



ULTIMATE PSIONICS ITEM CARDS

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PSIONIC ITEM DESCRIPTIONS

Aura: The strength and discipline of the item, as detected by *detect psionics*.

Manifester Level (ML): The manifester level of the creator, or the powers placed within the item if it is lower than the actual level of the creator. This determines any level-dependant aspects of the powers of the item.

Slots: The magic item slot which this item occupies to function. If listed "none," the item must be held or otherwise carried to function.

Price: The purchase price for the item if it is available. PC's typically can sell the item for half this price.

Weight: The mass of the item relative to gravity. If listed as a "-" the item has no weight worth noting (for the purposes of determining how much of a load a character can carry).

Description: The form and function of the psionic item, describing powers and abilities. Psionic tattoos, power stones, and dorjes refer to various powers as part of their descriptions.

Construction: A list of requisite feats, powers, and/or other criterion for the creation of an item, and it's raw material cost. Typically this will include one feat and one or more powers, in addition to other special requirements.

ITEM NAME

Aura

ML X

Price

Slot

Weight

The items description, both thematic and statistical.

CONSTRUCTION

Requirements

Feats, abilities, *powers*

Cost

LEATHER OF CONFINED SPACES

moderate psychometabolism		armor
ML 9th	14,160 gp	15 lbs.

This ruby red +3 *leather armor* glistens as if wet. It grants its wearer a +5 enhancement bonus on Escape Artist checks and Combat Maneuver checks to escape from grapples. In addition, once per day the wearer can reduce their size by one category as if with the *compression* power.

CONSTRUCTION

Requirements 7,160 gp
Craft Magic Arms and Armor, *compression*

SHADOW SHIRT

strong psychometabolism	armor
ML 15th 32,100 gp	25 lbs.

This jet-black +2 *chain shirt* is made of onyx links that seem to eat the light. It grants its wearer a +5 competence bonus on Stealth checks. In addition, the wearer can transform himself into a living shadow as if with the *shadow body* power. He can do this up to 5 rounds per day. These rounds do not need to be continuous.

CONSTRUCTION

Requirements	16,050 gp
Craft Magic Arms and Armor, <i>shadow body</i>	

SKINWALKER'S LEATHER

moderate psychometabolism	armor
ML 9th	20 lbs.
19,175 gp	

This +2 *studded leather armor* is made from flayed human skin. When worn, it merges with the skin of the wielder, becoming impossible to remove unless the wielder chooses to remove it. While merged, the armor gives the wearer a single customization point which can be used to select a customization from the aberrant customization list as if a 2nd level aberrant. If the wearer has levels in a class that grants customization points, his class level is instead treated as two higher when determining his customization point pool and which customizations he can select, but at least one customization point must be spent on the list of aberrant customizations.

CONSTRUCTION

Requirements	10,325 gp
Craft Magic Arms and Armor, <i>metamorphosis</i>	

PLATE OF THE JUGGERNAUT

strong metacreativity		armor
ML 9th	20,500 gp	50 lbs.

This +2 *full plate armor* seems to be stolid, yet when donned, it constantly whizzes and burrs, its plates moving and shifting as if it was alive. In truth, it has the essence of an aegis bound into it, making it capable of changing its very nature. It grants the wearer a single customization point spent on a customization from the aegis customization list and is always found with the point already spent. Changing the customization selection takes eight hours of concentration and the wearer can select a customization as if a 2nd level aegis. If the wearer has levels in a class that grants customization points, his class level is instead treated as two higher when determining his customization point pool and which customizations he can select.

CONSTRUCTION

Requirements	10,050 gp
Craft Magic Arms and Armor, ability to form astral armor	

STRENGTHBLEEDER

moderate psychometabolism	weapon
ML 6th	4 lbs.
17,915 gp	

This greenish-hued crystalline +2 *longsword* hums with psionic power. Once per day when in engaged in combat, the wielder can activate the weapon's strength draining ability. Until the end of that combat, when the wielder successfully hits an opponent with an attack, the enemy suffers 1 point of Strength damage, in addition to the weapon's normal damage. The wielder also gains a cumulative +1 enhancement bonus to his Strength for each point dealt in this way (max +8). This Strength bonus fades once combat ends.

CONSTRUCTION

Requirements	8,958 gp
Craft Magic Arms and Armor, <i>strength of my enemy</i>	

CRYSTAL BOW

faint psychokinesis		weapon
ML varies	varies	2 lbs.

ML 3rd, 11,200 gp (+1); ML 6th, 44,800 gp (+2); ML 9th, 100,800 gp (+3)

A *crystal bow* looks like a crystalline bow with no string. A soulknife with the soulbolt archetype, or anyone else with the ability to manifest a mind bolt, channels their mind bolt through the *crystal bow* when summoning it. This does not otherwise alter the action needed to summon a mind bolt, the summoner must simply be wielding the *crystal bow* and choose to manifest the mind bolt through the bow. For those using their mind bolt in a long variety, the *crystal bow* need only be on the character's body to channel the mind bolt through the *crystal bow*, he does not need to actually wield the bow.

CRYSTAL BOW

faint psychokinesis		weapon
ML varies	varies	2 lbs.

Crystal bows have 45 hit points and a hardness of 15.

When a mind bolt is manifested in this fashion, the enhancement bonus and the maximum enhancement bonus of the mind bolt is increased by the enhancement bonus of the *crystal bow*, although any enhancement bonus above +5 is lost.

CONSTRUCTION

Requirements	varies
Craft Magic Arms and Armor, ability to manifest mind bold	

Cost

5,600 gp (+1), 22,400 gp (+2), 50,400 gp (+3)

CRYSTAL GAUNTLETS

faint psychokinesis		weapon
ML varies	varies	2 lbs.

ML 3rd, 11,200 gp (+1); ML 6th, 44,800 gp (+2); ML 9th, 100,800 gp (+3)

Crystal gauntlets looks like crystalline gloves with the fingers removed. A character with the ability to empower their unarmed strikes, such as a soulknife with the deadly fist archetype, or the form claws ability, can channel that power through the *crystal gauntlets* when activating it. This does not otherwise alter the action needed to empower the unarmed strikes, the wearer must simply be wielding the *crystal gauntlets* and choose to channel the power through the gauntlets.

Crystal gauntlets have 45 hit points and a hardness of 15.

CRYSTAL GAUNTLETS

faint psychokinesis		weapon
ML varies	varies	2 lbs.

When a character with empowered strikes uses these gauntlets in this fashion, the enhancement bonus and the maximum enhancement bonus of the empowered strikes are increased by the enhancement bonus of the *crystal gauntlets*, although any enhancement bonus above +5 is lost.

CONSTRUCTION

Requirements	varies
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Craft Magic Arms and Armor, ability to use empowered strikes

Cost

5,600 gp (+1), 22,400 gp (+2), 50,400 gp (+3)

CRYSTAL GRIP

faint psychokinesis		shield
ML varies	varies	2 lbs.

ML 3rd, 5,600 gp (+1); ML 6th, 22,400 gp (+2); ML 9th, 50,400 gp (+3)

A *crystal grip* looks like a crystalline handle with nothing attached. A soulknife, or anyone else with the ability to manifest a mind shield, channels their mind shield through the *crystal grip* when summoning it. This does not otherwise alter the action needed to summon a mind shield, the summoner must simply be wielding the *crystal grip* and choose to manifest the mind shield through the grip.

Crystal grips have 45 hit points and a hardness of 15.

CRYSTAL GRIP

faint psychokinesis		shield
ML varies	varies	2 lbs.

When a mind shield is manifested in this fashion, the enhancement bonus and the maximum enhancement bonus of the mind shield is increased by the enhancement bonus of the *crystal grip*, although any enhancement bonus above +5 is lost.

CONSTRUCTION

Requirements	varies
Craft Magic Arms and Armor, ability to manifest mind shield	

Cost

2,800 gp (+1), 11,200 gp (+2), 25,200 gp (+3)

CRYSTAL HILT

faint psychokinesis		weapon
ML varies	varies	2 lbs.

ML 3rd, 11,200 gp (+1); ML 6th, 44,800 gp (+2); ML 9th, 100,800 gp (+3)

A *crystal hilt* looks like a crystalline sword with no blade. A soulknife, or anyone else with the ability to manifest a mind blade, channels their mind blade through the *crystal hilt* when summoning it. This does not otherwise alter the action needed to summon a mind blade, the summoner must simply be wielding the *crystal hilt* and choose to manifest the mind blade through the hilt.

Crystal hilts have 45 hit points and a hardness of 15.

When a mind blade is manifested in this fashion, the enhancement bonus and the maximum enhancement bonus of the mind blade is increased by the enhancement bonus of the *crystal hilt*, although any

CRYSTAL HILT

faint psychokinesis		weapon
ML varies	varies	2 lbs.

enhancement bonus above +5 is lost.

Characters wielding two mind blades only gain the benefit on the mind blade channeled through the *crystal hilt*. Multiple *crystal hilts* would be needed to affect multiple mind blades.

Throwing a mind blade while wielding a *crystal hilt* does not require the crystal hilt be thrown. If forming your mind blade into two blades, only one is altered by the crystal hilt unless you are wielding two crystal hilts.

CONSTRUCTION

Requirements	varies
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Craft Magic Arms and Armor, ability to manifest mind blade

Cost

5,600 gp (+1), 22,400 gp (+2), 50,400 gp (+3)

CRYSTAL SPAULDERS

faint psychokinesis		armor
ML varies	varies	2 lbs.

ML 3rd, 11,200 gp (+1); ML 6th, 44,800 gp (+2); ML 9th, 100,800 gp (+3)

Crystal spaulders are crystalline plates resembling armor and are worn on the upper arms and shoulders, although they take up the armor magic item slot. An aegis, or anyone else with the ability to create an astral suit or mind armor, can channel their astral suit or mind armor through the *crystal spaulders* when creating it. This does not otherwise alter the action needed to create an astral suit or mind armor, the summoner must simply be wearing the *crystal spaulder* and choose to create the astral suit or mind armor through the spaulders.

Crystal spaulders have 45 hit points and a hardness of 15.

When an astral suit is formed through *crystal spaulders*, it gains an enhancement

CRYSTAL SPAULDERS

faint psychokinesis		armor
ML varies	varies	2 lbs.

bonus to the armor bonus it grants equal to the enhancement bonus of the *crystal spaulders*. In addition, the character gains a number of customization points to spend equal to the enhancement bonus of the *crystal spaulders*.

When mind armor is created in this fashion, the enhancement bonus and the maximum enhancement bonus of the mind armor is increased by the enhancement bonus of the *crystal spaulders*, although any enhancement bonus above +5 is lost.

CONSTRUCTION

Requirements	varies
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Craft Magic Arms and Armor, ability to manifest mind armor or an astral suit

Cost

2,800 gp (+1), 11,200 gp (+2), 25,200 gp (+3)

TRUE PSICROWN OF THE ASTRAL LEGION

strong metacreativity	head
ML 17th	122,400 gp
	—

This psicrown has 170 power points. It is made from white silk interwoven with crystalline strands of thread. It allows use of the following power:

Astral construct

Recharge: *Cost 17 pp, Gain 17 pp*

CONSTRUCTION

Requirements	61,200 gp
Craft Staff, <i>astral construct</i>	

LESSER PSICROWN OF THE BEAST

moderate psychometabolism	head
ML 9th	23,400 gp
	—

This psicrown has 30 power points. It is made from a prickly collection of bear claws and snake fangs. It allows use of the following powers:

Claw of energy

Duodimensional claw

Prevenom

Truevenom

Recharge: *Cost 9 pp, Gain 3 pp*

CONSTRUCTION

Requirements	11,700 gp
<i>Craft Staff, claw of energy, duodimensional claw, prevenom, truevenom</i>	

GREATER PSICROWN OF THE CAUTIOUS WARRIOR

moderate psychometabolism	head
ML 11th	61,600 gp
	—

This psicrown has 60 power points. It is made from a shining iron alloy, similar in appearance to a metallic shield. It allows use of the following powers.

