

PSION

"Remove yourself from my sight, villain, before I'm forced to remove you myself."

Class Traits

Role: Controller. You exert control through mind-affecting powers that weaken and cripple your enemies.

Power Source: Psionic. You channel psionic forces through extreme focus, discipline and self-knowledge. Through achieving inner peace and understanding of the vastness of your mind, you are capable of feats no others are capable of.

Key Abilities: Intelligence, Charisma, Wisdom

Armor Proficiencies: Cloth

Weapon Proficiencies: Simple Melee Weapons, Simple Ranged Weapons

Implements: Psicrystals, Dorjes, Psicrowns

Bonus to Defense: +2 Will

Hit Points at 1st Level: 10 + Constitution Score

Hit Points per Level Gained: 4

Healing Surges per Day: 6 + Constitution Modifier

Trained Skills: Psionics. From the class skills list below, choose three more trained skills at 1st level. Arcana (Int), Diplomacy (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Nature (Wis), Psionics (Int)

Build Options: Kineticist, Telepath

Class Features: Devotions, Psionic Implement Mastery, Ritual Casting, Talent Focus

Psions are powerful psionic users who have mastered control of what they consider to be the greatest weapon of all- their mind. Psions keep themselves away from (they would say above) the fray, using their powers to inflict debilitating conditions on their opponents, or by pushing them around and sending them flying. Psions come in all shapes and sizes, and for every humble adept in awe of the power they wield there is a ruthless knave, using their powers to control others for their own personal gain.

Psion adventurers may run the gamut from good to evil, but their ultimate motivation is rarely unchanged. All psions seek to better understand the power they possess, and to better their mastery over it. You could be a traveling scholar seeking clues to an ancient psionic race, a wandering mystic hoping to better your understanding of yourself through guiding others, a malicious leader who bends others' thoughts to your will, or a neutral mercenary highly sought after for your specialized skills.

As a psion, the limit is quite literally your imagination.

Creating A Psion

The psion has a great deal of variety in their powers, and psions always have many options. Two possible builds are the kineticist and the telepath. Psions rely on an equal combination of Intelligence and Charisma, though many psions choose to specialize in one or the other rather than both. A high Wisdom also helps many psions.

The Kineticist

The kineticist focuses on force powers, particularly those that push around foes, or knock them prone. You prefer talents that hit a group of enemies, though you also have talents that deal great damage to a single target. Your best ability score should definitely be Intelligence, and having a high Charisma adds to the effects of many of your force powers. You control by taking out large groups of weaker enemies, and keeping foes away from your more vulnerable allies. Select force powers, as well as powers that are based off of Intelligence, in order to get the most from this build. For Psionic Implement Mastery, many Kineticists take the Dorje of Might in order to increase their damage output, though Kineticists sometimes take the Psicrystal of Personality for the extra skill and the bonus to defense.

Suggested Feat: Kinetic Slam (Human Feat: Action Surge)

Suggested Skills: Arcana, Diplomacy, History, Psionics

Suggested At-Will Powers: *kinetic hammer, psychokinetic burst* (Human At-Will: *cloud mind*)

Suggested Encounter Power: *psychic push*

Suggested Daily Power: *trip up*

The Telepath

You work smarter, not harder. By charming and otherwise controlling your foes, you make them far easier for your allies to deal with, and sometimes you can even get them to damage themselves and others as well. Telepaths key ability is Charisma, though a high Intelligence is also necessary for many telepathic powers. You're no slouch in the damage department, either. A high Intelligence can give a telepath some much needed flexibility, as

well as some powers that affect a wide area. A true telepath can excel in any type of psion power. Your best option for Psionic Implement Mastery is by far the Psicrown of Domination, though the Psicrystal of Domination can help give you a wider range of social skills.

Suggested Feat: Telepathic Link (Human Feat: Human Perseverance)

Suggested Skills: Diplomacy, Dungeoneering, Insight, Psionics

Suggested At-Will Powers: *cloud mind, mind thrust* (Human At-Will: *attracting strike*)

Suggested Encounter Power: *demoralize*

Suggested Daily Power: *id insinuation*

Psion Class Features

Devotions

Devotions are minor talents you gain at 1st level. You can use the *clairaudience, create object, send thoughts, and telekinesis*

Psionic Implement Mastery

You specialize in the use of one kind of implement to gain additional abilities when you wield it. Choose one of the following forms of implement mastery.

Psicrystal of Personality

You can gain the Skill Training feat for one skill based on your choice.

Once per encounter as a free action, you can use your psicrystal as an immediate reaction to gain a +3 bonus to your Fortitude, Reflex or Will. This benefit lasts until the beginning of the triggering attacker's turn.

You must wield or wear a psicrystal to use this ability. This form of mastery is useful for all psions, as it increases their versatility.

Psicrown of Domination

Once per encounter as a free action, you can use your psicrown to designate one creature you have cast a psion talent upon that has an effect that lasts until the subject succeeds on a saving throw. The subject must successfully make two saving throws against that effect in order to end it. You must wear

a psicrown to use this ability. Many telepaths select this form of mastery because it helps extend the duration of their control effects.

Dorje of Might

Once per encounter as a free action, you gain a bonus to all damage rolls you make with a single attack equal to 3 + your Wisdom modifier. You must wield your dorje to benefit from this feature. This form of mastery is good for both telepaths and kineticists because it helps increase the damage they perform with their attack talents.

Ritual Caster

You gain the Ritual Caster feat (PHB page 200) as a bonus feat, allowing you to use psionic rituals (see below.)

You begin knowing two psionic rituals, as well as the *Astral Projection* ritual.

Talent Focus

As a psion you have learned how to divert your mental focus to reopen the closed areas of your mind. Once per day as a move action, the may voluntarily reduce the number of your known at-will talents to one until the end of the encounter. If you do so, you regain the use of an expended encounter attack or encounter utility talent.

