic item). If detect psionics is manifested and directed at such a location, the power indicates an aura of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original strength:

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, you can turn to detect psionics in a new area. You can tell the difference between magical and psionic auras. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

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Conceal Thoughts

Augment

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Description (cont.)



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Empty Mind

Augment

For every 2 additional power points you spend, the bonus on your Will saves increases by 1.

Description (cont.)



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Elfsight

Augment

-

Description (cont.)



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Distract

Augment

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Description (cont.)



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Force Screen

Augment

For every 4 additional power points you spend, the shield bonus to Armor Class improves by 1.

Description (cont.)



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Float

Augment

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Description (cont.)



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Expansion

Augment

see description

Description (cont.)

cannot crush yourself to death by increasing your size. All your equipment, worn or carried, is similarly expanded by this power. Melee and projectile weapons deal more damage. Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple effects that increase size do not stack, which means (among other things) that you can't use a second manifestation of this power to further expand yourself.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 6 additional power points, this power increases your size by two size categories instead of one. You gain a +4 size bonus to Strength, a -4 size penalty to Dexterity (to a minimum effective Dexterity score of 1), a -2 size penalty on attack rolls, and a -2 size penalty to Armor Class due to your increased size.
2. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action.
3. If you spend 2 additional power points, this power's duration is 1 minute per level rather than 1 round per level.

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