Adapt body

Body adjustment

Precognition, defensive

Inertial barrier

Recharge: *Cost 11 pp, Gain 6 pp*

CONSTRUCTION

Requirements	30,800 gp
<i>Craft Staff, adapt body, body adjustment, defensive precognition, inertial barrier</i>	

GREATER PSICROWN OF THE DISCERNING WATCHER

moderate clairsentience	head
ML 11th	105,600 gp
	—

This psicrown has 60 power points. It is made from pure transparent crystal. It allows use of the following powers.

Aura sight

Clairtangent hand

Clairvoyant sense

Heightened vision

Pierce the veils

Remote viewing

Recharge: Cost 11 pp, Gain 6 pp

CONSTRUCTION

Requirements	52,800 gp
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Craft Staff, *aura sight, clairtangent hand, clairvoyant sense, heightened vision, pierce the veils, remote viewing*

GREATER PSICROWN OF THE DOMINATOR

moderate telepathy		head
ML 11th	39,600 gp	—

This psicrown has 60 power points. It is made from black iron without further ornamentation. It allows use of the following powers.

Empathic connection

Mind control

Compelling voice

Recharge: *Cost 11 pp, Gain 6 pp*

CONSTRUCTION

Requirements	19,800 gp
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Craft Staff, *empathic connection, mind control, compelling voice*

TRUE PSICROWN OF THE EVADER

moderate psychoportation	head
ML 14th	145,600 gp
	—

This psicrown has 140 power points. It is made from silk, usually dyed emerald green, with an emerald crystal affixed to the material. It allows use of the following powers.

Flight

Slip the bonds

Wall walker

Recharge: *Cost 14 pp, Gain 14 pp*

CONSTRUCTION

Requirements	72,800 gp
<i>Craft Staff, catfall, hustle, flight, slip the bonds, wall walker</i>	

LESSER PSICROWN OF FIERY RUIN

moderate telepathy	head
ML 15th	57,000 gp
	—

This psicrown has 50 power points. It is made from reddish iron and is shaped into a twisted circlet studded with reddish crystals. It allows use of the following powers.

Energy ball

Energy cone

Energy missile

Energy stun

Fiery discorporation

Recharge: Cost 15 pp, Gain 5 pp

CONSTRUCTION

Requirements 28,500 gp
Craft Staff, *energy ball, energy cone, energy missile, energy stun, fiery discorporation*

GREATER PSICROWN OF THE TEMPORAL JUGGLER

strong psychoportation	head
ML 17th	—
122,400 gp	

This psicrown has 90 power points. It is made from silk, usually dyed in several colors, with a clear crystal affixed to the material. It allows use of the following powers.

Temporal acceleration

Time hop

Timeless body

Recharge: *Cost 17 pp, Gain 9 pp*

CONSTRUCTION

Requirements	61,200 gp
<i>Craft Staff, temporal acceleration, time hop, timeless body</i>	

LESSER PSICROWN OF THE TRAVELER

moderate psychoportation	head
ML 15th	54,000 gp
	—

This psicrown has 50 power points. It is made from silk, usually dyed emerald green, with an emerald crystal affixed to the material. It allows use of the following powers.

Astral traveler

Fold space

Psychoport, greater

Psychoport

Recharge: *Cost 15 pp, Gain 5 pp*

CONSTRUCTION

Requirements	27,000 gp
<i>Craft Staff, astral traveler, greater psychoport, fold space, psychoport</i>	

TRUE PSICROWN OF KINETIC CONTROL

strong psychokinesis	head
ML 15th	130,400 gp
	—

This psicrown has 150 power points. It is made from black iron, wrought in intricate patterns. It allows the use of the following powers.

Psychokinetic sphere

Telekinetic force

Telekinetic maneuver

Recharge: *Cost 15 pp, Gain 15 pp*

CONSTRUCTION

Requirements	65,200 gp
<i>Craft Staff, psychokinetic sphere, telekinetic force, telekinetic maneuver</i>	

LESSER PSICROWN OF FORCE AND FIRE

moderate psychokinesis	head
ML 11th	—
22,000 gp	

This psicrown has 60 power points and is crafted from a red metal and is set with gem stones. It allows use of the following powers:

Deflect missiles

Energy burst

Energy push

Force screen

Recharge: Cost 11 pp, Gain 6 pp

CONSTRUCTION

Requirements	11,000 gp
Craft Staff, <i>deflect missiles, energy burst, energy push, force screen</i>	

TRUE PSICROWN OF FORCE AND FIRE

moderate psychokinesis	head
ML 14th	61,600 gp

This psicrown has 140 power points and is crafted from a red metal and is set with gem stones. It allows use of the following powers:

Deflect missiles

Energy burst

Energy push

Force screen

Recharge: Cost 14 pp, Gain 14 pp

CONSTRUCTION

Requirements	30,800 gp
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Craft Staff, *deflect missiles, energy burst, energy push, force screen*

AMULET OF CATAPSI

moderate telepathy		neck
ML 9th	16,200 gp	—

This copper amulet aids the wearer against other psionic characters. Once per day, the wearer can mentally command the *catapsi* power, which blankets a 30-foot-radius area surrounding the wearer in telepathic noise for 9 rounds. Each time other psionic characters within this range attempt to manifest a power, they must succeed on a DC 17 Will save or pay 4 more points than they otherwise would for each power manifestation. The limit on the number of power points a subject can spend on a power remains in effect, so the subject may not be able to manifest his or her highest-level powers.

CONSTRUCTION

Requirements	8,100 gp
Craft Wondrous Item, <i>catapsi</i>	

AURA MONOCLE

moderate clairsentience		eyes
ML 7th	4,000 gp	0.5 lbs.

Three times per day, the wearer of this gold-rimmed monocle can activate the monocle while looking at a creature and discern if the creature is of good or evil alignment. Alternative versions of this monocle instead detect if the creature is of lawful or chaotic alignment.

CONSTRUCTION

Requirements	2,000 gp
Craft Wondrous Item, <i>aura sight</i>	

GREATER AURA MONOCLE

moderate clairsentience		eyes
ML 7th	8,000 gp	0.5 lbs.

This bifocal lense functions as an *aura monocle*; the wearer can activate the monocle while looking at a creature and discern if the creature is of good or evil and of lawful or chaotic alignments. The lens can be used three times per day.

CONSTRUCTION

Requirements	4,000 gp
Craft Wondrous Item, <i>aura sight</i>	

BELT OF ECTOPLASMIC SAFETY

moderate psychometabolism		belt
ML 7th	30,000 gp	2 lbs.

This belt is made of rings of interlocking crystal, apparently skillfully carved from a single large piece. Three times per day, when the wearer is targeted by an area effect that allows a Reflex save, on a successful save he can choose to instead be moved outside of the area, taking no damage (or other harmful effect). In his place, an ectoplasmic copy remains.

The wearer is moved the shortest distance possible that would escape the effect. If there is no safe square to move to, then the belt's effect fails.

The ectoplasmic copy looks exactly like the original character. A DC 16 Will save is required to disbelieve that the copy is the

BELT OF ECTOPLASMIC SAFETY

moderate psychometabolism	belt
ML 7th	30,000 gp
	2 lbs.

original character, otherwise creatures will act as if the copy is the original character and will ignore the original as if he were invisible. If the copy takes any damage, it dissipates immediately; otherwise the copy dissipates at the start of the wearer's next action.

CONSTRUCTION

Requirements	15,000 gp
Craft Wondrous Item, <i>cloud mind</i> , <i>ectoplasmic creation</i> , <i>evade burst</i>	

BOOTS OF GRAVITY BINDING

faint psychoportation		feet
ML 5th	18,000 gp	1 lb.

Three times per day, the wearer of these black leather boots can affect the ground where they are standing as if they had manifested the *gravitational anchor* power.

CONSTRUCTION

Requirements	9,000 gp
Craft Wondrous Item, <i>gravitational anchor</i>	

BOOTS OF LANDING

faint psychoportation		feet
ML 2nd	1,000 gp	1 lb.

These boots allow the wearer to recover instantly from a fall and can absorb some damage from falling once per day. The wearer lands on her feet no matter how far she falls, and takes 2 fewer dice of damage from the fall than normal.

CONSTRUCTION

Requirements	500 gp
Craft Wondrous Item, <i>catfall</i>	

BOOTS OF SKATING

faint psychoportation		feet
ML 1st	7,000 gp	1 lb.

These boots allow the wearer to slide along the ground at will as if using the *skate* power.

CONSTRUCTION

Requirements	3,500 gp
Craft Wondrous Item, <i>skate</i>	

BOOTS OF STOMPING

faint psychokinesis		feet
ML 3rd	600 gp	1 lb.

These boots allow the wearer to use *stomp* as the power three times per day (Reflex save DC 13) when the wearer stomps her feet.

CONSTRUCTION

Requirements	300 gp
Craft Wondrous Item, <i>stomp</i>	

BOOTS OF TEMPORAL ACCELERATION

strong psychoportation		feet
ML 15th	43,200 gp	1 lb.

These boots allow the wearer to speed up his own time frame for 2 rounds as if using the power *temporal acceleration*. The wearer can use this power once per day.

CONSTRUCTION

Requirements	21,600 gp
Craft Wondrous Item, <i>temporal acceleration</i>	

BOOTS OF THE NOMAD

moderate psychoportation		feet
ML 10th	10,000 gp	1 lb.

These black leatehr boots seem to shimmer when looked at, as if they are constantly moving.

When this itme is worn by a character with the nomad's step ability, the character's nomad level is treated as four higher for the purposes of the nomad's step ability. If the character is not a nomad, the gain the nomad's step ability as if a 4th-level nomad.

CONSTRUCTION

Requirements 5,000 gp
Craft Wondrous Item, *dimension slide* or
nomad's step ability

BRACERS OF DISRUPTION

moderate clairsentience		wrists
ML 12th	20,000 gp	—

This black silk bands increase the base damage of the wielder's disrupt pattern ability by 2d6 points of damage.

If the character does not have the Disrupt Pattern class feature, he gains no benefit.

CONSTRUCTION

Requirements	10,000 gp
Craft Wondrous Item, disrupt pattern class feature	

BRACERS OF MARTIAL SURGING

moderate psychokinesis		wrists
ML 5th	5,000 gp	1 lb.

These bracers are made from gold and inlaid with intricate patterns of copper and diamonds. Designed to help capture some of the emotional psychic energy released by a wilder when she utilizes her wild surge, these bracers allow the wearer to channel some of that energy into her weapons. When the wearer uses a wild surge, the bracers gain a charge equal to the level of the wild surge. The bracers can hold a maximum of 10 charges; any charges that would be gained beyond that are lost. These wild surge charges can then be spent as a free action to increase the enhancement bonus or add a weapon special ability to a weapon the wearer is wielding, at a cost of two charges per +1 for enhancement bonus or weapon special ability.

BRACERS OF MARTIAL SURGING

moderate psychokinesis		wrists
ML 5th	5,000 gp	1 lb.

The improvement to the weapon lasts for one round or until the next successful attack with that weapon, whichever occurs first. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not psionic, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses can be added to the weapon, stacking with existing enhancement bonuses to a maximum of +5, or they can be used to add any of the weapon properties available to a soulknife's mind blade.

CONSTRUCTION

Requirements	2,500 gp
Craft Wondrous Item, <i>metaphysical weapon</i>	

CACOPHONOUS BELL

moderate psychokinesis	none
ML 10th	3 lbs.
10,500 gp	

This heavy iron bell is inscribed with distorted musical symbols. When its wielder rings the bell and expends psionic focus, any bardic performance used within 30 feet of the bell costs three rounds for each round of performance due to the sonic energy being given off by the bell. Each round, the wielder can spend a move action to continue ringing the bell, although if a round is missed, the wielder must once again expect psionic focus to reactivate the bell

CONSTRUCTION

Requirements	5,250 gp
Craft Wondrous Item, <i>create sound</i>	

CHARM OF PRESERVATION

faint telepathy		none
ML 3rd	250 gp	—

This small golden charm resembles the outline of a head, although other forms have been known to exist and in psionic societies, they tend to be a sign of affluence among the populace. When the wearer of this charm is slain, it dissolves into a soft yellow nimbus that surrounds the wearer. For one week, the wearer can be affected by the *psionic revivify* power as if he had just died that round, but *psionic revivify* must be channeled through specially-treated crystals similar to *cognizance crystals* that cost 5,000 gp. The psionic energy in the crystal is consumed in the manifestation and the crystal becomes inert and has no value. These crystals are not provided by the charm. After being used, the charm is destroyed.