Psion Powers

Your psionic powers are called talents. Each talent is associated with one of the three psionic disciplines, but you aren't limited to choosing talents associated with your discipline. In fact, most psions choose at least a few powers outside of their discipline to give themselves a wider range of options.

The seer's talents use your Wisdom score. You use your keen insight and forewarning to support yourself and your allies by bolstering defenses and improving attacks. Your advance knowledge of your enemy's movements also allow you to manipulate their actions to your benefit. The kineticist's talents rely on Intelligence. By wielding the awesome power of the mind you push your enemies around, knocking them flat, or even setting them aflame. Telepaths must possess both strength of mind

(Intelligence) and mental clarity (Wisdom), but those that do find themselves able to control their opponents and crush their minds with psychic force.

Class Features

Clairaudience

Psion Devotion

You extend the source of your hearing, allow you to listen to a far-off sound as if you were right there.

At-Will * Psionic

Standard Action

Ranged 20

Target: One square

Effect: You treat the target square as the square you occupy for the purposes of hearing.

Special: You do not need line of sight to perform this devotion, though if you place Clairaudience in a wall the effect immediately ends and you become deafened until the end of your next turn.

Create Object

Psion Devotion

You create a minor tool out of astral ectoplasm.

At-Will * Psionic, Conjunction

Standard Action

Ranged 2

Effect: You create a minor tool or small object in your hand or in any square within range. The tool cannot be more than 5 feet long, but can otherwise be any mundane tool that would fit within a single square (exception: you can create a 10 foot coil of rope.) You cannot create any object with effect in combat (such as weapons, shields, armor, implements, traps, caltrops, etc.) and the object dissipates as soon as an attack is made with it. Otherwise the object lasts for one hour.

Send Thoughts

Psion Devotion

You send a quick telepathic message to another person, speaking without needing to speak..

At-Will * Psionic

Minor Action

Ranged 10

Target: One creature

Effect: You send a short message, no longer than a single sentence, which only the target can hear.

Special: You can use Send Thoughts multiple times in a round. You can spend a full round, for instance, sending a three-sentence long message.

Telekinesis	Psion Devotion
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Using the power of your mind, you are able to grab objects you could otherwise could not reach, and bring them to you.

At-will * Psionic, Force

Minor Action

Ranged 10

Effect: You are able to pick up, move or manipulate any object within range. Your telekinetic force has a Strength score equal to your Intelligence modifier. As a move action you may move any object you are holding with your telekinetic force up to five squares, so long as it remains within the range of this power. As a free action, you can drop an object it is holding, and as a minor action, you can pick up or manipulate a different object.

Sustain Minor: You can sustain the telekinetic force indefinitely.

Level 1 At-Will Talents

Attracting Strike	Psion Attack 1
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You pull your enemy's mind closer to you, violently forcing its body to follow suit.

At-Will * Psionic, Implement, Psychic, Charm

Standard Action

Area burst 3 within 10

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 1d6 + Charisma psychic damage, and you pull the target 1 square.

Increase damage to 2d6 + Charisma modifier at 21st level.

Cloud Mind	Psion Attack 1
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You cast a haze over the target's senses, making it hard for them to perceive their enemies.

At-Will * Psionic, Implement, Psychic

Standard Action

Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Increase damage to 2d6 + Charisma modifier at 21st level

Kinetic Hammer	Psion Attack 1
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You send a single, concentrated ball of force at an opponent, knocking him back.

At-Will * Psionic, Implement, Force

Standard Action

Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier force damage, and you push the target a number of squares equal to your Wisdom modifier. Increase damage to 2d6 + Intelligence modifier at 21st level.

Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

Mind Thrust	Psion Attack 1
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You reach out with your thoughts to make a single quick strike.

At-Will * Psionic, Implement, Psychic

Standard Action

Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d4 + Charisma psychic damage, and the target is deafened until the end of your next turn.

Increase damage to 4d4 + Charisma modifier at 21st level.

Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

Psychokinetic Burst	Psion Attack 1
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You hurl a wave of force at a group of enemies.

At-Will * Psionic, Implement, Force

Standard Action

Area burst 2 within 10

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier force damage.

Increase damage to 2d6 + Intelligence modifier at 21st level.

Level 1 Encounter Talents

Control Winds	Psion Attack 1
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You whip up a series of winds, buffeting an area of battlefield.

Encounter * Psionic, Implement, Force

Standard Action

Area burst 1 within 10

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier force damage, and the target is pushed 2 squares from the center of the burst.

Effect: The power's area is difficult terrain until the end of your next turn. Any creature that enters the area takes force damage equal to your Wisdom modifier, and must make a save or be pushed 1 square from the center of the burst. You can end this effect as a minor action.

Demoralize	Psion Attack 1
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You fill your foe's heads with doubts, breaking its will.

Encounter * Psionic, Implement, Psychic

Standard Action

Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier psychic damage, and the target is dazed until the end of your next turn.

Imaginary Swarms Psion Attack 1

Your enemies' movements bog down as they swat away at imaginary insects.

Encounter * Psionic, Implement, Psychic

Standard Action Area burst 3 within 10

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier psychic damage, and the target is slowed until the end of your next turn.

Psychic Push Psion Attack 1

With a strong gust of wind you push your foes away from you.

Encounter * Psionic, Implement, Force

Standard Action Close burst 4

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier force damage, and target is pushed 1 square.

Level 1 Daily Talents

Astral Ram Psion Attack 1

You craft a rudimentary creature out of astral ectoplasm, directing it against your foes.

