PSIOINICS AUGINETITED



· PSICRYSTALS EXPANDED ·

By Andreas Rönnqvist





PSIONICS AUGMENTED PSICRYSTALS EXPANDED

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FROM THE AUTHOR

BELOVED LITTLE ROCKS

From the very first time I picked up a book with psionics, there were crystals there. In the art and in some of the background they lingered. But with the *Expanded Psionics Handbook*, all that became more pronounced and the psicrystal made its place in my heart. A little piece of your character in a jagged little package, something unique to psionics.

I've always loved them as concepts and ideas. They resonated with me as a very distinct way to set my character apart when they wanted to flaunt their psionic abilities to others - wizards might have their squirrels and ravens, but they didn't have sentient telepathic crystals scampering around. They are interesting tools for building characters, on both a mechanical level and a story level. I've explored characters where I played the psicrystal accompanied by the psion rather than the other way around, and it became one of the most memorable ones my group encountered. One of them even called my human character the "phylactery" of my psicrystal demilich, since when the psicrystal was destroyed, it could come back as long as the character remained. And so they've been scouts and fighters, friendly and bitter - like spice to a meal they've made my characters more interesting.

When we started releasing new psionic materials back in 2006, more options for the psicrystals was one of my first priorities and it hurt a little to not be able to do the same when we did *Psionics Unleashed* for the *Pathfinder RPG* years later, only carrying over the Psicrystal Imprinter of all the expanded options we once had. But for all that we didn't do for psicrystals, we did for psionics in general - expanding and exploring new concepts, and for that, the psicrystals waited for their turn in the spotlight.

This is that time, my way of making up for that. We're opening the door to a chamber of possibilities - of what a psicrystal can do in a world where there are more psionic classes than just the psion who might want a little buddy. How does a psicrystal work to enhance a collective or reflect the making and breaking of patterns? Can a psicrystal itself be more psionic, or enhance the powers of its master? I hope that the options presented here will help explore some of these possibilities, some of the concepts that have been percolating within your minds but not given a way to express them.

There are so many things the psicrystal can be for a player and a GM that even with this book - there will be more to explore. There is so much more we can do, from templates to archetypes and more expanded options. I'd love to look at how different psionic races define their psicrystals and how these can become part of a psionic setting. But one has to limit oneself, or one never finishes. There is just as much that was cut for being unpolished or not finished enough as there is inside of this book and I hope I get the chance to come back to this topic again in the future to see what we can create.

Thank you for caring enough about psicrystals that you picked up this book and thank you for trusting us with bringing you more options for the lovable little rocks!

Andreas Rönnqvist



PSICRYSTALS

ALL BY MYSELVES - MANIFESTERS AND PSICRYSTALS

The creation of psicrystals is common amongst psionicists of all kinds and disciplines. These intelligent servants and companions serve a myriad number of purposes. As extensions of the manifester that creates them, psicrystals aid in the use and augmentation of psionic powers, augment their masters' weapons, scout ahead in dangerous environments, and provide a constant companion, advisor, and friend. But what are psicrystals, and how do they think and behave?

DON'T EVER SPEAK TO ME OR MYSELF EVER AGAIN

The obvious and unhelpful answer to 'what is a psicrystal' is 'a small chunk of crystal given sapience, personality, and animacy by a psionicist'; this is especially unhelpful when one considers that psicrystals can be implanted into living creatures or layered over objects, rendering this definition only partially accurate. The more nuanced answer is that psicrystals, like familiars, are subservient creatures with a particular bond to a magical being in this case, their psionic creator. Unlike a familiar, though, a psicrystal is always either patterened after, or awakened with a wholesale chunk of, their creator's mind and personality. This is generally done in one of two ways, with pronounced effects on the psicrystal produced and both it, and its creator's, growth.

Careful and attentive psionicists pattern their psicrystals after a piece of their own mind and create their servants with patience and care. This expresses one facet strongly - the psicrystal's chosen personality as the primary motivation and drive of the psicrystal, but can leave the psicrystal somewhat shy outside of that primary motivation. These psicrystals tend to be a bit quieter, more retiring, and can be less prone to offer advice or criticism to their creators (or, potentially, anyone) except where subject matter relating to their personality fragment is concerned. Some psionicists who create a psicrystal in this fashion deliberately encourage its growth as a sapient being by investing in the Improved Psicrystal feat, while others are content to let the psicrystal grow and change through experience. In most cases the psicrystal eventually grows with experience and exposure to other beings, becoming a somewhat shy but more complete being. Overall, this approach is the healthiest for the psicrystal's creator. It is also the rarest method of creating a psicrystal.

Far more common and damaging is, to put it crudely, ripping a piece of one's own mind out and cramming it into a rock.

For most psionicists that create a psicrystal in this fashion, it's simply a matter of not knowing any better; adjusting one's own mind in this fashion is disquietingly natural and also much easier to learn to do than creating an entirely new mind, even one as small as a newborn psicrystal's. In other cases, the psionicist is looking to get rid of something they dislike about themselves and believes that extracting it will solve the problem. This line of thought is common, but entirely incorrect. Either way, the creator of the psicrystal is left with a ragged gap in their psyche where a part of their personality goes, leaving only trailing edges of that pattern of thought behind. The psicrystal, meanwhile, strongly expresses its personality facet, often attempting to apply it even in situations where it is not appropriate. In part this is because the resulting psicrystal has trouble growing outside of that role on its own (though applications of the Improved Psicrystal feat may help round out the psicrystal's personality - and possibly further ravage its creator's), but this is mostly because the psicrystal is now aware that it has to do something for its master that its master is no longer capable of doing on their own.