CONSTRUCTION

Requirements	125 gp
Craft Wondrous Item, <i>preserve psyche</i>	

CHARMS OF FRIENDLY INTERCEPTION

faint psychoportation	varies
ML 3rd	12,000 gp

These charms come in pairs, consisting of a matching image etched in a disc of crystal on a small chain. They can be worn in any slot, but must be worn in the same slot by two different creatures to be effective. As a standard action, either character can activate the charm, instantly switching places with the wearer of the mated charm, as long as they are within 30 feet (a DC 12 Will save negates if the target is unwilling). There must be space for each creature in their new location, or this effect automatically fails. The purchase price and construction cost are for paired charms.

CONSTRUCTION

Requirements	6,000 gp
Craft Wondrous Item, <i>dimension swap</i>	

CIRCLET OF THE SHELTERED MIND

moderate telepathy		head
ML 8th	7,500 gp	2 lbs.

This iron circlet has prongs that are shaped such that it seems to cup the entire skull.

When this item is worn by a character with the wild surge ability, the character's chance of psychic enervation is reduced by 5% (to a minimum of 0).

CONSTRUCTION

Requirements	3,750 gp
Craft Wondrous Item, wild surge ability	

COIN OF BROTHERHOOD

faint telepathy	—
ML 3rd	5,000 gp

This small disk of silver is held in the palm during a handshake.

When the wielder expends his psionic focus during the handshake, he gains a +10 competence bonus to a diplomacy check against the person whose hand he is shaking to improve their attitude.

CONSTRUCTION

Requirements	2,500 gp
Craft Wondrous Item, <i>attraction</i>	

COMPANION STONE

varies —

ML varies

varies —

A companion stone is similar to a setting stone in that it functions only in conjunction with a *psicrystal staff*, adding functionality to the staff. Unlike setting stones, companion stones take up orbit around the head of the staff, similar to the way ioun stones orbit the head of their owner.

A character must hold and then release the stone, whereupon it takes up a circling orbit 1 foot from the head of her staff. A character must grab the stone to remove it from it's orbit. The owner may stow a stone to keep it safe, but she loses the benefits of the stone during that time.

Companion stones have an Armor Class of 22, 8 hit points, and a hardness of 10.

The wielder can enhance her *psicrystal staff* with a maximum of 10 companion stones before the density of orbiting stones becomes too great.

The character must have her *psicrystal staff* in hand to gain the benefits from any orbiting companion stones.

COMPANION STONE OF DIPLOMACY

faint telepathy	—
ML 5th	1,700 gp

The general purpose and use of companion stones can be found on the companion stone card.

The wielder of a staff enhanced with this stone gains a +4 competence bonus on Diplomacy checks.

CONSTRUCTION

Requirements	850 gp
Craft Wondrous Item, <i>broker</i>	

COMPANION STONE OF ELECTRICAL PROTECTION

moderate psychometabolism	—
ML 7th	27,200 gp

The general purpose and use of companion stones can be found on the companion stone card.

The wielder of a staff enhanced with this stone is protected from electrical damage. Each time the wielder takes damage from electricity, subtract 10 points from the total for each electrical attack.

CONSTRUCTION

Requirements	13,600 gp
Craft Wondrous Item, <i>energy adaptation</i>	

COMPANION STONE OF FAR SIGHT

faint psychometabolism	—
ML 5th	7,500 gp

The general purpose and use of companion stones can be found on the companion stone card.

The wielder of a staff enhanced with this stone gains a +2 competence bonus on ranged attack rolls and a +2 competence bonus on saving throws against illusions.

CONSTRUCTION

Requirements	3,750 gp
Craft Wondrous Item, <i>far sight</i>	

COMPANION STONE OF FIRE

moderate psychokinesis	—
ML 10th	17,000 gp

The general purpose and use of companion stones can be found on the companion stone card.

The wielder of a staff enhanced with this stone gains the ability to manifest cones of fire. When a character points the companioned psicrystal staff and issues the command thought, an energy cone [fire] effect discharges from the stone, as if fully augmented by a 10th-level kineticist (10d6+10 points of fire damage with a DC adjustment of +2). Each use requires one charge; a newly created companion stone of fire has 30 charges. When the charges are expended, the companion stone burns to ash.

CONSTRUCTION

Requirements	8,500 gp
Craft Wondrous Item, <i>energy cone</i>	

COMPANION STONE OF FORTIFY

faint psychometabolism	—
ML 5th	9,000 gp

The general purpose and use of companion stones can be found on the companion stone card.

The wielder of a staff enhanced with this stone gains a +4 resistance bonus to all saving throws once per day for up to five minutes—it is a standard action to activate this power.

CONSTRUCTION

Requirements	4,500 gp
Craft Wondrous Item, <i>fortify</i>	

COMPANION STONE OF TRUTHFUL DEALINGS

faint telepathy —
ML 3rd 10,800 gp —

The general purpose and use of companion stones can be found on the companion stone card.

The wielder of a staff enhanced with this stone can read thoughts once per day for up to three minutes—it is a standard action to activate this power.

CONSTRUCTION

Requirements 5,400 gp
Craft Wondrous Item, *read thoughts*

COWARDLY CRYPTIC'S GOGGLES

moderate clairsentience	eyes
ML 7th	10,000 gp
	1 lb.

This pair of leather goggles, when worn by a character with the insight class feature, grants the wearer the trap spotter cryptic insight. Any time the wearer passes within 10 ft. of a trap that he detects, including if he detects the trap via the automatic check from the trap spotter insight, the goggle lenses immediately darken, blacking out everything from the wearer's vision except for the detected trap. The wearer may attempt Disable Device checks against the trap as normal, but for any other activity, the wearer is effectively blind unless he has some other means of vision, such as an extra set of eyes.

CONSTRUCTION

Requirements	5,000 gp
Craft Wondrous Item, trap spotter insight	

CREATURE OF HABIT'S MEDALLION

faint telepathy

neck

ML 1st

2,000 gp

—

This silver medallion bears the inscription of an hourglass, each grain of sand a tiny chip of sapphire. It grants the wearer the ability to force another creature to repeat its actions time and again.

When the wearer is successfully hit by an opponent, he may spend an immediate action to mesmerize that creature, compelling it to take the same action again on its next turn, unless it can make a DC 11 Will save. If the situation changes in such a way that the creature can no longer perform the same action, it will stand still and take no action for one turn. This has no other effect on the creature, and it will defend itself as normal.

CONSTRUCTION

Requirements

1,000 gp

Craft Wondrous Item, *déjà vu*

CRAWLING TATTOOS

faint (discipline of scribed power) —

ML varies $50 \text{ gp} \times \text{power level} \times \text{manifestor level}$ —

Crawling tattoos resemble standard psionic tattoos, but their effects are often harmful rather than beneficial. Like a psionic tattoo, a crawling tattoo can be scribed only with a power of no higher than 3rd level that targets one or more creatures. Exceptions are psychometabolism (healing) powers 3rd level or lower, which can be scribed even though they typically affect only the manifestor, and telepathy (compulsion) powers, which cannot be scribed at all. Powers that normally have an area affect only one target if scribed in a crawling tattoo. Otherwise, crawling tattoos are treated as psionic tattoos until they are activated by the wearer.

The wearer of a crawling tattoo can tap the tattoo as a standard action that provokes attacks of opportunity, mentally specifying a target (to which the wearer must have line of sight). Instead of manifesting its stored

CRAWLING TATTOOS

faint (discipline of scribed power) —

ML varies $50 \text{ gp} \times \text{power level} \times \text{manifester level}$ —

power, the tattoo animates, drops to the ground, and scuttles toward the target. The original wearer need no longer concentrate on the tattoo once animated.

The animated tattoo moves toward its designated target in the same round when it is activated. Treat it as a Fine construct that has AC 18, 10 hit points, a hardness of 5, speed 30 feet, and a bonus on attack rolls equal to the wearer's manifester level + his key ability modifier. Crawling tattoos, unlike true constructs, are subject to illusions, darkness, fog, and similar effects. Should the target be killed, teleport away, or otherwise absent itself before the animated tattoo reaches it, the wearer can reclaim the tattoo. If it is destroyed, a crawling tattoo shatters and evaporates.

A crawling tattoo must enter the target's square to attack and thus provokes attacks of opportunity as it passes through the target's

CRAWLING TATTOOS

faint (discipline of scribed power) —

ML varies 50 gp × power level × manifester level —

threatened area. The tattoo makes one touch attack per round thereafter until it strikes its target or is destroyed. On a successful attack, the power scribed in the crawling tattoo affects the target if the target fails the appropriate saving throw; however, powers that normally allow a Reflex saving throw automatically affect the touched target. Crawling tattoos can ferry beneficial powers as well as harmful ones, and a target can allow the tattoo's touch attack to succeed if he or she desires.

CONSTRUCTION

Requirements

Scribe Tattoo, access to the power being scribed

Cost

25 gp × power level × manifester level

CROWN OF TRADED WILL

moderate telepathy		head
ML 11th	20,000 gp	2 lbs.

This delicate silver crown bears reflective gems at the tips of its points. These gems reflect light in strange ways, creating a dancing swarm of luminescent motes in combat.

As a standard action, the wearer can attempt to briefly swap minds with another creature. The target must make a DC 19 Will save, or have its mind switched with the wearer's until the end of the wearer's next turn. The crown can be used once per day.

CONSTRUCTION

Requirements	10,000 gp
Craft Wondrous Item, <i>mind switch</i>	

CRYSTAL ANCHOR

varies		—
ML varies	24,000 gp	3 lbs.

A crystal anchor is a 4 foot shaft of transparent crystal, with a sharpened, spearlike head, that ensnares the minds of those within range who manifest powers of a psionic discipline specified at creation.

A crystal anchor is activated by plunging it into the ground, projecting an invisible, 30-foot-radius field. If a power from the specified discipline is manifested within this range, the manifester must succeed on a Will save (DC 15 + power level) or become subject to an effect similar to brain lock, except that the effect is permanent until dispelled or dismissed by the individual who initially drove the crystal anchor into the earth. Any anchor can be pulled out and reused.

When a crystal anchor ensnares a target, a slender filament of insubstantial ectoplasm connects the victim to the shaft, even outside

CRYSTAL ANCHOR

varies		—
ML varies	24,000 gp	3 lbs.

the original area.

A crystal anchor can attempt to ensnare a victim only five times per day. Previously caught targets can remain caught day after day and do not count against this daily limit on attempts.

An anchor's owner can designate certain creatures to be unaffected by the anchor; such creatures need not make a saving throw and do not count against the daily limit on attempts. One crystal anchor can ensnare multiple targets simultaneously, and multiple crystal anchors can share overlapping fields.

Anchors that activate when a specific power is manifested in range are also possible, but are rarer.

A crystal anchor has AC 7, 15 hit points, a hardness of 8, and a break DC of 20.

BODY CRYSTAL ANCHOR

faint psychometabolism	—
ML 5th	24,000 gp
	3 lbs.

The general purpose and use of crystal anchors can be found on the crystal anchor card.

Those who manifest psychometabolism powers within the 30-foot-radius field of this crystal anchor must succeed on a Will save (DC 15 + power level) or become subject to an effect similar to brain lock, except that the effect is permanent until dispelled or dismissed by the individual who initially drove the crystal anchor into the earth.

CONSTRUCTION

Requirements	12,000 gp
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Craft Wondrous Item, *brain lock*, *trigger power*, any psychometabolism power

COMPREHENSION CRYSTAL ANCHOR

faint clairsentience	—	
ML 5th	24,000 gp	3 lbs.