Daily * Psionic, Conjuration, Implement, Force

Standard Action Ranged 10

Effect: You craft a construct that occupies 1 square within range. Every round, you can move the construct 3 squares as a move action. The construct lasts until the end of the encounter. Any creature that ends its turn next to the construct is subject to a Charisma vs. Fortitude attack. On a hit, the attack deals 1d8 + Charisma force damage, and the target is knocked prone.

Energy Ray Psion Attack 1

You create a single beam of astral energy, firing it at your foes.

Daily * Psionic, Implement; Acid, Cold, Fire, Lightning or Poison

Standard Action Ranged 15

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier damage of a particular damage type, chosen by you from the following list: acid, cold, fire, lightning or poison.

Miss: Half damage.

Id Insinuation Psion Attack 1

By exciting your enemies' baser instincts you lead them to self-destructive tendencies.

Daily * Psionic, Implement, Psychic

Standard Action Close blast 4

Target: Each enemy in blast

Attack: Charisma vs. Will

Hit: 1d10 + Charisma modifier psychic damage, ongoing 5 psychic damage, and the target is dazed (save ends both).
Miss: Half damage, and ongoing 5 psychic damage (save ends).

Trip Up Psion Attack 1

You send a swirl of energy at the foe's feet, toppling him over.

Daily * Psionic, Implement, Force

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier psychic damage, and the target is knocked prone and immobilized (save ends).

Miss: Half damage, and the target is not knocked prone.

Level 2 Utility Talents

Improve Disposition Psion Utility 2

They can't put their finger on it, but there's something about you people just like.

Daily * Psionic, Implement, Psychic

Minor Action Personal

Effect: You gain a +2 power bonus to all Charisma based skills for the duration of the encounter.

Thought Shield Psion Utility 2

You throw up a powerful defense around your mind, protecting it from incoming attacks.

Daily * Psionic, Psychic

Immediate Interrupt Personal

Trigger: You are hit by an attack that targets Will

Effect: The triggering attack deals no damage. Until the end of the encounter, you gain resistance equal to you Wisdom modifier against all attacks that target Will.

Scorn Earth Psion Utility 2

You begin to float inches off of the ground.

Daily * Psionic, Psychic

Minor Action Personal

Effect: Until the end of the encounter you ignore difficult terrain.

Speed of Thought Psion Utility 2

By focusing your thoughts you move with lightning speed.

Encounter * Psionic

Minor Action Personal

Effect: The gain a move action.

Level 3 Encounter Talents

Ego Whip

Psion Attack 3

You rein the target's ego into check, causing it to become more reserved in its actions.

Encounter * Psionic, Implement, Psychic

Standard Action Close blast 4

Target: Each enemy in blast

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier psychic damage, and the target is dazed until the end of your next turn.

Living Projectile

Psion Attack 3

You grab one of your foes and slam him into another, effectively killing two birds with one stone.

Encounter * Psionic, Implement, Force

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier force damage, and the target is knocked prone. Slide the target 3 squares. If you slide the target into a square occupied by a secondary target, make a secondary attack

Secondary Target: Secondary Target

Secondary Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier damage to both targets. The primary target lands in the square before secondary target.

Nervous Twitch

Psion Attack 3

You pluck an enemy's spinal cord, causing a violent reaction that harms nearby enemies.

Encounter * Psionic, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier psychic damage, and target deals its Strength modifier plus your Wisdom modifier in damage to one adjacent enemy of your choice.

Fiery Burst

Psion Attack 3

You craft a ball of flame out of astral ectoplasm and lob it at your enemies.

Encounter * Psionic, Implement, Fire

Standard Action Area burst 2 within 10

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 2d4 + Intelligence modifier fire damage, and the target is slowed until the end of your next turn.

Level 5 Daily Talents

Ectoplasmic Cocoon

Psion Attack 5

You craft an elaborate prison of ectoplasm that surrounds your foes, halting their movements.

Daily * Psionic, Implement, Psychic

Standard Action Area burst 2 within 10

Target: Each enemy in burst

Attack: Charisma vs. Fortitude

Hit: 1d10 + Charisma modifier psychic damage, and the target is restrained (save ends).

Effect: The burst creates a zone of near-solid ectoplasm that fills the area until the end of the encounter or for 5 minutes. The zone is considered difficult terrain. Any creature that ends its move in the zone is restrained (save ends).

Spontaneous Combustion

Psion Attack 5

You excite the molecules that comprise your enemies' bodies, causing them to burst violently into flame.

Daily * Psionic, Implement, Fire

Standard Action Area burst 2 within 10

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier fire damage, and ongoing 5 fire damage (save ends).

Miss: Half damage, and ongoing 5 fire damage (save ends).

Trick of the Eyes

Psion Attack 5

You confuse your target's perception, making it easier for your allies to sneak in undetected.

Daily * Psionic, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage. Until the end of the encounter, the target grants combat advantage to your allies whenever two or more of your allies are adjacent to it.

Tug of War

Psion Attack 5

You pull your enemy in before spending him flying away.

Daily * Psionic, Implement, Force

Standard Action Close burst 3

Target: One creature within burst

Effect: The target immediately shifts up to 3 squares to end adjacent to you. Make a close blast 1 attack against the target.

Attack: Intelligence vs. Fortitude

Hit: 3d6 + Intelligence modifier force damage. You push the target a number of squares equal to 1 + your Wisdom modifier. The target is immobilized (save ends).

Miss: Half damage, and you push the target 2 squares.

Level 6 Utility Talents

Empower Talent

Psion Utility 6

You narrow down your focus, allowing a small boost to your next psionic attack.

Encounter * Psionic

Minor Action

Personal

Effect: You gain a power bonus to damage equal to 2 + your Wisdom modifier to the next attack you make with the psionic keyword.

Helpful Nudge

Psion Utility 6

With an encouraging push, you gently help your ally move along.

Encounter * Psionic, Force

Minor Action

Close burst 5

Target: You or one ally in burst.