The news isn't all bad. The mind and soul are resilient things, and as long as the creator of the psicrystal doesn't exacerbate the issue they can heal from what they've done to themselves. This sometimes doesn't happen, especially in the case of psionicists that were trying to run away from something about themselves, but in the absence of active denial or further sharding-off of the mind, eventually the psionicist recovers the portion of the personality they removed while, at the same time, their psicrystal grows into a more complete - if still somewhat one-track - being.

SELF-ESTEEM ISSUES

The unbreakable bond between a psionicist and their psicrystal in no way implies or requires that the two *like* one another. However, barring extraordinary circumstances, the two are stuck with one another whether either of them likes it or not. The psicrystal must obey its creator's orders, and both are aware - whether they choose to admit it or not - that they are part of one another, no matter how much either grows or changes.

A hostile relationship with one's psicrystal is precisely as unhealthy as it sounds; after all, the psicrystal is at the very least based off of its creator's own mind, and is most likely an actual fragment of said mind. This warning sign is often lost entirely on a psionicist who manages to make their psicrystal into their enemy. While the psicrystal would never betray even a master it hates, it can and will antagonize them, annoy them, and subvert orders to be able to continue to do both of those things.

Most psicrystals never lose the basic desire to heal the rift between themselves and their master, however, even if their attempts at doing so are poor or counterproductive.

Psionicists with a healthy relationship with their psicrystal often find it a font of useful advice and perspective, both for being another mind and also because for all the similarities between a psionicist and their crystal, the two live different lives with different limitations, which shape the psicrystal's perspective and, thus, advice. Such psicrystals often end up in a role akin to an old family servant; loyal and obedient, but not afraid to dissent for the greater good of their master's life and interests.

HEAL THYSELF

Though psicrystals are constructs, their bond with their creators does let them exert a metacreative effect that helps to repair their injuries. A psicrystal within one mile of its owner heals an amount of hit points equal to that owner's character level whenever its owner recovers hit points by resting; the psicrystal draws on the psionic bond between itself and its owner and generates, then incorporates, new material for its body.

Other methods of healing one's psicrystal are also available. In addition to the new powers presented in this supplement, spells that heal constructs also affect psicrystals. Vitalists can heal psicrystals over their collective, as usual. Psicrystals, despite not being mundane items, may also be healed by an aegis's astral repair ability.

PSICRYSTAL AFFINITY

As originally published, psicrystals were conceptually the "familiars" of the psion class, comparable to that of the wizard - but this is a brave new world and to make sure that psicrystals can be advanced by any psionic class, we're making a small change. In all instances of the Psicrystal Affinity feat, add the following: "Special: For the purposes of this feat, all feats that depend on it and all abilities that stem from it, all psionic class levels count as manifester levels."

ALTERNATE PSICRYSTALS

Presented below are a variety of alternative psicrystal options. They make use of the Superior Psicrystal feat, which can be found in the New Psicrystal Feats section of this book.

THE ATTUNED PSICRYSTAL

The close connection between a psicrystal and it's master is closer than any other bond in the known world. Neither animal companions, thralls, homonculli or familiars have a part of their master embedded into themselves - they are followers and companions, but the psicrystal is a facet of his creator. It holds a reflection of the creator, a reflection that means the psychic bond between master and crystal is more pervasive and stronger than any other.

Some psionic masters who have explored the depths of meditation and mantra and have learned how to attune themselves to the metaphysical vibration that exists between the crystal and the master. By focusing on one part of his being, the ritemaster can enhance how he and his psicrystal works together, transferring a more spiritual or metaphysical part of his being into the psicrystal by expending some of his soul energy.

REQUIREMENT

A character needs to take the Superior Psicrystal* feat and be of 5th character level to gain access to this type of psicrystal. Once they have chosen this manifestation of the feat, they cannot choose another.

EFFECT

Depending on the class of the owner (or his choice if he has multiple psionic classes), the bonus changes as explained below.

Psychic Warrior: The psicrystal gains an additional 3 hit points per level of Psychic Warrior and a +1 enhancement bonus to natural armor. For every 5 levels of Psychic Warrior, this bonus increases by 1 (5th level: +2, 10th level: +3, 15th level: +4, 20th level: +5).

Wilder: Once per day the psicrystal can absorb the negative effects of a Wilders psychic enervation as long as they remain within range of the telepathic link. For every 5 levels of Wilder, the psicrystal can absord another negative effect for its master (5th level: 2/day, 10th level: 3/day, 15th level: 4/day, 20th level: 5/day). When they do so, the psicrystal suffers the full effect instead.

Psion: Kineticist: All psychokinetic powers channeled through the psicrystal (via the *channel touch power* or *channel power* abilities of the psicrystal) gains one free power point for augmentation purposes. For every 5 levels of Kineticist, the free power points increase (5th level: +2, 10th level: +3, 15th level: +4, 20th level: +5).