The general purpose and use of crystal anchors can be found on the crystal anchor card.

Those who manifest clairsentience powers within the 30-foot-radius field of this crystal anchor must succeed on a Will save (DC 15 + power level) or become subject to an effect similar to brain lock, except that the effect is permanent until dispelled or dismissed by the individual who initially drove the crystal anchor into the earth.

CONSTRUCTION

Requirements	12,000 gp
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Craft Wondrous Item, *brain lock*, *trigger power*, any clairsentience power

CREATION CRYSTAL ANCHOR

faint metacreativity	—
ML 5th	24,000 gp
	3 lbs.

The general purpose and use of crystal anchors can be found on the crystal anchor card.

Those who manifest metacreativity powers within the 30-foot-radius field of this crystal anchor must succeed on a Will save (DC 15 + power level) or become subject to an effect similar to brain lock, except that the effect is permanent until dispelled or dismissed by the individual who initially drove the crystal anchor into the earth.

CONSTRUCTION

Requirements	12,000 gp
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Craft Wondrous Item, *brain lock*, *trigger power*, any metacreativity power

ENERGY CRYSTAL ANCHOR

faint psychokinesis	—
ML 5th	24,000 gp
	3 lbs.

The general purpose and use of crystal anchors can be found on the crystal anchor card.

Those who manifest psychokinesis powers within the 30-foot-radius field of this crystal anchor must succeed on a Will save (DC 15 + power level) or become subject to an effect similar to brain lock, except that the effect is permanent until dispelled or dismissed by the individual who initially drove the crystal anchor into the earth.

CONSTRUCTION

Requirements	12,000 gp
Craft Wondrous Item, <i>brain lock</i> , <i>trigger power</i> , any psychokinesis power	

GHOST CRYSTAL ANCHOR

faint clairsentience	—
ML 5th	24,000 gp 3 lbs.

The general purpose and use of crystal anchors can be found on the crystal anchor card.

Those who manifest *remote viewing* within the 30-foot-radius field of this crystal anchor must succeed on a Will save (DC 15 + power level) or become subject to an effect similar to brain lock, except that the effect is permanent until dispelled or dismissed by the individual who initially drove the crystal anchor into the earth.

CONSTRUCTION

Requirements	12,000 gp
Craft Wondrous Item, <i>brain lock</i> , <i>trigger power</i> , <i>remote viewing</i>	

MIND CRYSTAL ANCHOR

faint telepathy	—	
ML 5th	24,000 gp	3 lbs.

The general purpose and use of crystal anchors can be found on the crystal anchor card.

Those who manifest telepathy powers within the 30-foot-radius field of this crystal anchor must succeed on a Will save (DC 15 + power level) or become subject to an effect similar to brain lock, except that the effect is permanent until dispelled or dismissed by the individual who initially drove the crystal anchor into the earth.

CONSTRUCTION

Requirements	12,000 gp
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Craft Wondrous Item, *brain lock*, *trigger power*, any telepathy power

TRAVEL CRYSTAL ANCHOR

faint psychoportation	—	
ML 5th	24,000 gp	3 lbs.

The general purpose and use of crystal anchors can be found on the crystal anchor card.

Those who manifest psychoportation powers within the 30-foot-radius field of this crystal anchor must succeed on a Will save (DC 15 + power level) or become subject to an effect similar to brain lock, except that the effect is permanent until dispelled or dismissed by the individual who initially drove the crystal anchor into the earth.

CONSTRUCTION

Requirements	12,000 gp
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Craft Wondrous Item, *brain lock*, *trigger power*, any psychoportation power

CRYSTAL MASK OF DETECTION

moderate clairsentience	head
ML 7th	10,000gp
	0.5 lbs.

This crystal mask fits over the face of any Medium or Small humanoid, with slits for eyes and nostrils, and is affixed with leather straps. The mask is transparent though it distorts the wearers features.

The wearer of a crystal mask of detection can make Perception checks with a +10 competence bonus.

CONSTRUCTION

Requirements	5,000 gp
Craft Wondrous Item, creator must have 10 ranks in Perception	

CRYSTAL MASK OF DISCERNMENT

moderate clairsentience	head
ML 7th	10,000gp
	0.5 lbs.

This crystal mask fits over the face of any Medium or Small humanoid, with slits for eyes and nostrils, and is affixed with leather straps. The mask is transparent though it distorts the wearers features.

The wearer of a crystal mask of discernment can make Sense Motive checks with a +10 insight bonus.

CONSTRUCTION

Requirements	5,000 gp
Craft Wondrous Item, creator must have 10 ranks in Sense Motive	

CRYSTAL MASK OF DREAD

moderate clairsentience	head
ML 7th	10,000gp
	0.5 lbs.

This crystal mask fits over the face of any Medium or Small humanoid, with slits for eyes and nostrils, and is affixed with leather straps. The mask is transparent though it distorts the wearers features.

The wearer of a crystal mask of dread can attempt to fright other beings to her will. Their wearer makes all Intimidate checks with a +10 competence bonus.

CONSTRUCTION

Requirements 5,000 gp
Craft Wondrous Item, creator must have 10 ranks in Intimidate

CRYSTAL MASK OF INSIGHTFUL DETECTION

moderate clairsentience	head
ML 7th	20,250gp
	0.5 lbs.

This crystal mask fits over the face of any Medium or Small humanoid, with slits for eyes and nostrils, and is affixed with leather straps. The mask is transparent though it distorts the wearers features.

The wearer of a crystal mask of insightful detection can make Perception checks and Sense Motive checks with a +9 insight bonus.

CONSTRUCTION

Requirements	10,125 gp
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Craft Wondrous Item, creator must have 9 ranks in Perception and Sense Motive

CRYSTAL MASK OF KNOWLEDGE

faint clairsentience		head
ML 3th	2,500gp	0.5 lbs.

This crystal mask fits over the face of any Medium or Small humanoid, with slits for eyes and nostrils, and is affixed with leather straps. The mask is transparent though it distorts the wearers features.

Each of the various crystal masks of knowledge grant the wearer a +5 competence bonus on a specific type of Knowledge check, specified at creation.

CONSTRUCTION

Requirements	1,250 gp
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Craft Wondrous Item, creator must have 5 ranks in the Knowledge skill of the appropriate type

CRYSTAL MASK OF LANGUAGES

faint clairsentience		head
ML 3th	2,500gp	0.5 lbs.

This crystal mask fits over the face of any Medium or Small humanoid, with slits for eyes and nostrils, and is affixed with leather straps. The mask is transparent though it distorts the wearers features.

Each of the various crystal masks of languages greants the wearer the ability to speak and write five different languages.

CONSTRUCTION

Requirements 10,125 gp
Craft Wondrous Item, creator must be able to speak and write the five languages.

CRYSTAL MASK OF MINDARMOR

faint telepathy		head
ML 5th	10,667gp	0.5 lbs.

This crystal mask fits over the face of any Medium or Small humanoid, with slits for eyes and nostrils, and is affixed with leather straps. The mask is transparent though it distorts the wearers features.

A crystal mask of mindarmor grants the wearer a +4 insight bonus on all Will saving throws.

CONSTRUCTION

Requirements	5,333.5 gp
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Craft Wondrous Item, *conceal thoughts*

CRYSTAL MASK OF PSIONIC CRAFT

moderate clairsentience	head
ML 7th	10,000gp
	0.5 lbs.

This crystal mask fits over the face of any Medium or Small humanoid, with slits for eyes and nostrils, and is affixed with leather straps. The mask is transparent though it distorts the wearers features.

The wearer of a crystal mask of psionic craft makes all Spellcraft checks with a +10 competence bonus.

CONSTRUCTION

Requirements	5,000 gp
Craft Wondrous Item, creator must have 10 ranks in Spellcraft	

DISSIPATING GLOVES

faint psychoportation	hands
ML 3rd	6,000 gp
	—

These simple looking leather gloves hum at an almost imperceptible level. With a touch, the wearer can cause a tiny portion of a creature or object to be teleported away.

The wearer must make a melee touch attack to use the gloves against a creature; an unattended object is hit automatically. A successful hit deals 3d6 points to the target, ignoring hardness. The gloves can be used up to three times per day.

CONSTRUCTION

Requirements	3,000 gp
Craft Wondrous Item, <i>dissipating touch</i>	

EARRINGS OF RESISTANCE

faint telepathy		none
ML 12th	varies	—

700 gp (+1); 2,800 gp (+2); 6,300 gp (+3);
12,200 gp (+4); 17,500 gp (+5)

These golden metal studs can go in virtually any piercing and are not restricted to the ear. In addition, a character can wear multiple *earrings of resistance* and gain the benefits of all, similar to ioun stones. *Earrings of resistance* grant a competence bonus on saves against a single psionic power, chosen at the time the earring is created. The wearer may, as an immediate action, expend psionic focus to double the competence bonus granted by the earring for a single save against that power.

CONSTRUCTION

Requirements	varies
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Craft Wondrous Item, *fortify*

Cost

350 gp (+1); 1,400 gp (+2); 3,150 gp (+3); 6,100 gp (+4); 8,750 gp (+5)

EMPATHIC MONOCLE

faint telepathy		eyes
ML 5th	1,750 gp	0.5

This crystal monocle is tinged red and can give the wearer the ability to interpret the emotional aura of a specific creature.

When the wearer expends his psionic focus while looking at a single creature, he gains a +5 insight bonus to Diplomacy and Sense Motive checks against that creature for one round.

CONSTRUCTION

Requirements	875 gp
Craft Wondrous Item, <i>empathy</i>	

GREATER EMPATHIC MONOCLE

faint telepathy		eyes
ML 5th	8,400 gp	0.5

This stronger version of the *empathic monocle* is typically more elaborate in design and grants the wearer improved knowledge about the creature being viewed.

When the wearer expends his psionic focus while looking at a single creature, he gains a +5 insight bonus to Diplomacy and Sense Motive checks against that creature for one round, and also learns the surface thoughts of that creature unless it makes a successful Will save (DC 12).

CONSTRUCTION

Requirements	4,200 gp
Craft Wondrous Item, <i>read thoughts</i>	

EYES OF DISARMING GLANCES

moderate telepathy	eyes
ML 7th	—
20,000 gp	

These crystal lenses fit over the wearer's eyes, giving them an ominous sheen. Twice per day as a standard action, the wearer can make a gaze attack against a target creature within 30 ft., causing the lenses to flare a brilliant blue. The wearer makes a combat maneuver check, adding a bonus equal to his Charisma modifier. If he succeeds, the target drops one item he is holding, just as if he had been successfully disarmed. If the wearer succeeds by 5 or more, he may compel the target to throw the item instead, causing it to land 10 feet from the target, in a direction chosen by the wearer.

CONSTRUCTION

Requirements	10,000 gp
Craft Wondrous Item, <i>mind control</i>	

EYES OF EXPANDED VISION

faint telepathy		eyes
ML 1st	3,000 gp	—

These crystal lenses fit over the user's eyes to expand his field of vision. Flanking opponents gain only a +1 bonus when attacking the user instead of +2 (rogues still get their full sneak attack damage because the wearer is still flanked). The wearer gains a +1 enhancement bonus on Perception checks but takes a -2 penalty on saves against gaze attacks.

CONSTRUCTION

Requirements	1,500 gp
Craft Wondrous Item, <i>ubiquitous vision</i>	

EYES OF POWER LEECH

moderate telepathy	eyes
ML 7th	10,800 gp
	—

These crystal lenses fit over the user's eyes. Once per day, the wearer is able to drain power points from another psionic creature or character by meeting its gaze as if using *power leech*. A selected target within 40 feet must succeed on a DC 16 Will save, or a connection of crackling energy is formed between the wearer and the victim. The connection drains 1d6 power points from the target for every round in which the wearer maintains concentration (to a maximum of 7 rounds). The wearer gains 1 power point from those drained from the target each round (subject to his normal maximum; points he cannot gain immediately are lost).

Eyes of power leech have no effect on nonpsionic targets or psionic creatures with a current power point reserve of 0.