Effect: You slide the target 3 squares.

Hyperkinetic Barrier

Psion Utility 6

You surround yourself with a shield of raging winds, buffeting all those who dare come near you.

Daily * Psionic, Force

Move Action

Personal

Effect: Any enemy that begins its turn adjacent to you takes 2 + your Intelligence modifier force damage. You can end this effect as a free action.

Mental Barrier

Psion Utility 6

You shut off your mind from your body, preventing either from being shut down or otherwise hampered.

Encounter * Psionic, Psychic

Immediate Reaction

Personal

Trigger: You gain any condition that requires a save to end.

Effect: Make an immediate save with a +2 bonus to end the effect.

Level 7 Encounter Talents

Berserking Blast

Psion Attack 7

You muddle your opponent's mind, causing them to view all combatants on the field as enemies.

Encounter * Psionic, Implement, Psychic

Standard Action

Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage. Slide the target a number of squares equal to 1 + your Wisdom modifier.

Effect: On the target's next turn, it moves its speed towards the closest combatant and attacks it with a basic attack.

Low Blow

Psion Attack 7

You send a low wave against a group of enemies, toppling them over.

Encounter * Psionic, Implement, Force

Standard Action

Area burst 1 within 10

Target: Each enemy in blast

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier force damage and the target is knocked prone. When the target uses a move action to stand back up, they provoke attacks of opportunity from adjacent allies.

Sensory Overload

Psion Attack 7

You flood the target's senses with overwhelming power, causing them to momentarily shut down.

Encounter * Psionic, Implement, Psychic

Standard Action

Close burst 2

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 3d6 + Charisma modifier psychic damage, and the target is blinded and deafened until the end of your next turn.

Soften Armor

Psion Attack 7

You accelerate the motion of your foe's armor, making it easier to bypass.

Encounter * Psionic, Implement, Force

Standard Action

Ranged 10

Target: One enemy

Attack: Intelligence vs. Fortitude

Hit: 3d6 + Intelligence modifier force damage. Until the end of your next turn, attacks against the target's AC are treated as instead targeting Reflex defense for the purposes of determining hits.

Level 9 Daily Talents

Extend Control

Psion Attack 9

You make it harder for a target to resist your powers.

Daily * Psionic, Psychic

Standard Action

Ranged 10

Target: One creature currently under an effect requiring a save to end.

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage, and the target takes a penalty to its save checks equal to 1 + your Wisdom modifier. This effect lasts until it successfully makes a save.

Miss: Half damage, and the target a penalty to their next save check equal to 1 + your Wisdom modifier.

Heat Burst Psion Attack 9

By the exciting the molecules of the air you create an area of intense heat

Daily * Psionic, Implement, Fire

Standard Action Burst 2 within 10

Effect: The burst creates a zone of heat until the end of your next turn. The zone counts as difficult terrain. Creatures that enter the zone of start their turns there take 3d6 + Intelligence modifier fire damage.

Sustain Minor: When you sustain the power, you make a secondary attack

Secondary Target: Each creature within the zone

Secondary Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier fire damage.

Obscured Vision Psion Attack 9

You cast a haze over your target's eyes, obscuring your friends from him.

Daily * Psionic, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier psychic damage. Until the end of the encounter, all creatures are treated as if they have concealment from the target.

Miss: Half damage, and you gain concealment from the target until the end of your next turn.

Psionic Geyser Psion Attack 9

You launch an enemy high in the air with a powerful force, letting gravity do the rest of the work for you.

Daily * Psionic, Implement, Force

Standard Action Ranged 10

Target: Once creature

Attack: Intelligence vs. Fortitude

Hit: You lift the target in the air a number of squares equal to 1 + your Intelligence modifier. The target immediately drops, taking appropriate fall damage.

Effect: Make a secondary attack.

Secondary Target: Each creature adjacent to primary target.

Secondary Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier force damage, and the target is pushed 1 square away from the primary target.

Miss: Half damage, and the target must slide 1 square.

Level 10 Utility Talents

Extend Talent Psion Utility 10

By expending a little of your focus, you lengthen the amount of time your attacks affect your foes.

Encounter * Psionic

Immediate Reaction Personal

Trigger: You cast a power that has an effect that lasts until the end of your next turn.

Effect: The power's effect lasts an additional turn.

Implant Suggestion Psion Utility 10

You invade your target's mind, forcing it to agree to whatever you have requested.

Daily * Psionic, Psychic

Minor Action Ranged 10

Target: One creature.

Effect: You automatically succeed the next Charisma based skill check made against the target. Until the end of the encounter, you gain a bonus equal to 1 + your Wisdom score to all Charisma based skill checks made against the target.

Inertial Barrier Psion Utility 10

You create a skin-tight psychokinetic barrier around yourself.

Encounter * Psionic, Force

Minor Action Personal

Effect: You conjure up a wall that consists of contiguous squares filled with astral ectoplasm. The wall lasts until the end of your next turn. It can be up to 8 squares long and up to 4 squares tall. The wall is solid, though you and allies you designate can pass through a section of the wall as a free action. The wall is translucent enough to see through but otherwise blocks line of sight.

Intellect Fortress Psion Utility 10

You extend the range of your thought shield, creating an impregnable barrier for you and your allies.

Daily * Psionic, Psychic

Standard Action Personal

Effect: You and all allies within 5 squares of you gain a power bonus to Will defense equal to your Wisdom modifier until the end of your next turn.

Sustain Move: You can sustain the effects of this power indefinitely.

Level 13 Encounter Talents

Control Body Psion Attack 13

You take control of your creature's body, forcing it to bend to your will.

Encounter * Psionic, Implement, Psychic

Standard Action Area burst 1 within 10

Target: Each creature within range

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier psychic damage. Slide the target a number of squares equal to your Wisdom modifier. The target grants combat advantage against your allies until the end of your next turn.