Psion: Seer: All clairsentient powers channeled through the psicrystal (via the *channel touch power* or *channel power* abilities of the psicrystal) cost one power point less to manifest. For every 5 levels of Seer, this

reduction increases by 1 point (5th level: -2 power points, 10th level: -3 power points, 15th level: -4 power points, 20th level: -5 power points), minimum 1. This reduction does not allow the Seer to spend more power points on a power than his manifester level.

Psion: Egoist: When sharing a power (via the *Share Power* psicrystal ability) from the Psychometabolism power, the psicrystal can roam further away from the Egoist. At 1st level the psicrystal retains the power within 15 feet instead of 5 feet. For every 5 levels of Egoist, the psicrystal can move 10 feet further away (5th level: 25 feet, 10th level: 35 feet, 15th level: 45 feet, 20th level: 55 feet).

Psion: Telepath: Utilizing the telepathic link, the telepath can borrow the *Sighted* ability from his psicrystal as long as they remain within range of the telepathic link. He can use this ability once per day and an additional time for every 5 levels of Telepath (5th level: 2/day, 10th level: 3/day, 15th level: 4/day, 20th level: 5/day).

Psion: Shaper: The shaper can use the psicrystal as an alternate focus for his metacreativity powers, allowing him to change a property of his manifested power once per day, while it's duration lasts. This can be the alotment of menu choices, squares covered, the ongoing target of an effect. He can use this ability once per day and an additional time for every 5 levels of Shaper (5th level: 2/day, 10th level: 3/day, 15th level: 4/day, 20th level: 5/day).

Psion: Nomad: The psicrystal gains a +10 bonus to all movement modes. While in physical contact with it's owner, the psicrystal shares half this bonus as long as they remain in contact with eachother. This bonus increases by +10 feet for every 5 levels of Nomad (5th level: +20 feet, 10th level: +30 feet, 15th level: +40 feet, 20th level: +50 feet)

Marksman: The psicrystal can act as a targeter and rangefinder for the Marksman, giving him an unprecedented ability to target a creature in the same or adjacent square as the psicrystal. If targeted by a power, the creature does not gain the benefits of evasion. If targeted by a ranged attack, the target looses their Dexterity bonus to AC. The Marksman can use this ability once per day and one more time for every 5 levels of Marksman (5th level: 2/day, 10th level: 3/day, 15th level: 4/day, 20th level: 5/day).

Dread: Once per day, the psicrystal can make a devastating touch attack as if they were their master and simultaneously use one of the Terrors which is available to its master, although the Dread cannot augment this Terror. For every 5 levels of Dread, the psicrystal can do this an additional time per day (5th level: 2/day, 10th level; 2/day, 15th level; 4/day, 20th level; 5/d

level: 3/day, 15th level: 4/day,20th level: 5/day). Note that this does not expend one of the Dread's daily uses of his Terrors.

Cryptic: Once per day, the psicrystal can make a disrupt pattern attack as if they were their master and simultaneously use any Insights tied to the disrupt pattern which is available to its master.. For every 5 levels of Cryptic, the psicrystal can do this an additional time per day (5th level: 2/day, 10th level: 3/day, 15th level: 4/day, 20th level: 5/day).

Aegis: The psicrystal gains the ability to manifest an astral suit for itself, gaining an armor bonus of +2 that increases by +2 for every 5 levels of Aegis (5th: +4, 10th: +6, 15th: +8, 20th: +10) and 1 customization point that it can use on any customization its master already has. It gains an additional customization point at 10th and 20th level.

Soulknife: The psicrystal can become the vessel for your strikes, channelling your mindblade through itself as would it be a power. Up to three times per day, you can attack any creature in the same space as your psicrystal or adjacent to it, as if it was adjacent to you. You gain an additional use of this ability every 5 levels of soulknife



you have. (5th level: 4/day, 10th level: 5/day, 15th level: 6/day, 20th level: 7/day).

Tactician: If the psicrystal is part of the collective, it can aid any other members of the collective in battle. This gives any member of the Collective a +1 circumstance bonus on attack rolls against any enemies in the same square as the psicrystal. In addition the psicrystal is a free member of the Collective and can add any creature it is physically touching to the collective for 1 round per day, one per day. For every 5 levels of Tactician you gain, this increases by 1 round and one use (5th level: 2/day and 2 rounds, 10th level: 3/day and 3 rounds, 15th level: 4/day and 3 rounds, 20th level: 5/day and 5 rounds).

Vitalist: If the psicrystal is part of the collective, it can aid any other members of the collective. While attuned, the Vitalist can always channel his Transfer Wounds ability through the psicrystal, allowing it to touch those in need. In addition, it can act as a reservoir that the Vitalist can transfer weakness into. Once per day, the Vitalist can transfer any negative condition a member of his collective is suffering from into the psicrystal, who suffers them instead. Every 5 levels of Vitalist, they can do this an additional time (5th level: 2/day, 10th level: 3/day, 15th level: 4/day, 20th level: 5/day).

THE COGNIZANCE PSICRYSTAL

Conserving power has always been a problem for manifesters, no matter where they come from or what devotion they follow, sooner or later everyone runs dry and it is at such times that a cognizance crystal is useful. But cognizance crystals have one deep flaw, you can channel your psionic energy reserve into them, but you cannot channel it out of the crystal, only expend it. The cognizance psicrystal on the other hand holds an ever expanding storage which can hold the psionic power within the manifester, making it available to the manifester at a later date. Because of the intense connection their telepathic bond provides and the fact that they are really the same person even if one shard only has a certain facet, the cognizance psicrystal can channel power back to its master.