CONSTRUCTION

Requirements	5,400 gp
Craft Wondrous Item, <i>power leech</i>	

VAMPIRIC EYES OF POWER LEECH

strong telepathy

eyes

ML 15th

20,160 gp

—

Resembling *eyes of power leech*, once per day the wearer is able to drain power points from another psionic creature as if using *power leech*. A selected target within 40 feet must succeed a DC 16 Will save, or a connection is formed between the wearer and the victim. The connection drains 1d6 power points from the target for every round in which the wearer maintains concentration (to a maximum of 13 rounds). The wearer gains 1 power point from those drained from the target each round, however any power points in excess of his maximum fade after 8 hours.

Vampiric eyes of power leech have no effect on nonpsionic targets or psionic creatures with a current power point reserve of 0.

CONSTRUCTION

Requirements

10,080 gp

Craft Wondrous Item, *bend reality*, *power leech*

FEAR DRINKER'S AMULET

moderate psychometabolism	neck
ML 7th	—
2,500 gp	

Made from humanoid knucklebones, the fear drinker's amulet allows a dread to draw power from the fear others feel.

Any time the wearer makes a successful attack with the devastating touch ability, he gains 2 temporary hit points. Unlike normal temporary hit points, these temporary hit points stack with additional uses of devastating touch, up to a maximum equal to the wearer's dread class level.

This amulet has no effect on wearers who do not have the terrors ability.

CONSTRUCTION

Requirements	1,250 gp
Craft Wondrous Item, <i>vigor</i>	

GREATER FEAR DRINKER'S AMULET

moderate psychometabolism	neck
ML 12th	—
10,000 gp	

Resembling *fear drinker's amulet*, any time the wearer makes a successful attack with the devastating touch ability, he gains 2 temporary hit points. Unlike normal temporary hit points, these temporary hit points stack with additional uses of devastating touch, up to a maximum equal to double the wearer's dread class level. If the creature struck is frightened, panicked, or shaken, the wearer also gains 1 temporary power point that lasts for 1 round. Temporary power points do not stack.

This amulet has no effect on wearers who do not have the terrors ability.

CONSTRUCTION

Requirements	5,000 gp
Craft Wondrous Item, <i>vigor</i>	

GAUNTLET OF THE THUNDER SHIELD

faint psychokinesis	hands
ML 3rd	8,000 gp
	1 lb.

This metal gauntlet is adorned with the odd combination of images of hammers and bells. When activated as a standard action by banging the gauntlet against a hard surface, the gauntlet begins to ring like a giant bell. This sonic reverberation is harnessed by the gauntlet into the form of an invisible disc that grants the wearer a +4 shield bonus to AC and sonic resistance 10 for up to 30 rounds per day. The rounds need not be consecutive. The effect can be dismissed as a free action.

CONSTRUCTION

Requirements	4,000 gp
Craft Wondrous Item, <i>force screen</i> , <i>specified energy adaptation</i>	

GLADIATOR'S GAUZE

faint psychometabolism	none
ML 1st	35 gp

This small bundle of gauze is typically attached to the wearer's belt. When the wearer expends his psionic focus as a swift action, the satchel automatically stops any bleed effect on the wearer and is consumed. If the wearer is reduced to below 0 hit points, the bundle immediately is consumed and automatically stabilizes the wearer.

CONSTRUCTION

Requirements	18 gp
Craft Wondrous Item, <i>halt death</i>	

GLOVE OF CALLING

faint psychoportation	hands
ML 5th	4,000 gp
	1 lb.

This elbow length chainmail glove bears gold links in the shape of a distinctive weapon on the inner arm. As a swift action, it allows the wearer to call forth a single weapon of the type patterned in the glove. This weapon persists as long the wearer holds it, disappearing one round after it leaves his grasp. Weapons called by the glove are real weapons, and always of masterwork quality and may be made from cold iron, silver, or deep crystal. Unlike most psionic or magic items, a character can wear a second *glove of calling* on his second hand, though he cannot wear a different item (such as a *glove of storing*). If the wearer of two such gloves has the Quick Draw feat, he can call both weapons with a single swift action.

CONSTRUCTION

Requirements	4,000 gp
Craft Wondrous Item, <i>call weaponry</i>	

GLOVES OF OBJECT READING

faint clairsentience	hands
ML 1st	3,000 gp
	—

While wearing these gloves, the user can learn the details of an inanimate object's previous owner if he handles the object, as if manifesting the *object reading* power.

CONSTRUCTION

Requirements	1,500 gp
Craft Wondrous Item, <i>object reading</i>	

GLOVES OF TITAN'S GRIP

moderate psychometabolism	hands
ML 9th	14,000 gp
	—

While wearing these oversize gloves, the user gains a +8 enhancement bonus on grapple checks. The power is activated when the user enters a grapple. The enhancement bonus lasts for a maximum of 7 rounds per use, up to three uses per day.

CONSTRUCTION

Requirements	4,000 gp
Craft Wondrous Item, <i>grip of iron</i>	

GLOVES OF THE BEAST

moderate psychometabolism	hands
ML 5th	0.5 lbs.
varies	

(per glove) 625 gp (1d3 damage), 1,000 gp (1d4 damage), 3,000 gp (1d6 damage), 5,000 gp (1d8 damage), 7,000 gp (2d6 damage), 11,000 gp (3d6 damage), 15,000 gp (4d6 damage), 19,000 gp (5d6 damage), 22,000 gp (6d6 damage)

These supple, black leather gloves allow the wearer to assume the natural attack of a specific animal. Different gloves grant different attacks, such as slam, claws, hooves, talons, or tentacles, allowing mismatched gloves to grant the wielder two different natural attacks simultaneously.

Wearing two or more gloves that grant the same type of attack with the same amount of damage grants the wielder a +1 circumstance bonus on attack rolls with the natural attacks.

GLOVES OF THE BEAST

moderate psychometabolism	hands
ML 5th	0.5 lbs.
varies	

The different types of natural attacks are identical in cost, only the damage granted from the gloves alters the price. Boot forms of *gloves of the beast* are also available and take up the boot slot instead of the hand slot. A hand wearing a *glove of the beast* cannot hold anything.

CONSTRUCTION

Requirements varies
Craft Universal Item, *claws of the beast*

Costs

(per glove) 313 gp (1d3 damage), 500 gp (1d4 damage), 1,500 gp (1d6 damage), 2,500 gp (1d8 damage), 3,500 gp (2d6 damage), 5,500 gp (3d6 damage), 7,500 gp (4d6 damage), 9,500 gp (5d6 damage), 11,000 gp (6d6 damage)

GOGGLES OF FAR SIGHT

faint clairsentience		eyes
ML 3rd	4,000 gp	—

The lenses of these goggles are made of a curved, translucent crystal. When placed over the eyes of the wearer, they allow the wielder to ignore the first range increment penalty when making ranged attacks, but the wielder suffers a -1 penalty to his Armor Class.

CONSTRUCTION

Requirements	2,000 gp
Craft Wondrous Item, <i>pierce the veils</i>	

HEADBAND OF THE GREAT VILLAGE

faint telepathy		hands
ML 12th	varies	0.5 lbs.

3,000 gp (1 creature), 12,000 gp (2 creatures), 27,000 gp (3 creatures)

This headband allows the wearer to mindlink herself with one or more willing creatures within 30 ft. as a standard action. The mindlink persists as long as the wearer concentrates and can be used at will, making a maximum number of links upto the headband's strength.

If worn by a creature with the collective class feature, the wearer may also connect this same number of additional creatures in their collective, beyond their normal limit.

CONSTRUCTION

Requirements	varies
Craft Wondrous Item, <i>mind link</i> or collective class feature	

Cost

1,500 gp (1 creature), 6,000 gp (2 creatures), 13,500 gp (3 creatures)

HELM OF ATTITUDE ADJUSTMENT

faint clairsentience		head
ML 7th	18,000 gp	—

This steel helm gleams as if freshly polished, and bears a glimmering emerald on its brow. Twice per day as a standard action, the wearer of this helm can mentally force one opponent within 30 feet to make a DC 14 Will save or have its attitude shifted by one step relative any one other creature (for example, unfriendly to hostile, or indifferent to friendly). The wearer can shift the attitude one step in either direction, either making the creature friendlier toward the target or less friendly, as they choose.

In addition, it grants the wearer a +4 bonus on all Bluff, Diplomacy and Intimidate checks to change a creature's attitude.

CONSTRUCTION

Requirements	9,000 gp
Craft Wondrous Item, <i>telepathic projection</i>	

GREEN AND WHITE IOUN STONE

moderate psychometabolism	none
ML 12th	12,000 gp
	—

This ioun stone is green and white in color and has a prism shape. When used by a creature with manifesting ability, it grants one additional power known. The power known granted is set at time of creation and may only be a 1st or 2nd level power. A creature may only have one such ioun stone active at any time. The owner manifests the power just like any other power known, so if the power granted is of a level higher than those the owner can manifest, it gains no benefit. The power known granted must be on the owner's class list or the owner gains no benefit.

CONSTRUCTION

Requirements	6,000 gp
Craft Wondrous Item, creator must be 12th level	

LAVA WALKER'S BOOTS

moderate psychokinesis		feet
ML 7th	12,000 gp	1 lb.

These black leather boots sport a flame pattern of red gemstones on their sides. They allow a wearer to walk on liquid surfaces such as water or even lava with little to no harm. On command, the wearer gains fire resistance 10 and the ability to walk on any liquid surface as though it were solid ground, as per the *body equilibrium* power. The power of the boots can be used for up to 10 rounds each day, though these rounds need not be continuous.

CONSTRUCTION

Requirements	6,000 gp
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Craft Wondrous Item, *body equilibrium*,
energy adaptation

MANTLE OF THE VOID

moderate telepathy		chest
ML 11th	18,480 gp	—

This strange black mantle can probe into the secrets of the void once per week with no penalty as a standard action, gaining a +6 insight bonus to a single d20 roll made in the next minute. If the wearer wishes to use the mantle more often, he does it at great risk to his sanity, taking 1d3 points of ability burn to his Wisdom. The wearer cannot be forced to use the mantle through effects such as *dominate*.

If, for any reason, the wearer's Wisdom is reduced to 0 while wearing the mantle, it swallows him whole and he disappears forever, unrecoverable even to effects such as *reality revision*.

CONSTRUCTION

Requirements	9,240 gp
Craft Wondrous Item, <i>greater precognition</i>	

MAP OF THE MIND

moderate telepathy		none
ML 7th	16,000 gp	—

This twisting map attunes to its wielder upon being picked up and alters its image to show a representation of the internal layout of the owner's mind. The owner of the map can manifest *psychic reformation* on himself by altering the map with the desired choices to be made. After being used, the map cannot be used again for a week, even if it becomes attuned to another creature.

CONSTRUCTION

Requirements	8,000 gp
Craft Wondrous Item, <i>psychic reformation</i>	

MASK OF CONFOUND FOES

moderate telepathy		head
ML 7th	12,000 gp	0.5 lbs

This mask has a faintly disturbing quality, appearing slightly different to every viewer, seeming familiar and strange at the same time. The wearer of the mask can, as an immediate action, force one creature to redirect an attack from its intended target to another nearby creature of the wearer's choice. The attacker must make a DC 16 Will save to negate this effect. If the target chosen by the wearer is not within the creature's reach, the creature instead loses its action. The mask can be used once per day.

CONSTRUCTION

Requirements	6,000 gp
Craft Wondrous Item, <i>mind control</i>	

MELD STONE OF THE ALCHEMIST

strong clairsentience —
ML 5th 3,040 gp 1 lb.

A meld stone must be set in a synaptic mask to function.

When set in a *synaptic mask*, the *meld stone of the alchemist* grants its wearer a +8 competence bonus on Craft (alchemy) checks, a +6 competence bonus on Appraise checks and Use Magic Device checks, and a +4 competence bonus on Knowledge (arcana) checks.