Memory Lock Psion Attack 13

You shut away the target's memories, momentarily causing it to forget its own capabilities.

Encounter * Psionic, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage, and the target may only make basic attacks until the end of your next turn.

Mental Disruption Psion Attack 13

You temporarily disconnect your enemy's mind from its body, making it harder for your foe to function at its full capacity.

Encounter * Psionic, Implement, Psychic

Standard Action Area burst 2 within 10

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier psychic damage, and the target is dazed until the end of your next turn.

Powerful Force Psion Attack 13

You attack your foe with one strong, sharp blows of force to the head.

Encounter * Psionic, Implement, Force

Standard Action Ranged 10

Target: One enemy

Attack: Intelligence vs. Fortitude

Hit: 3d10 + Intelligence modifier force damage, and the target is stunned until the end of your next turn.

Level 15 Daily Talents

Crawling Masses Psion Attack 15

Your foes stop in their tracks as they violently struggle to shed themselves of imaginary hordes of bugs covering their bodies.

Daily * Psionic, Implement, Psychic

Standard Action Area burst 3 within 10

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage, and the target is immobilized (save ends.)

Miss: Half damage, and the target is immobilized (save ends.)

Ectoplasmic Hooks Psion Attack 15

You craft a series of small claws that seek out and lash onto a foe's head, slowly digging their way into their brains.

Daily * Psionic, Conjunction, Implement

Standard Action Ranged 15

Effect: You create three hooks, each in an unoccupied square within range. As a move action you can move a hook 3 squares. When an enemy begins its turn on the same square as a hook, the hook latches on to the target. When an enemy ends its turn with a hook attached, it's subjected to a Charisma vs. Will attack. On a successful hit, the target takes your Charisma modifier in psychic damage, and takes ongoing 10 psychic damage (save ends).

Hovering Grip Psion Attack 15

You lift your foe into the air and hold them there, keeping them out of the fight.

Daily * Psionic, Implement, Force

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier force damage, you lift the target in the air a number of squares equal to 2 + your Intelligence modifier, and the target is stunned (save ends). When the target makes its save, it immediately drops, taking appropriate fall damage.

Miss: Half damage, and you lift the target in the air a number of squares equal to your Intelligence modifier. The target immediately drops, taking appropriate fall damage.

Kinetic Blast Psion Attack 15

You send out one giant wave of force, toppling your enemies.

Daily * Psionic, Implement, Force

Standard Action Close blast 5

Target: Each enemy in range

Attack: Intelligence vs. Fortitude

Hit: 3d6 + Intelligence modifier force damage, you push the target a number of squares equal to your Charisma modifier, and the target is knocked prone.

Miss: Half damage, and the target is knocked prone.

Level 16 Utility Talents

Confounding Talent Psion Utility 16

You briefly split your focus, making your powers twice as difficult to resist.

Encounter * Psionic

Immediate Reaction Personal

Trigger: You cast a power that has an effect that requires a saving throw to end

Effect: The target must make two saving throws and take the lower result. This effect lasts until it successfully saves against the triggering power's effect.

Eradicate Invisibility Psion Utility 16

With a quick scan you immediately reveal all of your foes that trying to hide from your sight.

Encounter * Psionic, Force

Move Action Close burst 10

Target: All invisible or hidden enemies in range

Effect: The target is revealed and made visible.

Fiery Discorporation Psion Utility 16

You convert your body into pure flames, allowing you to avoid a killing blow.

Daily * Psionic, Psychic

Immediate Interrupt Personal

Trigger: You are hit with a melee attack that drops you to 0 or fewer hit points

Effect: You deal 3 + Intelligence modifier damage to the triggering attacker, and you may shift a number of squares equal to your Charisma modifier.

Tower of Iron Will Psion Utility 16

You quickly throw up a powerful barrier for you and your allies.

Daily * Psionic, Psychic

Immediate Interrupt Close burst 5

Trigger: You or an ally are hit with an attack

Effect: You and all allies within 5 squares of you gain a power bonus to Will defense equal to your Wisdom modifier until the end of your next turn.

Sustain Minor: You can sustain the effects of this power indefinitely.

Level 17 Encounter Talents

Death Urge Psion Attack 17

You cast a powerful confusion over your enemy's mind, causing it to attack itself.

Encounter * Psionic, Implement, Psychic

Standard Action Area burst 1 within 15

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 2d8 + Intelligence modifier psychic damage. On the target's next turn, it spends a standard action making a basic melee attack against itself.

Dominate Mind Psion Attack 17

You very briefly take over control of a subject's mind, forcing it to attack its allies.

Encounter * Psionic, Implement, Charm, Psychic

Standard Action Ranged 15

Target: One enemy

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage, and the target is dominated until the end of your next turn.

Empty Hands Psion Attack 17

With a quick mental tug you pull you foe's weapon away from him.

Encounter * Psionic, Implement, Force

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier force damage, and the target drops whatever is holding in the hand of your choice. You pull the object a number of squares equal to your Wisdom modifier. If it lands in your square, you may pick it up with a minor action.

Stasis Link Psion Attack 17

You surround two of your foes with a kinetic force, stopping them in their tracks. You then try to pull them together, strengthening the ties that bind them.

Encounter * Psionic, Implement, Force

Standard Action Ranged 15

Target: Two creatures within range

Attack: Intelligence vs. Fortitude

Hit: 3d10 + Intelligence modifier force damage, and the target is stunned until the end of your next turn.

Special: If both attacks hit, pull each creature towards each other a number of squares equal to your Wisdom modifier. If the two creatures end adjacent to each other, both targets become stunned (save ends).

Level 19 Daily Talents

Hail of Crystals Psion Attack 19

You craft a series of sharp, deadly crystals out of astral ectoplasm, piercing your foes with them.