REQUIREMENT

A character needs to take the Superior Psicrystal* feat to gain access to this type of psicrystal. Once they have chosen this manifestation of the feat, they cannot choose another.

EFFECTS

The master of a cognizant psicrystal may store power points in the psicrystal as a move action, to a maximum number of power points equal to her manifester level. These power points may be used to fuel manifestations (like a *cognizance crystal*) or transferred back to the master's power point pool as a free action. Transferring power points in this fashion requires the master to be touching the cognizant psicrystal. This is an exception to

the rule that you can not refill the power point reserve with another source like this.

THE CRYSTALLIZED CREATURE

Sometimes, a psicrystal is just a stepping stone towards a deeper bond with another creature. Using the psicrystal and a merging meditation, the owner can bind the psicrystal to another creature, creating a deep and powerful bond between the creature and the owner, wherein the psicrystal merges with the flesh of the creature. Most common is to merge the psicrystal with some form of small animal, similar to a wizard's familiar, or to a larger animal, similar to a druid's animal companion. The most powerful of psychic owners can however turn this merging meditation to stranger creatures yet, merging their psicrystals with willing constructs, plants or elemental creatures - bonding on a deeper level between the creature and the psicrystal. Others transform their psicrystal into the likeness of a creature that it isn't, yet the power of the meditation rewrites reality to make it so.

REQUIREMENTS

A character needs to take the Superior Psicrystal* feat to gain access to this type of psicrystal. Once they have chosen this version of the feat, they cannot choose another.

EFFECTS

A crystallized creature gains all the normal effects of a psicrystal, with the exception of the sighted and self-propulsion abilities. This means, among other things, that it has the hit points and saving throws of a normal psicrystal, even if the creature chosen is from the animal companion list. The crystallized creature's Intelligence is the higher of a normal psicrystal of equal level or its base form's plus its Intelligence bonus from leveling, whatever is higher. Some base forms lack an Intelligence score; treat them as having an Intelligence of 1 for determining the benefits of becoming crystallized creatures.

Various base forms require that the owner of the psicrystal have a certain total level in psionic classes to be able to manifest the melding meditation required and, thus, select that base form for their psicrystal to bond with. If a crystallized creature dies, its owner is deprived of the benefits of a psicrystal for 24 hours, just as if they'd possessed a normal psicrystal which then died. After that time, the owner may once again perform the rite needed to create a new crystallized creature (assuming they have an eligible creature on hand) or, with the game master's approval, call a new creature of similar disposition to attend to them for the rite.

Though this form of psicrystal uses the animal companion list for some base forms, crystallized creatures are not animal companions and do not require the use of the Handle Animal skill to direct or control

them; they operate on their own initiative, just as a normal psicrystal does.

LIST OF CREATURES

Total Psionic Level	Creatures Available
1	Any diminutive or tiny animal
2	Any small or medium animal from the animal companion list, any plant from the plant companion list, clockwork spy (does not have the self destruct ability)
5	Any Small elemental, vegepygmy, frost fir, gourd leshy, leaf leshy, or leaf ray
7	Any Large animal from the animal companion list, fungus leshy, weedwhip, iron cobra, darkwood cobra, cold iron cobra, thoqqua, clockwork servant (intelligent variant only), soul doll (does not have the soul focus ability)
9	Any Medium elemental, mithril cobra, adamantine cobra

THE EMPOWERED PSICRYSTAL

When a manifester forms a psicrystal from a shard of their own personality, that essence can be enhanced to the point where it begins to manifest psionic powers by itself. These psicrystals are called 'awakened' psicrystals because their phrenic potential has been awakened within them. This awakening also stirs their intelligence and strengthens the connection between the manifester and the psicrystal and these psicrystals tend to become more proactive, acting on their own instincts or ideas unless commanded otherwise by their masters. Some hatch plans and become co-conspirators with their masters and stories are whispered of awakened psicrystals who outsmarted their masters and in turn became the controlling force in the relationship between manifester and psicrystal. Regardless of these stories, some manifesters choose to enhance their psicrystals and awaken their inner talents to better aid them in the world.

REQUIREMENT

A character needs to take the Superior Psicrystal* feat to gain access to this type of psicrystal. Once they have chosen this manifestation of the feat, they cannot choose another.

EFFECTS

The awakened psicrystal immediately gain a +2 bonus to Intelligence and the range of their Sighted, Telepathic Speech and Sight Link abilities are doubled (for example their Sighted ability extends to 80 feet instead of 40 feet). They also learn how to manifest a group of powers as psi-like abilities as a racial ability, with a manifester

level equal to ½ their masters character level (minimum 1) and the saves being based on Intelligence.