CONSTRUCTION

Requirements 1,520 gp
Craft Wondrous Item, creator must have 8 ranks in Appraise, 6 ranks in Craft (alchemy) and Use Magic Device, and 4 ranks in Knowledge (arcana)

MELD STONE OF THE INFILTRATOR

strong telepathy	—
ML 5th	3,040 gp 1 lb.

A meld stone must be set in a synaptic mask to function.

When set in a *synaptic mask*, the *meld stone of the infiltrator* grants its wearer a +8 competence bonus on Bluff checks, a +6 competence bonus on Disguise checks and Linguistics checks to create or detect forgeries, and a +4 competence bonus on Diplomacy checks to gather information.

CONSTRUCTION

Requirements	1,520 gp
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Craft Wondrous Item, creator must have 8 ranks in Bluff, 6 ranks in Disguise and Linguistics, and 4 ranks in Diplomacy

MELD STONE OF THE NIMBLE TRICKSTER

strong psychometabolism —
ML 5th 3,040 gp 1 lb.

A meld stone must be set in a synaptic mask to function.

When set in a *synaptic mask*, the *meld stone of the nimble trickster* grants its wearer a +8 competence bonus on Acrobatics checks made to tumble, and a +6 competence bonus on Escape Artist and Stealth checks.

CONSTRUCTION

Requirements 1,520 gp
Craft Wondrous Item, creator must have
8 ranks in Acrobatics, and 6 ranks in
Escape Artist and Stealth

MENDER'S VESTMENTS

moderate psychometabolism	body
ML 10th	1 lb.
varies	

3,750 gp (additional daily use), 4,000 gp (additional 1d6), 10,000 (both)

This light garment is worn over normal clothing or armor.

Most such vestments are red, embroidered with hands, hearts, and staves. Depending on the version of the vestments, when this item is worn by a character with the transfer wounds ability, the character can use that ability one additional time each day, heal an additional 1d6 points of damage, or both.

CONSTRUCTION

Requirements varies

Craft Wondrous Item, *empathic transfer* or transfer wounds ability

Cost

1,875 gp (additional daily use), 2,000 gp (additional 1d6), 5,000 (both)

MIND SHARING CIRCLETS

moderate telepathy		head
ML 7th	42,000 gp (pair)	1 lb.

When the circlets are worn by two characters with psionic powers, they allow the wearers to share their powers known. Manifesting a power known by another character increases the cost to manifest the power by 6 power points and these extra points do not augment the power but do count toward the manifester level cap. If the target is unwilling, then the manifester must make a successful opposed Will save to use the power, and manifesting the power becomes a full round action, unless it would normally be longer. Before the circlets can be used, it needs to be attuned to the wearers for 24 hours.

CONSTRUCTION

Requirements	21,000 gp
Craft Wondrous Item, <i>mindlink</i> , <i>theiving mindlink</i>	

MIND STONE

strong clairsentience	—
ML 17th	varies

This opaque crystal faintly pulses with an internal light. It contains the knowledge of a single psionic power (chosen by the creator when the item is crafted). If the bearer is a manifester and has that power on her class power list, she may use her power points to manifest that power as if it were one of her powers known. A *mind stone* is priced based on the power's psion/wilder, tactician, or vitalist level, unless the power doesn't appear on either of those power lists, in which case it is based on the highest power level as it appears on any other power list.

A character can only benefit from a number of *mind stones* equal to half his powers known from his manifesting ability. Extra powers known from feats like

MIND STONE

strong clairsentience	—
ML 17th	varies

Expanded Knowledge or from effects like psychic surgery do not increase this limit.

A character must first attune to a *mind stone* before he can benefit from it.

Attuning takes 24 hours of the mind stone being in the character's possession. A *mind stone* can only be attuned to one creature at any time.

CONSTRUCTION

Requirements	varies
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Craft Cognizance Crystal, creator must be able to manifest the power contained in the crystal

GREATER MIND STONE

strong clairsentience	—
ML 17th	varies

This stone contains the knowledge of a single psionic power (chosen at creation). If the bearer is a manifester and has that power on her class power list, she may use her power points to manifest that power as if it were one of her powers known. A *greater mind stone* is priced based on the power's psion/wilder, tactician, or vitalist level, unless the power doesn't appear on either of those power lists, in which case it is based on the highest power level as it appears on any other power list.

Unlike a *mind stone*, there is no limit to the number of *greater mind stones* the owner can benefit from, and the owner does not need to attune to the stone.

CONSTRUCTION

Requirements	varies gp
Craft Cognizance Crystal, creator must be able to manifest the power contained in the crystal	

MIRROR OF LOST RECOLLECTIONS

strong clairsentience	none
ML 15th	150,000 gp
	0.5 lbs.

As a standard action, the bearer can cause a creature to see its own reflection, and mentally compel that creature to recall past agonies. This deals 8d6 points of damage (DC 16 Will save for half). The target creature must be within 30 feet of the wielder of the mirror, the wielder must have line of sight to the creature, and this is considered to be a gaze attack.

In addition, once per day the bearer can cause the recollection of wounds so grievous, the target must make a DC 22 Will save or die. On a successful save, the target still takes 5d6 points of damage.

CONSTRUCTION

Requirements	75,000 gp
Craft Wondrous Item, <i>recall agony</i> , <i>recall death</i>	

MIRROR OF MIND SWITCH

moderate telepathy		none
ML 11th	19,800 gp	0.5 lbs.

This small hand mirror manifests its power once per day against a creature that sees its reflection within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack. A creature meeting its own gaze in the mirror must succeed on a DC 19 Will save, or its mind and the mind of the mirror's wielder switch, as if by the *mind switch* power. Because the mirror is small, only a single creature can meet its own gaze. The wielder of the mirror is not affected by seeing himself.

CONSTRUCTION

Requirements	9,900 gp
Craft Wondrous Item, <i>mind switch</i>	

MIRROR OF SUGGESTION

faint telepathy		none
ML 3rd	3,600 gp	—

This small hand mirror manifests its power up to twice per day against creatures that see their reflections within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack. A creature meeting its own gaze in the mirror must succeed on a DC 13 Will save or be affected by a *suggestion* chosen by the mirror's wielder. Because the mirror is small, only a single creature can meet its own gaze each round. The wielder of the mirror is not affected by seeing herself.

CONSTRUCTION

Requirements	1,800 gp
Craft Wondrous Item, <i>compelling voice</i>	

MIRROR OF TIME HOP

faint psychoportation		none
ML 5th	9,000 gp	0.5 lbs.

This small hand mirror manifests its power up to twice per day against creatures that see their reflections within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack. A creature meeting its own gaze in the mirror must succeed on a DC 14 Will save or be pushed forward in time by 5 rounds, as if subject to the *time hop* power. Because the mirror is small, only a single creature can meet its own gaze each round. The wielder of the mirror is not affected by seeing herself.

CONSTRUCTION

Requirements	4,500 gp
Craft Wondrous Item, <i>time hop</i>	

PATTERN BREAKER GLOVES

faint clairsentience		hands
ML 5th	2,000 gp	1 lb.

These black leather gloves allow the wielder to use the disrupt pattern ability with unarmed strikes or natural attacks, rather than as ranged attacks.

CONSTRUCTION

Requirements	1,000 gp
Craft Wondrous Item, disrupt pattern ability	

BRAIN LOCK PEARL

faint telepathy	—
ML 3rd	300 gp

This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 130 feet that he can see and to which he has line of effect. If the target fails a DC 13 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target stands mentally paralyzed, as if by *brain lock*, for 3 rounds. The use destroys the item.

CONSTRUCTION

Requirements	150 gp
Craft Wondrous Item, <i>brain lock</i>	

BREATH CRISIS PEARL

faint telepathy —

ML 5th

750 gp

—

This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 150 feet that he can see and to which he has line of effect. If the target fails a DC 14 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by *crisis of breath* for 5 minutes. The use destroys the item.

CONSTRUCTION

Requirements

375 gp

Craft Wondrous Item, *crisis of breath*

MIND SEED PEARL

strong telepathy —

ML 15th 18,500 gp —

This tiny pearly sphere instantly takes on the skin tone and texture of whatever creature handles it. It speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 150 feet that he can see and to which he has line of effect. If the target fails a DC 22 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by a *mind seed* power, with the pearl's wielder acting as the manifester. The use destroys the item.

CONSTRUCTION

Requirements

9,250 gp

Craft Wondrous Item, *mind seed*

PERSONALITY PARASITE PEARL

faint telepathy	—
ML 7th	1,400 gp

This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 130 feet that he can see and to which he has line of effect. If the target fails a DC 16 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by *personality parasite* for 5 rounds. The use destroys the item.

CONSTRUCTION

Requirements	700 gp
Craft Wondrous Item, <i>personality parasite</i>	

PSICRYSTAL CROWN

faint telepathy		headband
ML 3rd	2,000 gp	0.5 lbs.

This crown functions like a psicrystal staff, including the ability to have companion stones and setting stones, but is worn on the head instead of carried in the hand. In addition, while the psicrystal is docked, the wearer can expend psionic focus as a free action to gain the sighted ability of the psicrystal for one round.

CONSTRUCTION

Requirements	1,000 gp
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Craft Wondrous Item, Psicrystal Affinity, *mindlink*

PSICRYSTAL HARNESS

faint telepathy		belt
ML 3rd	2,000 gp	0.5 lbs.

This harness functions like a psicrystal staff, including the ability to have setting stones, but is worn as a belt buckle instead of carried in the hand and does not allow the use of companion stones. In addition, while the psicrystal is docked, the wearer can expend his psionic focus to gain DR X/- equal to the psicrystal's natural armor adjustment until the end of his next turn. While this damage reduction is active, the wearer also gains sonic vulnerability.

CONSTRUCTION

Requirements	1,000 gp
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Craft Wondrous Item, Psicrystal Affinity, *biofeedback*, *mindlink*

PSICRYSTAL STAFF

faint telepathy	—	
ML 3rd	2,000 gp	5 lbs.

A psicrystal staff is a long shaft of wood or crystal designed to provide a “setting” for a psionic character’s psicrystal, if a character has one. The basic psicrystal staff grants minimal ability to the psionic character’s psicrystal; however, every psicrystal staff can be customized, modified, and upgraded by the addition of setting stones. Each stone grants different abilities to the psionic character who uses the staff to carry his psicrystal. Of course, many psionic characters already carry their psicrystals on staves—only practiced eyes can tell the difference between a decorative setting and a potent item.

Psicrystal staves have an Armor Class of 7, 10 hit points, a hardness of 8, and a break DC of 24.

Activation: Psicrystal staves are activated as a free action so long as the psionic

PSICRYSTAL STAFF

faint telepathy

ML 3rd

2,000 gp

—
5 lbs.

character keeps his psicrystal docked on the staff's primary setting. The staff wielder must hold the staff to utilize its power.

Psicrystals (as well as ancillary setting stones) can be docked for free. As a standard action, the psion can dock or release his psicrystal, psionically affixing it to the staff or releasing it; psicrystals with self-propulsion can dock or release themselves, at the direction of the psionic character. While docked, the psicrystal (and setting stones, if any) and the staff function as a unit.

Besides the psicrystal itself, the psicrystal staff can hold a total of three additional setting stones. The wielder can switch a setting stone with another as a standard action. Setting stones, when mounted, also become part of the staff.

Docked psicrystals are treated as if their

PSICRYSTAL STAFF

faint telepathy	—
ML 3rd	2,000 gp 5 lbs.

owner's manifester level is +2 higher than it really is, thus unlocking psicrystal potential early. The psicrystal must be mounted for at least 12 consecutive hours to initially gain this benefit, and it loses this benefit if it is unmounted for more than 12 hours total in a given day. For instance, a 1st-level psion with a psicrystal staff and a mounted psicrystal gains the benefits of a psicrystal with the ability to deliver touch powers, +1 natural armor, and +1 Intelligence, which is something normally only a psionic character of 3rd to 4th level could expect.

CONSTRUCTION

Requirements	1,000 gp
Craft Wondrous Item, Psicrystal Affinity, <i>mindlink</i>	

GREATER PSICRYSTAL STAFF

moderate telepathy		—
ML 12th	10,000 gp	5 lbs.