Daily * Psionic, Implement, Conjunction, Psychic

Standard Action Area burst 4 within 15

Target: Each enemy in burst

Attack: Charisma vs. Reflex

Hit: 3d10 + Charisma modifier psychic damage, and the target is slowed and takes ongoing 10 psychic damage (save ends both).

Miss: Half damage, and the target is slowed (save ends).

Psionic Blast Psion Attack 19

You let forth a powerful blast of telepathic energy, horribly damaging your foes.

Daily * Psionic, Implement, Psychic

Standard Action Area burst 3 within 20

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 2d12 + Charisma modifier psychic damage, and the target is stunned (save ends). If the target saves, it is dazed (save ends).

Miss: Half damage, and the target is stunned (save ends).

Singularity	Psion Attack 19
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You create a point in space and time that draws your enemies into it, slowly crushing their bodies before flinging them away.

Daily * Psionic, Implement, Conjunction, Force Standard Action **Ranged 15**

Effect: You create a point of singularity in one square within range. All enemies within 5 squares of the singularity are pulled as close to the singularity as possible. Any enemy that moves within 5 squares of the singularity before the beginning of your next turn is also pulled as close to the singularity as possible. Make an Intelligence vs. Fortitude attack against each target pulled in this way.

Hit: 2d10 + Intelligence modifier force damage and the target is stunned until the end of your next turn.

Miss: Half damage, and the target is stunned until the end of your next turn.

Special: At the end of your next turn, the singularity disperses as a free action, and pushes each target a number of squares equal to your Wisdom modifier. Make an Intelligence vs. Reflex attack against each target pushed in this way.

Hit: 2d10 + Intelligence modifier force damage, the target is knocked prone and is stunned (save ends).

Miss: Half damage, and the target is knocked prone.

Level 22 Utility Talents

Mindblank	Psion Utility 22
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With great concentration and focus you completely barricade your mind, making it appear as if it were empty

Daily * Psionic, Psychic

Immediate Interrupt **Personal**

Trigger: You are hit with an attack that targets Will

Effect: The attack misses. Until the end of your next round you are immune to all attacks that target Will.

Sustain Move: You sustain the effects of this power

Mind over Energy	Psion Utility 22
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With

Daily * Psionic, Psychic

Immediate Interrupt **Close burst 5**

Trigger: You are hit with an attack with a damage type keyword.

Effect: The attack misses. Until the end of your next round you gain resistance equal to your level against a single damage type of your choice possessed by the triggering attack.

Sustain Minor: You sustain the effects of this power

Quicken Talent	Psion Utility 22
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At a moment of near-perfect clarity your mind begins to work at incredible speeds, casting a power at only a fraction of the time.

Daily * Psionic

Immediate Interrupt **Personal**

Trigger: You cast a power with a psionic keyword

Effect: The power requires only a minor action to cast.

Level 23 Encounter Talents

Insanity	Psion Attack 23
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You cripple your foe's mind, compelling it to turn on its allies.

Encounter * Psionic, Implement, Charm, Psychic Standard Action **Ranged 15**

Target: One enemy

Attack: Charisma vs. Will

Hit: 3d8 + Intelligence modifier psychic damage. On the target's next turn, you control its actions: You can move it a number of squares equal to your Wisdom modifier, and it then makes a basic attack against its nearest ally.

Sustain Minor: Make a Charisma vs. Will attack. On a hit, the effect continues. On a miss, the effect ends.

Energy Burst	Psion Attack 23
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You channel astral energy into a powerful burst, damaging all in its wake.

Encounter * Psionic, Implement; Acid, Cold, Fire, Lightning or Poison Standard Action **Area burst 3 within 15**

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 3d10 + Intelligence modifier of a particular damage type, chosen by you from the following list: acid, cold, fire, lightning or poison.

Telekinetic Sphere	Psion Attack 23
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You encapsulate your foe in a sphere of force, allowing you to control its movements.

Encounter * Psionic, Implement, Force Standard Action **Ranged 20**

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 3d6 + Intelligence modifier force damage, and the target is stunned until the end of your next turn. On your next turn, as a move action, you may move the target a number of squares equal to your Wisdom modifier.

Sustain Minor: Make an Intelligence vs. Fortitude attack. On a hit, the effect continues. On a miss, the effect ends.

Level 25 Daily Talents

Crisis of Life	Psion Attack 25
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You sever the connection between your enemy's brain and heart.

Daily * Psionic, Implement, Psychic Standard Action **Ranged 20**

Target: One creature

Attack: Charisma vs. Will

Hit: 6d6 + Charisma modifier psychic damage, and the target is unconscious (save ends). If the target saves, it is stunned (save ends).

Miss: Half damage, and the target is stunned (save ends).

Crystallize

Psion Attack 25

*You surround your enemy in a cocoon of sheer crystal, entombing it completely.***Daily * Psionic, Implement, Conjunction, Force**
Standard Action Ranged 15**Target:** One creature**Attack:** Intelligence vs. Fortitude**Hit:** 4d10 + Charisma modifier force damage, and the target is entombed in crystal. While entombed, the target is stunned, and attacks cannot gain line of effect against it. The effect lasts until the end of your next turn.**Miss:** 3d10 + Charisma modifier force damage.**Sustain Minor:** You sustain the effect of this power.**Reddopsi**

Psion Attack 25

*With a sudden burst of force you redirect your foe's powers back against it.***Daily * Psionic, Implement, Psychic****Immediate Interrupt** Personal**Trigger:** You are hit with anything other than a basic melee attack**Effect:** Make an Intelligence vs. Reflex attack against the triggering attacker. On a hit, you redirect all of the damage you would have taken back against the attacker. On a miss, you take only half damage, and the attacker takes half damage.**Level 27 Encounter Talents****Co-Opt Concentration**