Choose one from the following groups:

- Firestarter (Ps): 2/day Energy Ray (only fire), Matter Agitation, Control Flames
- Cold Soul (Ps): 2/day Energy Ray (only cold), Ectoplasmic Sheen(as ice), Skate
- **Beast Warrior (Ps):** 2/day Claws of the Beast, Bite of the Wolf, Expansion
- Telekinetic (Ps): 2/day Inertial Armor, Control Object, Far Hand
- Inquisitive (Ps): 2/day Call to Mind, Know Direction and Location, Elfsight
- Hardened (Ps): 2/day Biofeedback, Thicken Skin, Vigor
- **Slayer (Ps):** 2/day Hammer, Dissipating Touch, Stomp
- Mage Hunter (Ps): 2/day Detect Psionics, Entangling Ectoplasm, Disable
- Temporal (Ps): 2/day Deja Vu, Deceleration, Telepathic Lash
- Crystal Lord (Ps): 2/day Crystal Shard, Attraction & 1/day - Swarm of Crystals (becomes available at 6th level)
- Telempath (Ps): 2/day Missive, Mind Thrust,
 Telempathic Projection

THE IMPLANTED PSICRYSTAL

Not all psions see their psicrystals as expendable scouts, but rather as cherished friends and trusted advisors after all, they are listening to a facet of themselves and who could be more loyal to you than yourself? Some of these psions and a few psychic warriors choose to embed or implant their psicrystals into their own bodies, which makes the psicrystals nearly indestructible from outside forces and gives them a trusted advisor in social situations or an extra mind to handle what happens on a battlefield. These psicrystals exhibit an even closer connection to their masters and while they cannot deliver touch powers, fly or scout an area, they enhance their masters in different ways. They share their telepathic sight and power resistance with their masters and offer a more comprehensive helping hand in most situations, always dependent on their personalities. Some psions have them implanted into their spine or at the base of their skulls to hide the crystal, while others implant the crystal shard in their forehead forming a mythical "third eye" while warriors tend to have them implanted into the hand or chest, often sporting custom made armor to show off the crystal to their enemies.

REQUIREMENT

A character needs to take the Superior Psicrystal* feat to gain access to this type of psicrystal. Once they have chosen this manifestation of the feat, they cannot choose another. If this feat is chosen after first level, it represents the melding or implantation of the psicrystal.

This version overwrites the psicrystal gained from Psicrystal Affinity.

EFFECTS

All implanted psicrystals impart abilities to their owners depending on the level of the owner instead of manifesting as a singular creature, as shown on the table. The abilities on the table are cumulative. It is also important to note that an implanted psicrystal cannot be targeted in any way and for all intents and purposes, isn't a targetable or separate creature, instead providing their abilities directly.

IMPLANTED PSICRYSTAL SPECIAL ABILITIES

Owner Level	Initiative Bonus	Special
1st-2nd	+1	Alertness, personality, telepathic link
3rd-4th	+2	Sighted
5th-6th	+3	Telepathic Speech
7th-8th	+4	Focused Personality
9th-10th	+5	
11th-12th	+6	Resistant Mind
13th-14th	+7	
15th-16th	+8	
17th-18th	+9	
19th-20th	+10	

Initiative Bonus (Ex): This number noted here is an improvement to the master's Initiative score as the psicrystal helps them react and act faster than would be possible for them otherwise.

Alertness (Ex): The presence of a psicrystal sharpens its master's senses. As long as the crystal is functioning its owner gains the Alertness feat.

Personality (Ex): Every psicrystal has a personality. See the Psicrystal Personality table at the end of the book.

Telepathic Link (Su): The owner has a telepathic link with his psicrystal. The owner can communicate telepathically as if the psicrystal were the target of a mindlink power manifested by the owner. Because of the telepathic link between a psicrystal and its owner, the owner can react to events which the psicrystal perceives (illustrated in the Initiative bonus above). In addition, once per day the master can roll two d20 when making a non-physical skill check and take the best result as the psicrystal helps him find a new way to manage a problem.

Sighted (Ex): Although it has no physical sensory organs, an implanted psicrystal can telepathically sense its environment as well as a creature with normal vision and hearing. Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a psicrystal still can't discern invisible or ethereal beings. A psicrystal's sighted range is 40 feet and at 3rd level its

master can use it for up to 1 minute per level every day. These minutes can be used in 1 minute increments.

Telepathic Speech (Ex): If the owner is 5th level or higher, she and the implanted psicrystal may communicate telepathically with any creature within 30 feet that has a language.

Focused Personality (Ex): If the owner is 7th level or higher, the implanted psicrystals personality becomes empowered by its long connection to its master and the bonus granted by the personality shard increases by +2. This increase affects all personalities in an implanted psicrystal. In addition, the owner increases his Will-save by +2 as his mind is strengthened by his companion.

Resistant Mind (Ex): If the owner is 11th level or higher, once per day, when the owner fails a saving throw against a mind-affecting effect, as an immediate action she can shunt that effect into the implanted psicrystal's consciousness instead. When she does so, she is not affected by the mind-affecting effect, but for the normal duration of that effect, the owner loses the bonuses on Initiative and the personality bonus the psicrystal provices, and can't use this ability to shunt a mind-affecting effect into the psicrystal's consciousness.

THE PSICRYSTAL WEAPON

A psicrystal weapon is a fragment of a psionic character's personality, brought into physical form and a semblance of life. A psicrystal weapon can either grow into any kind of melee weapon, albeit of a crystalline nature, or be bonded to an existing weapon, covering it with crystals. Because it is an extension of its creator's personality, a character's psicrystal weapon is in some ways a part of him. That's why, for example, a psionic character can manifest a touch power through his weapon, rather than through his own hands.