As a standard psicrystal staff, with the following improvements:

The number of setting stones that can be held is increased to five.

The bonus from the psicrystal's personality (or personalities, if the owner has the Improved Psicrystal feat) is doubled.

The psicrystal repairs damage at a rate of 1 hit point per minute docked.

The staff is treated as a masterwork quarterstaff, allowing it to be enchanted as any other weapon.

CONSTRUCTION

Requirements	5,000 gp
Craft Wondrous Item, Psicrystal Affinity, <i>mindlink</i>	

PSIONATRIX OF CLAIRSENTIENCE

moderate clairsentience		neck
ML 8th	8,000 gp	—

Blue light glimmers in this crystal's heart.

This crystal as an amulet grants a +1 enhancement bonus to the save DC when the wearer uses a power of the clairsentience discipline.

CONSTRUCTION

Requirements	4,000 gp
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Craft Wondrous Item, creator must be a seer

PSIONATRIX OF METACREATIVITY

moderate metacreativity		neck
ML 8th	8,000 gp	—

Green light glimmers in this crystal's heart.

This crystal as an amulet grants a +1 enhancement bonus to the save DC when the wearer uses a power of the metacreativity discipline.

CONSTRUCTION

Requirements	4,000 gp
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Craft Wondrous Item, creator must be a shaper

PSIONATRIX OF PSYCHOKINESIS

moderate metacreativity	neck
ML 8th	8,000 gp
	—

Red light glimmers in this crystal's heart.

This crystal as an amulet grants a +1 enhancement bonus to the save DC when the wearer uses a power of the psychokinesis discipline.

CONSTRUCTION

Requirements	4,000 gp
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Craft Wondrous Item, creator must be a kineticist

PSIONATRIX OF PSYCHOMETABOLISM

moderate psychometabolism	neck
ML 8th	8,000 gp
	—

Violet light glimmers in this crystal's heart.

This crystal as an amulet grants a +1 enhancement bonus to the save DC when the wearer uses a power of the psychometabolism discipline.

CONSTRUCTION

Requirements	4,000 gp
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Craft Wondrous Item, creator must be an egoist

PSIONATRIX OF PSYCHOPORTATION

moderate psychoportation		neck
ML 8th	8,000 gp	—

Yellow-red light glimmers in this crystal's heart.

This crystal as an amulet grants a +1 enhancement bonus to the save DC when the wearer uses a power of the psychoportation discipline.

CONSTRUCTION

Requirements	4,000 gp
Craft Wondrous Item, creator must be a nomad	

PSIONATRIX OF TELEPATHY

moderate telepathy		neck
ML 8th	8,000 gp	—

Piercing yellow light glimmers in this crystal's heart.

This crystal as an amulet grants a +1 enhancement bonus to the save DC when the wearer uses a power of the telepathy discipline.

CONSTRUCTION

Requirements	4,000 gp
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Craft Wondrous Item, creator must be an egoist

PSIONIC RESTRAINTS

moderate psychoportation	neck
ML 8th	—
varies	

1000 gp (lesser, 5); 6000 gp (average, 3);
12000 gp (greater, 1); 24,000 gp (damping, 0)

Each of the various psionic restraints is an iron cuff that cunningly locks around the wrist (DC 27 Disable Device check). The cuff limits the total number of power points a psionic creature wearing it can use in 1 round (regardless of the creature's total power point reserve), or completely damps the ability to use psionics. All types of psionic restraints prevent the free manifesting of powers.

CONSTRUCTION

Requirements	varies
Craft Wondrous Item, creator must be a nomad	

Cost

1000 gp (lesser); 6000 gp (average); 12000 gp (greater); 24,000 gp (damping)

PSYCHOACTIVE SKIN OF THE CHAMELEON

faint psychometabolism	—
ML 3rd	18,000 gp
	2 lbs.

A psychoactive skin can be worn or removed as a standard action; up to three can be worn at once, but only the outermost is active and the powers of inactive skins cannot be manifested. Skin layers can be changed as a standard action.

This psychoactive skin adjusts to surrounding textures and colors, continually granting the wearer a +10 enhancement bonus on Stealth checks.

CONSTRUCTION

Requirements	9,000 gp
Craft Wondrous Item, <i>chameleon</i>	

PSYCHOACTIVE SKIN OF THE CLAW

faint psychometabolism	—
ML 4th	16,000 gp
	2 lbs.

A psychoactive skin can be worn or removed as a standard action; up to three can be worn at once, but only the outermost is active and the powers of inactive skins cannot be manifested. Skin layers can be changed as a standard action.

This psychoactive skin benefits only a wearer who has levels in psychic warrior. If such a character wears this skin, he can activate the claws of the beast power at will, as a free action that does not provoke attacks of opportunity. He can also dismiss the claws equally quickly.

CONSTRUCTION

Requirements	8,000 gp
Craft Wondrous Item, <i>claws of the beast</i>	

PSYCHOACTIVE SKIN OF THE DEFENDER

faint psychometabolism	—
ML 5th	32,000 gp
	2 lbs.

A psychoactive skin can be worn or removed as a standard action; up to three can be worn at once, but only the outermost is active and the powers of inactive skins cannot be manifested. Skin layers can be changed as a standard action.

This psychoactive skin continually grants the wearer a +4 bonus to natural armor.

CONSTRUCTION

Requirements	16,000 gp
Craft Wondrous Item, <i>thicken skin</i>	

PSYCHOACTIVE SKIN OF FIERY RESPONSE

faint psychokinesis	—
ML 5th	60,000 gp
	2 lbs.

A psychoactive skin can be worn or removed as a standard action; up to three can be worn at once, but only the outermost is active and the powers of inactive skins cannot be manifested. Skin layers can be changed as a standard action.

The first time the wearer is attacked each round, the skin retaliates with a burst that ejects from the skin on the wearer's turn, making a ranged touch attack resembling the *energy retort* of fire. If the attack hits, the target takes 2d6 points of fire damage. This attack does not in any way hinder the wearer, count against her total actions for the round, or provoke attacks of opportunity.

CONSTRUCTION

Requirements	30,000 gp
Craft Wondrous Item, <i>energy retort</i>	

PSYCHOACTIVE SKIN OF THE HERO

strong psychometabolism	—
ML 18th	77,500 gp
	2 lbs.

A psychoactive skin can be worn or removed as a standard action; up to three can be worn at once, but only the outermost is active and the powers of inactive skins cannot be manifested. Skin layers can be changed as a standard action.

This psychoactive skin continually grants the wearer a +3 deflection bonus to Armor Class, a +3 resistance bonus on all saving throws, and a +3 enhancement bonus on attack rolls.

CONSTRUCTION

Requirements	37,750 gp
Craft Wondrous Item, <i>bend reality</i>	

PSYCHOACTIVE SKIN OF IRON

strong metacreativity	—
ML 15th	129,600 gp
	2 lbs.

A psychoactive skin can be worn or removed as a standard action; up to three can be worn at once, but only the outermost is active and the powers of inactive skins cannot be manifested. Skin layers can be changed as a standard action.

This psychoactive skin affects the wearer as the *body of iron* power up to three times per day for 15 minutes with each use. When the skin's power is not active, it has no protective qualities. Activating the *body of iron* effect is a standard action that provokes attacks of opportunity.

CONSTRUCTION

Requirements	64,800 gp
Craft Wondrous Item, <i>body of iron</i>	

PSYCHOACTIVE SKIN OF NIMBLENESS

moderate psychometabolism	—
ML 8th	10,000 gp
	2 lbs.

A psychoactive skin can be worn or removed as a standard action; up to three can be worn at once, but only the outermost is active and the powers of inactive skins cannot be manifested. Skin layers can be changed as a standard action.

This psychoactive skin continually grants the wearer a +10 competence bonus on Acrobatics checks.

CONSTRUCTION

Requirements 5,000 gp
Craft Wondrous Item, creator must have 10 ranks in Acrobatics

PSYCHOACTIVE SKIN OF PROTEUS

strong metacreativity	—
ML 7th	84,000 gp
	2 lbs.

A psychoactive skin can be worn or removed as a standard action; up to three can be worn at once, but only the outermost is active and the powers of inactive skins cannot be manifested. Skin layers can be changed as a standard action.

This psychoactive skin continually affects the wearer as the *metamorphosis* power. While in a form other than his natural form, the wearer does not appear to be wearing the skin.

CONSTRUCTION

Requirements	42,000 gp
Craft Wondrous Item, <i>metamorphosis</i>	

PSYCHOACTIVE SKIN OF THE PSION

strong clairsentience	—
ML 17th	151,000 gp
	2 lbs.

A psychoactive skin can be worn or removed as a standard action; up to three can be worn at once, but only the outermost is active and the powers of inactive skins cannot be manifested. Skin layers can be changed as a standard action.

This psychoactive skin grants the wearer 7 bonus power points per day and power resistance 21.

CONSTRUCTION

Requirements	75,500 gp
Craft Wondrous Item, <i>power resistance</i>	

PSYCHOACTIVE SKIN OF THE SPIDER

strong metacreativity —
ML 3rd 79,080 gp 2 lbs.

A psychoactive skin can be worn or removed as a standard action; up to three can be worn at once, but only the outermost is active and the powers of inactive skins cannot be manifested. Skin layers can be changed as a standard action.

This psychoactive skin continually grants the wearer a +20 competence bonus on Climb checks and continually affects the wearer as the *body equilibrium* power. Three times per day, the wearer can manifest *entangling ectoplasm* against a target within 30 feet.

CONSTRUCTION

Requirements 39,540 gp
Craft Wondrous Item, creator must have 10 ranks in Climb, *body equilibrium*, *entangling ectoplasm*

PSYCHOACTIVE SKIN OF THE TROLL

strong clairsentience —
ML 17th 61,200 gp 2 lbs.

A psychoactive skin can be worn or removed as a standard action; up to three can be worn at once, but only the outermost is active and the powers of inactive skins cannot be manifested. Skin layers can be changed as a standard action.

This psychoactive skin continually allows a living wearer to heal more quickly. The wearer heals 5 points of damage per minute. Except for the slower rate of healing, this skin affects its wearer as if the wearer were under the effect of a continual *true metabolism* power.

CONSTRUCTION

Requirements 75,500 gp
Craft Wondrous Item, *true metabolism*

QUIVER OF RECALL

moderate psychoportation	none
ML 9th 2,000 gp	2 lbs.

This worn leather quiver is a potent boon to any archer, but is of particular use to marksmen. The quiver is capable of holding up to 60 units of ammunition, and is able to retrieve bullets and bolts as easily as it does arrows. Such ammunition never falls out of the quiver, even when upended, and is unaffected by environmental hazards while in the quiver. Whenever the user fires an arrow from the quiver that misses, the quiver teleports surviving ammunition back into the quiver (50% chance); when used by a marksman using the wind reader ability the quiver teleports them away mid-flight, ensuring 100% retrieval on a miss.

Bullets retrieved do not restore the explosive components to fire them.

CONSTRUCTION

Requirements	1,000 gp
Craft Wondrous Item, <i>hidden pocket</i>	

RING OF ALTERED PERCEPTION

faint telepathy		finger
ML 7th	12,000 gp	—

This embellished golden ring protects its wearer against information-gathering effects. Any time the wearer is the subject of a clairsentience power that would give the manifester information about the wearer, the ring alters the effects of the power to give back false information. The wearer is not affected by the ring on powers he manifests himself. The ring is effective only if the manifester level of the effect is lower than the manifester level of the ring. For example, if detect psionics was used on the wearer, he would detect as not being psionic, as long as the manifester level of detect psionics was lower than that of the ring.

CONSTRUCTION

Requirements	6,000 gp
Forge Ring, <i>aura alteration</i>	

RING OF MISSILE PROTECTION

faint psychokinesis		finger
ML 5th	4,000 gp	—

This copper-colored ring is engraved with a variety of different types of ammunition all around the interior and exterior. The wearer of this ring gains damage reduction 10/magic against ranged attacks. Once 50 points of damage from ranged attacks has been absorbed, the ring goes inert for 24 hours.