Psion Attack 27

*You assault your enemy's mind, stealing its concentration.***Encounter * Psionic, Implement, Psychic****Standard Action** Ranged 15**Target:** One creature**Attack:** Charisma vs. Will**Hit:** 3d12 + Charisma modifier psychic damage, and the target is dazed (save ends). If the target was sustaining any powers, you gain control of its effects. If the effects distinguish between allies and enemies, these designations now switch. You must still spend the required actions to sustain the power's effects.**Link Pain**

Psion Attack 27

*You link a foe's mind with your own, causing it to feel any pain that you feel yourself.***Encounter * Psionic, Implement, Psychic****Standard Action** Ranged 15**Target:** One enemy**Attack:** Charisma vs. Will**Hit:** 4d8 + Intelligence modifier psychic damage. The next time you take damage from an attack, the target takes the same amount of damage.**Stygian Conflagration**

Psion Attack 27

*You conjure dark astral energy, simultaneously freezing and burning your foes.***Encounter * Psionic, Implement, Cold, Fire****Standard Action** Area burst 5 within 15**Target:** Each enemy in burst**Attack:** Intelligence vs. Reflex**Hit:** 3d10 + Intelligence modifier cold and fire damage, and the target is dazed until the end of your next turn.**Level 29 Daily Talents****Puppeteer's Strings**

Psion Attack 29

*You strike out with your telepathic strings, lashing your foe's will with yours.***Daily * Psionic, Implement, Psychic****Standard Action** Ranged 15**Target:** One creature**Attack:** Charisma vs. Will**Hit:** 6d8 + Charisma modifier psychic damage, and you gain control of the target. On the target's next turn, you control its actions: You can move it a number of squares equal to your Wisdom modifier, and it then makes a basic attack against its nearest ally.**Effect:** Until the end of the encounter, every time you hit the target with a power with the psychic keyword, you regain control of the target.**Tornado Blast**

Psion Attack 29

*You create a massive force whirlwind, knocking your foes around the battlefield.***Daily * Psionic, Implement, Force****Standard Action** Area burst 4 within 20**Target:** Each enemy in range**Attack:** Intelligence vs. Fortitude**Hit:** 2d10 + Charisma modifier force damage, and you slide the target 10 squares in a straight line. If the target hits a solid object, it takes 1d10 damage per 2 squares moved.**Miss:** Slide the target 10 squares in a straight line. If the target hits a solid object, it takes 1d10 damage per 2 squares moved.**Ultrablast**

Psion Attack 29

*You unleash a loud, horrible psionic screech, knocking out all of your foes.***Daily * Psionic, Implement, Psychic****Standard Action** Close burst 7**Target:** Each enemy in burst**Attack:** Charisma vs. Will**Hit:** 3d12 + Charisma modifier psychic damage, and the target is unconscious (save ends). If the target saves, it is stunned (save ends). If the target saves, it is dazed (save ends).**Miss:** Half damage, and the target is stunned (save ends). If the target saves, it is dazed (save ends).

PSION PARAGON PATHS

Argent Savant

“Sit down before you fall down.”

Prerequisite: Psion class

You excel at using force powers to command the battlefield. With your powers you can toss your foes around like rag dolls, or carefully shove them into just the right position.

Argent Savant Path Features

Kinetic Action (11th Level): When you spend an action point you may select one creature within 10 squares to slide 3 squares as a free action.

Rough Landing (11th Level) Whenever you use a power with the force keyword that knocks a target prone, you gain a bonus to your damage roll equal to your Charisma modifier.

Additional Force (16th Level) Once per encounter as a free action, when you successfully hit a target with a power with the force keyword, you may shift a creature adjacent to your target a number of squares equal to your Intelligence modifier.

Sweeping Hand Argent Savant Attack 11

With a few deft waves of your hand you herd your enemies right where you want them to end up.

Encounter * Psionic, Implement, Psychic

Standard Action Area burst 2 within 10

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 2d10 + Intelligence modifier damage, and you slide the target a number of squares equal to your Charisma modifier.

Tornado Armor Argent Savant Utility 12

You call up intense winds, knocking back any foe that tries to harm you.

Encounter * Psionic, Psychic

Immediate Reaction Personal

Trigger: A creature hits you with a melee attack

Effect: You push the triggering creature a number of squares equal to your Charisma modifier.

Bring Down The Sky Argent Savant Attack 20

You bring a sheet of sheer psychic force down upon your enemies, knocking them flat.

Daily * Psionic, Implement, Force

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 4d12 + Intelligence modifier force damage, and the target is knocked prone. Make a secondary attack.

Miss: Half damage, and the target is knocked prone. Make a secondary attack.

Secondary Target: Each creature adjacent to primary target

Secondary Attack: Intelligence vs. Reflex

Hit: 1d12 + Intelligence modifier force damage, and the target is pushed 1 square away from the primary target.

Ectopic Adept

“Do not belittle my art with so vulgar a term as ‘summon’. I do not merely call, I sculpt, I craft, I create.”

Prerequisite: Psion class

By drawing on the material essence of the astral plane, you are able to conjure a mysterious substance known as ectoplasm. While many psions are trained in the art of crafting this ectoplasm, none save you are considered masters.

Ectopic Adept Path Features

Ectopic Armor (11th Level) Whenever you spend an action point, you gain a +3 bonus to your AC and Fortitude defenses until the end of your next turn.

Sturdy Construction (11th Level): You can move any conjuration you have created that has the psionic keyword outside of the power’s listed range. You still need to cast the conjuration within the power’s listed range.

Powerful Build (16th Level) Whenever you cast a power with the conjuration keyword or whenever your conjurations make an attack, you deal additional damage equal to your Intelligence modifier.