REQUIREMENT

A character needs to take the Superior Psicrystal feat to gain access to this type of psicrystal. Once they have chosen this manifestation of the feat, they cannot choose another.

EFFECTS

A psicrystal weapon is treated as a weapon for all powers, spells and feats that require a specific weapon. When manifested, the psicrystal weapon takes the form of any weapon that its master is proficient in, and counts as such a weapon for all intents and purposes. A psicrystal weapon grants special abilities to its owner, as shown on the Psicrystal Weapon Special Abilities table below. Psicrystal weapon abilities are based on the owner's levels in psionic classes (any class which grants power points or psi-like abilities). Levels from other classes do not count toward the owner's level for purposes of psicrystal abilities. A psicrystal weapon is treated as a masterwork weapon made out of crystal (same hardness as steel) and can be enchanted as a melee weapon.

Hit Points: The psicrystal weapon has one-half its owner's total hit points (not including temporary hit points), rounded down, or the hit points of the weapon type it has taken the form of, whichever is higher.

Psicrystal Weapon Special Abilities

Owner Level	Hardness Adj.	Special
1st-2nd	+0	Alertness, Weapon bond, telepathic link
3rd-4th	+1	Deliver touch powers
5th-6th	+2	Material Mastery
7th-8th	+3	Deep Crystal
9th-10th	+6	Resistance Breaker
11th-12th	+7	Power resistance
13th-14th	+8	Sight link
15th-16th	+9	Energy attunement
17th-18th	+10	
19th-20th	+11	

PSICRYSTAL WEAPON ABILITY DESCRIPTIONS

All psicrystal weapons have special abilities (or impart abilities to their owners) depending on the level of the owner, as shown on the table above. The abilities on the table are cumulative.

Hardness Adj. (Ex): This number noted here is an improvement to the weapon's hardness. It represents a psicrystal's preternatural durability. In addition, as long as the psicrystal weapon's owner is conscious, the weapon is immune to the broken condition.

Alertness (Ex): The presence of a psicrystal weapon sharpens its master's senses. While a psicrystal weapon is in his hands or on his body, its owner gains the Alertness feat.

Weapon Bond (Su): As long as the psicrystal weapon is within his telepathic link, he always knows where the weapon is. At third level, if he can see the weapon he can teleport it to his hand as a move action (or a free action if he has the Quick Draw feat). At 9th level, he can teleport the weapon to his hand as long as he is within the range of the telepathic link by expending his psionic focus.

Telepathic Link (Su): The owner has a telepathic link with his psicrystal weapon out to a distance of up to 1 mile. Because of the telepathic link between a psicrystal weapon and its owner, the owner has the same connection to an item or place that the psicrystal weapon does.

Deliver Touch Powers (Su): If the owner is 3rd level or higher, his psicrystal weapon can deliver touch powers for him. If the owner holds his psicrystal weapon in his hand at the time he manifests a touch power, he can designate his psicrystal as the "toucher." If he does so, instead of the free melee touch attack he can make, he can make a regular melee attack with his psicrystal

weapon as part of manifesting that power. The psicrystal weapon can then deliver the touch power with a melee attack. The psicrystal weapon counts as "holding the charge" for the power, which means that the manifester can manifest a different power without the charge fizzling.

Material Mastery (Su): If the owner is 5th level or higher, he can change how his psicrystal weapon behaves in relation to damage reduction. As a free action that does not provoke attacks of opportunity, the owner can spend 2 power points to change his psicrystal weapon. Choose Adamantine, Silver or Cold Iron, the weapon will penetrate damage reduction as if it was made out of this material for 1 minute.

Deep Crystal (Ex): If the owner is 7th level or higher, the psicrystal weapon has become hardened from the exposure to psionic energy. It changes type from crystal to deep crystal, gaining a higher hardness value (reflected in the table above) and the ability to channel psionic energy. As a free action that does not provoke attacks of opportunity, the owner can channel psionic power into his psicrystal weapon. For 2 power points, the psicrystal weapon deals an extra 2d6 points of damage. The weapon will stay charged for 1 minute or until it scores its next hit. If the weapon was already made out of deep crystal, it deals an additional +1d6 damage when its owner achieves 7th level. This works in conjunction with Material Mastery above.

Resistance Breaker (Su): If the owner is 9th level or higher, he can attune his weapon to weaken a certain resistance of his target by expending his psionic focus as a free action. He can choose either an element, in which case each successful attack until the beginning of his next round with the weapon reduces the targets elemental resistance by 5 points. At 13th level he can choose power or spell resistance, in which case each successful attack until the beginning of his next round reduces the PR or SR of the target, by 2 points.

Power Resistance (Ex): If the owner is 11th level or higher, the psicrystal weapon gains power resistance equal to the owner's level + 5. To affect the psicrystal weapon with a power, another manifester must get a result on a manifester level check that equals or exceeds the psicrystal weapon's power resistance.

Sight Link (Ps): If the owner is 13th level or higher, the character can remote view the psicrystal weapon (as if manifesting the remote view power) once per day.

Energy Attunement (Su): If the owner is 15th level or higher the owner can expend his psionic focus as a free action to deal energy damage with his weapon instead of the weapon damage until the beginning of his next round. The energy is of his active energy type. If the psicrystal weapon is enchanted with the frost, flaming, shocking, thundering or corrosive weapon quality, increase this damage one die size when using this ability. At 17th level, he can do this as part of an attack action and until the beginning of his next round, choose whether to deal energy damage or weapon damage with his weapon.

PSIONICS AUGMENTED

NEW PSICRYSTAL FEATS

Presented below are a variety of new feats to alter a character's psicrystal and expand its capabilities. Many make use of the new Superior Psicrystal feat. New feats are denoted by an asterisk (*).

CORTEX STRIKE [PSIONIC]

You have learned how to overwhelm your enemies with a burst of energy just before your strike hits, allowing you to gain that final edge needed to strike a telling blow.

Prerequisites: Psicrystal Affinity, Psionic Weapon, sneak attack +2d6, Superior Psicrystal* (psicrystal weapon variant).

Benefit: When you expend your psionic focus for the purpose of your Psionic Weapon feat with a psicrystal weapon, you can add your sneak attack damage to the regular +2d6 damage this feat provides, even if the creature isn't denied its Dexterity bonus. This extra damage does not affect a creature immune to sneak attacks.

FLEXIBLE PERSONALITY [PSIONIC]

Whether because of a fluid personality or great power, you can shift the shard of your personality that resides inside your psicrystal.

Prerequisite: Psicrystal Affinity.

Benefit: As a standard action, once per day, you can exchange your current psicrystal personality for another.

GREATER EMPOWERMENT [PSIONIC]

As your bond to your empowered psicrystal grows, so does its powers, swelling in response.

Prerequisite: Psicrystal Affinity, Manifester level 3rd, Superior Psicrystal* (empowered psicrystal variant).

Benefit: You increase the manifester level of all the powers of your empowered psicrystal by 2 and gain one additional daily use of each psi-like ability.

Special: This feat can be taken once for every 5 manifester levels the character has.

IMPROVED CORTEX ATTACK [PSIONIC]

Now not even constructs or undead can withstand your gruesome attacks, allowing you to deal swift death to all enemies.

Prerequisites: Cortex Strike*, Psicrystal Affinity, Psionic Weapon, Superior Psicrystal* (psicrystal weapon variant), sneak attack +3d6.

Benefit: When you expend your psionic focus for the purpose of your Psionic Weapon feat with a psicrystal weapon, you can add your sneak attack damage as well, even if the creature isn't denied its Dexterity bonus. This extra damage counts as psychic damage and thus bypasses damage reduction and can affect creatures which would otherwise be immune to sneak attacks.

PSICRYSTAL BODY [PSIONIC]

Your inate connection to your psicrystal is more powerful than that of an ordinary manifester, thus it can take more damage before being destroyed.

Prerequisite: Psicrystal Affinity.

Benefit: Your psicrystal's hit point total increases to be equal to your own, plus an additional 2 HP for each psionic feat you possess (including this one).

PSICRYSTAL RESERVOIR [PSIONIC]

The splinter of your personality embedded into your Psicrystal holds part of your psionic potential within itself, allowing it to act as a receptacle for a little of your psionic power.

Prerequisites: Psicrystal Affinity, Psicrystal Containment.

Benefit: Your psicrystal gains the ability to refocus itself even without a power point pool, as long as you retain power points. This allows it to refocus itself for the purpose of your Containment feat instead of having you focus it. This also means that the psicrystal can utilize feats which require it to hold or expend psionic focus.

PSICRYSTAL STRIKE FOCUS [PSIONIC]

When you strike down an enemy your psicrystal weapon can siphon their mental energy to refocus itself without your assistance.

Prerequisite: Psicrystal Affinity, Psicrystal Containment, Superior Psicrystal* (psicrystal weapon variant), manifester level 3rd.

Benefit: If you reduce a creature to 0 or less hit points with your psicrystal weapon, you drain off a portion of the creature's liberated mental energy. The liberated energy allows you to focus the weapon as a free action that does not provoke attacks of opportunity.

RETAIN CHARGE [PSIONIC]

You have mastered a way to retain you charge through multiple attacks, but only when you drop foes so that you can siphon away their mental powers to feed the charge.

Prerequisites: Str 13, Cleave, Power Attack, Psicrystal Affinity, Psionic Weapon, Superior Psicrystal* (psicrystal weapon variant).

Benefit: If you expend your focus for the purpose of Psionic Weapon (or Greater Psionic Weapon), you retain the extra damage on all extra attacks from the Cleave (or Great Cleave) feat when making an attack with a psicrystal weapon.

STRIKE THE HEART RIVER [PSIONIC]

You have learned how to couple your psionic power with your trained insight into striking a telling blow against an unprepared enemy, allowing you to siphon their strength away.

Prerequisites: Psicrystal Affinity, Psionic Weapon, Cortex Strike*, Superior Psicrystal* (psicrystal weapon variant), sneak attack +3d6.

Benefit: When you expend your psionic focus for the purpose of your Psionic Weapon feat with a psicrystal weapon, you can choose to not deal any damage and for every 1d6 points of sneak attack damage you could do, the enemy takes 1 point of Strength damage instead. This can be used even on creatures immune to sneak attacks.

SUPERIOR PSICRYSTAL [PSIONIC]

You have improved your psicrystal in one of many ways, manifesting a better creature.

Prerequisite: Psicrystal Affinity.

Benefit: This feat grants you a choice of special psicrystal from those described in this book.