Astral Construct**Ectopic Adept Attack 11**

You craft a creature out of astral ectoplasm, directing it to attack your foes.

Encounter * Psionic, Implement, Psychic

Minor Action **Ranged 10**

Effect: You craft a construct that occupies 1 square within range. The construct lasts until the end of your next turn. As a move action you may move the construct a number of squares equal to your speed. As a standard action, you may direct your construct to make a Charisma vs. AC attack against one adjacent creature. On a hit, the attack deals 2d8 + Charisma damage. The astral construct counts as an ally for determining flanking and movement through its square.

Sustain Minor: You sustain the construct.

Wall of Ectoplasm**Ectopic Adept Utility 12**

You conjure up a wall of ectoplasm, crafting an obstacle for your enemies.

Daily * Psionic, Conjunction

Standard Action **Area** wall 8 within 10

Effect: You conjure up a wall that consists of contiguous squares filled with astral ectoplasm. The wall lasts until the end of your next turn. It can be up to 8 squares long and up to 4 squares tall. The wall is solid, though you and allies you designate can pass through a section of the wall as a free action. The wall is translucent enough to see through but otherwise blocks line of sight.

Sustain Minor: The wall persists.

Ectopic Twin**Ectopic Adept Attack 20**

You fashion a copy of yourself out astral ectoplasm, then imbue it with a portion of your psychic power.

Daily * Psionic, Implement, Force

Standard Action **Ranged 5**

Effect: You craft a construct that occupies 1 square within range. As a move action you may move your twin 5 squares. Your twin lasts until the end of the encounter. Whenever you cast a power with the psionic keyword, you may choose to have your twin cast the same power against the same or a different target. Both you and your twin deal half damage on a successful hit. All other effects remain the same.

Psychic Killer

“I don’t need a weapon to kill you.”

Prerequisite: Psion class, Dorje of Might implement mastery class feature

You have honed your telepathic powers to a fine art. Where others telepaths attempt to confound and control their enemies, you take a much simpler approach: you crush their minds, leaving them as lifeless husks.

Psychic Killer Path Features

Dorje Focus (11th Level) When wielding a dorje you gain a +1 bonus to all attack rolls that use the dorje as an implement.

Killer Action (11th Level): When you spend an action point you gain a bonus to your damage rolls equal to your Wisdom modifier until the end of your turn.

Killer Talent (16th Level) Once per day as a free action you can double the bonus you gain from your Dorje of Might class feature

Psionic Surgery**Psychic Killer Attack 11**

You deftly slice into your enemy’s brain, finding the best place to make your final strike.

Encounter * Psionic, Implement, Psychic

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier damage. You gain a bonus to your attack rolls against the target equal to 1 + your Wisdom modifier until the end of your next turn.

Sharpen Mind**Psychic Killer Utility 12**

By intensifying your focus you increase your chances of maximizing the damage you deal with your powers.

Daily * Psionic, Psychic

Minor Action **Personal**

Effect: Until the end of the encounter you can score critical hits with all powers with the Psychic keyword a roll of 18-20.

Psychic Crush**Psychic Killer Attack 20**

You reach forward with your telepathic might, grabbing your foe’s mind before delivering a powerful finishing clench.

Daily * Psionic, Implement, Psychic

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: 3d10 + Charisma modifier damage. Make a secondary attack.

Secondary Attack: Charisma vs. Will

Hit: 4d10 + Charisma modifier damage, and the target is stunned (save ends).

Pyrokineticist

"I bet this thing'll burn in really neat colors."

Prerequisite: Psion class

You love fire. A lot. Your friends would say almost too much, but what do they know? Your control over fire is complete, and there's nothing you enjoy more than setting aflame those that stand in your way.

Pyrokineticist Path Features

Fear no Fire (11th Level): You gain fire resistance equal to your level.

Fiery Action (11th Level) Whenever you use an action point, you may add the fire keyword to a single power you cast this round. This power deals an extra ongoing 10 fire damage (save ends).

Nimbus of Flame (16th Level) When a creature hits you with a melee attack, they take your Charisma modifier in fire damage.

Bolt of Fire **Pyrokineticist Attack 11**

You conjure up a small ball of flame and hurl it at your enemy, lighting them on fire.

Encounter * Psionic, Implement, Fire

Standard Action **Ranged 15**

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier damage, and the target takes ongoing fire damage equal to your Charisma modifier (save ends).

Fire Lash **Pyrokineticist Utility 12**

You create a long whip made from ectopic fire

Encounter * Psionic, Fire

Minor Action **Personal**

Effect: You craft a whip made out of fire. You may use it make a basic melee Charisma vs. Reflex attack that deals 1d8 + your Charisma modifier fire damage. The whip has reach.

Conflagration

Pyrokineticist Attack 20

You concentrate on your enemies, raising their internal temperatures until they burst into flames from within.

Daily * Psionic, Implement, Fire

Standard Action

Close burst 6

Target: Each enemy in range

Attack: Intelligence vs. Fortitude

Hit: 4d12 + Intelligence modifier fire damage, and the target is slowed and dazed (save ends both).

Miss: Half damage, and the target is slowed (save ends).

PSION FEATS

Heroic Tier Feats:

Kinetic Slam

Prerequisites: Int 13, Psion

Benefit: Whenever you use a power with the force keyword to push a target, deal an extra 1d8 damage to the target. Apply this damage only when you cannot push the target the full amount because it is stopped by an obstacle (such as a wall or another creature).

Telepathic Link

Prerequisites: Cha 13, Psion

Benefit: You gain a +1 bonus to all defenses against any enemy you've successfully hit with a power with the psychic keyword this encounter.

Paragon Tier Feat:

Implement Focus

Prerequisites: Psion, Psionic Implement Mastery class feature

Benefit: The gain one additional use of your Psionic Implement Mastery class feature per encounter.