UNCARNATE CRYSTAL [PSIONIC]

You are shedding your physical form and your psicrystal, sharing an unbreakable bond of mind and soul is walking the same path as you. It has learned to shed its physical form as you have learned to shed your body and one day it will become uncarnate just as you.

Prerequisites: Psicrystal Affinity, Shed Body class ability.

Benefit: Your psicrystal gains the Shed Body class ability, usable as often as your ability is.

Special: If you have the Uncarnate class ability, your psicrystal also gains this ability and receives a deflection bonus to AC equal to his former natural armor, which it looses while incorporeal. If you are permanently incorporeal, so does your psicrystal become and can use Shed Body to instead become corporeal.

NEW POWERS

Two new psion and wilder powers are presented below for use with the psicrystal.

AUTORECALL

Discipline psychoportation
Level psion/wilder 1
MANIFESTING
Display Auditory, Visual
Manifesting Time 1 standard action
EFFECT
Pages Lang (400 ft. 1, 40 ft.

Range Long (400 ft. + 40 ft./level)
Target your psicrystal

Duration 1 hour/level

Saving Throw none; Power Resistance No Power Points 1

You bind yourself to your psicrystal, allowing you to recall the psicrystal to your side with but a thought. As a free action, while the power is in effect and within range, you can recall your psicrystal, instantly teleporting it to your side. When you do, the power ends.

Augment: If you expend your psionic focus when manifesting this power, your psicrystal can trigger the recall as an immediate action.

If you spend an additional power point, the power automatically triggers when the psicrystal is reduced to 0 or less hit points. If it triggers, the psicrystal is teleported to the manifesters side with one hit point left.

HIDE PSICRYSTAL

Discipline psychometabolism Level psion/wilder 1 MANIFESTING Display Visual Manifesting Time 1 round EFFECT Range Personal

Duration 24 hours or until discharged **Saving Throw** None; **Power Resistance** No **Power Points** 1

You merge your biokinetic aura with that of your psicrystal, allowing your psicrystal to merge into your body. For the duration of the power, the psicrystal cannot be targeted in any way and cannot use any of its powers, but still gives you the benefits of having it close, such as Alertness. It cannot be detected in any way, but the effect can still be detected. The psicrystal can be discharged as a standard action.

NEW CUSTOMIZATIONS

In addition to the new options above, there is also a new customization for the aegis class from *Ultimate Psionics*.

1 Point

Custom Psicrystal: You gain the Psicrystal Affinity feat and all levels of Aegis count as manifester levels for feats relating to your psicrystal. In addition, you can spend one customization point to gain a feat that requires Psicrystal Affinity (except Superior Psicrystal).

NEW BLADE SKILLS

For the soulknife class, presented below is a new blade skill.

Psicrystal Bond: You gain the Psicrystal Affinity feat and all levels of soulknife count as manifester levels for feats relating to your psicrystal. In addition you can take any feat that requires Psicrystal Affinity as a blade skill.

EXPANDED PERSONALITIES

Instead to the standard list of psicrystal personalities found in *Ultimate Psionics*, you may want to use the list below which includes the original options plus new personality choices.

- Accomplished: Owner gains +3 bonus on Perform checks.
- Agile: Owner gains +3 bonus on Climb checks.
- Artiste: Owner gains +3 bonus on Craft checks.
- Attentive: Owner gains +2 bonus on Perception checks.
- Bully: Owner gains +3 bonus on Intimidate checks.
- Canny: Owner gains +3 bonus on Appraise checks.

- Clarified: Owner gains +3 bonus on Linguistics checks.
- Competent: Owner gains +3 bonus on Profession checks.
- Coward: Owner gains +3 bonus on Stealth checks.
- Disarming: Owner gains +3 bonus on Disable Device checks.
- Esoteric: Owner gains +3 bonus on Spellcraft checks.
- Equestrian: Owner gains +3 bonus on Ride checks.
- Friendly: Owner gains +3 bonus on Diplomacy checks.
- Gymnast: Owner gains +3 bonus on Acrobatics checks.
- Hero: Owner gains +2 bonus on Fortitude saves.
- Incognito: Owner gains +3 bonus on Disguise checks.
- Jittery: Owner gains +4 bonus on Initiative.
- Liar: Owner gains +3 bonus on Bluff checks.
- Mesmeric: Owner gains +3 bonus on Autohypnosis checks.
- Mimic: Owner gains +3 bonus on Use Magic Device checks.
- Natatory: Owner gains +3 bonus on Swim checks.
- Quick: Owner gains +2 bonus on Reflex saves.
- Resolved: Owner gains +2 bonus on Will saves.
- Sage: Owner gains +3 bonus on any one Knowledge skill he already knows; once chosen, this does not vary.
- **Single-minded:** Owner gains +3 bonus on Concentration checks.
- **Slippery**: Owner gains +3 bonus on Escape Artist checks.
- **Sympathetic:** Owner gains +3 bonus on Sense Motive checks.
- Therapeutic: Owner gains +3 bonus on Heal checks.
- Tough: Owner gains +3 HP.
- Trainer: Owner gains +3 bonus on Handle Animal checks.
- Virtuoso: Owner gains +3 bonus on Sleight of Hand checks.
- Warrior: Owner gains a +1 bonus to natural armor.
- Wild: Owner gains +3 bonus on Survival checks.

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