CONSTRUCTION

Requirements	2,000 gp
Craft Wondrous Item, <i>deflect missiles</i>	

RING OF PSIONICS

moderate/strong telepathy		finger
ML varies	varies	1 lb.

20,000 gp (I, moderate, ML 11th), 40,000 gp (II, strong, ML 14th), 70,000 gp (III, strong, ML 17th), 100,000 gp (IV, strong, ML 20th)

Wearers of this ring find that some powers are far easier to manifest. The wearer of this ring can treat any power point spent as if he spent two power points while manifesting a power of a particular level. Each day, the wearer may affect up to twice his manifester level in power points in this way. These additional power points still count toward the total number of power points the wearer can spend manifesting a power.

A ring of psionics I affects 1st-level powers, a ring of psionics II affects 2nd-level powers, a ring of psionics III affects 3rd-level powers, and a ring of psionics IV affects

RING OF PSIONICS

moderate/strong telepathy	finger
ML varies	varies
	1 lb.

4th-level powers.

For example, a 5th level psion wearing a ring of psionics I can affect up to 10 power points per day. When manifesting energy ray, he can spend 2 power points, but treat the power as if it was manifested with 4 power points. He would then have 8 power points left he could double that day.

The ring must be worn for 24 hours before it has any effect on the wearer.

CONSTRUCTION

Requirements 1,000 gp

Forge Ring, *bestow power*

Cost

10,000 gp (I), 20,000 gp (II), 35,000 gp (III),
50,000 gp (IV)

RING OF SELF-SUFFICIENCY

moderate psychometabolism	finger
ML 7th	—
10,000 gp	

This crystalline ring continually grants the wearer a +10 competence bonus on Autohypnosis checks.

CONSTRUCTION

Requirements	5,000 gp
Forge Ring, creator must have 10 ranks in Autohypnosis	

RUG OF OBJECT SLIDING

faint psychokinesis	—
ML 5th	varies 0.5 lbs.

2,000 gp (500 lbs.), 5,000 gp (2,500 lbs.),
7,400 gp (5,000 lbs.), 10,000 gp (10,000 lbs.)

This rug has a fine silver pattern woven into linen so fine it almost floats on the air. With a mental command, the rug slides itself under an object. The object seems to be much lighter to move, counting as only 1/10 its weight for purposes of dragging along the ground. The price of the rug varies based upon the maximum weight of the object the rug can slide under.

CONSTRUCTION

Requirements	varies
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Craft Wondrous Item, *skate*

Cost

1000 gp (500 lbs.), 2,500 gp (2,500 lbs.), 3,700
gp (5,000 lbs.), 5,000 gp (10,000 lbs.)

SETTING STONE OF INVIGORATION

moderate psychometabolism	—
ML 9th	10,080 gp

Setting stones only function when mounted to a *psicrystal staff*.

This stone is a hazy garnet. Once per day this stone's wielder can draw power from his splinter personality embedded in the psicrystal, invigorating his powers (if his psicrystal is also mounted). This invigoration lasts for 10 minutes. While invigorated, the character gains many advantages. He gains a +2 morale bonus on saving throws, skill checks, and the difficulty class of powers he manifests; acquires +5 temporary power points, and gains +1 level to his manifester level.

CONSTRUCTION

Requirements	5,040 gp
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Craft Wondrous Item, Overchannel, Talented, *psychofeedback*

SETTING STONE OF KENOSIS

strong telepathy —

ML 17th 29,000 gp —

Setting stones only function when mounted to a *psicrystal staff*.

This stone is a large jewel of unearthly origin. Once per day this stone's wielder can briefly suppress a creature's psi-like, spell-like, and supernatural abilities. To use this power, the psionic character targets the creature, who must be within 60 feet, with a scintillating purple ray from the stone. On a successful ranged touch attack, the target is locked out of using its psi-like, spell-like, and supernatural abilities for 1d4 rounds (which includes the ability of spellcasters to use their spells and psionic characters and creatures to use their powers). Power resistance can prevent this effect—the effect is as if manifest by an 17th-level manifester.

CONSTRUCTION

Requirements

14,500 gp

Craft Wondrous Item, *apopsi*

SETTING STONE OF POWER ECHO

moderate/strong psychokinesis —
ML varies varies —

9,000 gp (power echo (3rd), moderate, ML 5th), 36,000 (power echo (6th), moderate, ML 11th), 81,000 (power echo (9th), strong, ML 17th)

Setting stones only function when mounted to a *psicrystal staff*.

This stone is a large sapphire. Once per day this stone's wielder can manifest any power that he manifested earlier in the same day as a free manifestation, paying no power points, but the power is not augmented, provided this power is not greater than the level of the *setting stone of power echo*.

CONSTRUCTION

Requirements varies gp
Craft Wondrous Item, *reddopsi*

Cost

4,500 gp (power echo (3rd)), 18,000 (power echo (6th)), 40,500 (power echo (9th))

SETTING STONE OF RECONSTRUCTION

moderate metacreativity	—
ML 9th	2,500 gp

Setting stones only function when mounted to a *psicrystal staff*.

This stone is a small emerald. Once per day, this stone's wielder can activate it, as long as the wielder's *psicrystal* is docked and has at least 1 hit point remaining. Once the stone is activated, the *psicrystal* repairs 5 hit points for every round it is docked, up to a number of rounds equal to the wielder's manifester level. Should the *psicrystal* be undocked, the effect immediately ends.

CONSTRUCTION

Requirements	1,250 gp
Craft Wondrous Item, <i>reconstruction</i>	

SHARDS

moderate psychometabolism	—
ML 7th	varies

10 gp (+1), 40 gp (+2), 90 gp (+3), 160 gp (+4), 250 gp (+5), 360 gp (+6), 490 gp (+7), 640 gp (+8), 810 gp (+9), or 1,000 gp (+10)

These universal items are tiny fragments of cast-off crystal imprinted with minuscule bits of psionic power.

Using a shard requires grasping it and projecting a command thought as a standard action (most shards telepathically whisper their command word into the minds of living creatures who handle them).

A shard grants a temporary competence bonus on one specific skill, ranging from +1 to +10. The granted bonus lasts until the skill is used or 10 rounds pass, whichever comes first. Once its effect is activated, a shard disintegrates immediately, whether or not

SHARDS

moderate psychometabolism	—
ML 7th	varies

the bonus granted by the shard is eventually used.

CONSTRUCTION

Requirements vares

Craft Wondrous Item, creator must have ranks in the specified skill at least equal to the imprinted bonus

Cost

5 gp (+1), 20 gp (+2), 45 gp (+3), 80 gp (+4), 125 gp (+5), 180 gp (+6), 245 gp (+7), 320 gp (+8), 405 gp (+9), or 500 gp (+10)

SHIMMERING VEST

faint psychokinesis		body
ML 10th	12,500 gp	0.5 lbs.

This vest is made of an unusual material that seems to change color and pattern constantly, causing it to be difficult to focus on the wearer of the vest. A cryptic who wears the vest is treated as if having the light-bending pattern insight. If the wearer already has the light-bending pattern insight, the duration of the benefit is increased to 1 minute per level instead of 1 round per level.

CONSTRUCTION

Requirements	6,250 gp
Craft Wondrous Item, <i>chameleon</i>	

GREATER SHIMMERING VEST

moderate psychokinesis		body
ML 15th	25,000 gp	0.5 lbs.

Resembling a *shimmering vest*, a cryptic who wears the vest is treated as if having the light-bending pattern insight. If the wearer already has the light-bending pattern insight, the duration of the benefit is increased to 1 minute per level instead of 1 round per level, and the benefits of the insight do not end if the wearer makes an attack.

CONSTRUCTION

Requirements	12,500 gp
Craft Wondrous Item, <i>chameleon</i>	

SLIVER PRISON

faint telepathy	—
ML 7th	5,000 gp
	1 lb.

This translucent ball has a thick iron grip attached to it. When touched by almost any other creature, it seems to be made from solid glass, supernaturally strong. However, when touched to a psicrystal as a melee touch attack, the glass melts around the psicrystal and imprisons it inside. Once inside, the person holding the sliver prison can manipulate the bond of the psicrystal to more easily attack the mind of psicrystal's master, adding +2 to the DC of any effect that allows a Will save that the wielder uses against the psicrystal's master. Removing the psicrystal from the prison requires destroying the prison. The sliver prison has hardness of 10 and 5 hit points.

CONSTRUCTION

Requirements	2,500 gp
Craft Wondrous Item, <i>id insinuation</i>	

SNATCHING GLOVES

moderate psychoportation	hands
ML 11th	20,000 gp
	1 lb.

These finely crafted gloves bear hundreds of tiny silvery hooks on their surface. Once per day, they grant the wearer the ability to mentally command one item they can see to snap to their hands. The item teleports automatically to your hand if unattended; if it is in the possession of a creature then that creature can make a DC 19 Will save to retain it. The item can weigh no more than 25 lbs., or the effect automatically fails.

CONSTRUCTION

Requirements	10,000 gp
Craft Wondrous Item, <i>retrieve</i>	

STUDENT'S ROBES

moderate psychometabolism	body
ML 7th	13,000 gp
	1 lb.

This light garment is worn over normal clothing or armor and improves the wearer's mental abilities. Most such robes are beige in color, with adornments of eyes or hands on a head. When this item is worn by a psion, the character's psion level is treated as five higher for the purposes of determining his discipline abilities and the effects allowed by his discipline abilities. If the wearer has more than one discipline, he must select which discipline is improved by the robes.

CONSTRUCTION

Requirements	6,500 gp
Craft Wondrous Item, discipline class feature	

SUFFOCATING COLLAR

moderate telepathy		neck
ML 11th	30,000 gp	1 lb.

Once per day with a command, the wearer can cause all creatures within 20 feet to make a DC 17 Will save or expel all of the air in their lungs and lose automatic use of their lungs. Affected creatures may spend a standard action gasping for breath or start to suffocate, as per *crisis of breath*. This effect lasts for one minute.

While any other creature is affected, the wearer must hold his breath if he wishes to perform any action other than gasping for breath, as above. If the wearer falls unconscious or there are no affected creatures, all effects of the collar end. A creature that cannot breathe can still activate the collar. Before use, the collar must be attuned to the wearer for 24 hours.

CONSTRUCTION

Requirements 15,000 gp
Craft Wondrous Item, *crisis of breath*

SURGE CRYSTAL

moderate telepathy		headband
ML 7th	varies	1 lb.

15,000 gp (+1), 30,000 gp (+2), 60,000 gp (+3)

When placed against the forehead, this crystal becomes active, its “legs” digging into the forehead of the user. Insertion imposes 2 points of Constitution drain while the crystal is inserted. This Constitution drain cannot be healed until the crystal is removed. Both insertion and removal are standard actions that do not provoke attacks of opportunity.

While the crystal is active, the wearer gains the ability to manifest powers with a wild surge, as a wilder with the free surge type. Different surge crystals carry different wild surge levels, and using the wild surge effect still carries the risk of psychic enervation. In addition, the wearer can activate a surge blast as a wilder of the

SURGE CRYSTAL

moderate telepathy		headband
ML 7th	varies	1 lb.

same level, but doing so causes the wearer to suffer bleed damage equal to the level of the wild surge level of the crystal. The wearer cannot manifest a power with wild surge if their power point pool is empty.

A wilder who wields a surge crystal instead increases their wild surge by the wild surge level of the surge crystal, but does not increase the penalty from psychic enervation.

CONSTRUCTION

Requirements 1,000 gp
Craft Wondrous Item, wild surge class
feature

Cost
7,500 gp (+1), 15,000 gp (+2), 30,000 gp (+3)

SURVIVOR'S SLEEPING BAG

faint psychometabolism	—
ML 3rd	1,400 gp
	3 lbs.

While in this heavy sleeping bag, the owner suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. Any of the creature's equipment in the sleeping bag is likewise protected.

The bag doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

CONSTRUCTION

Requirements	700 gp
Craft Wondrous Item, <i>adapt body</i>	

SYCOPHANT'S RING

faint telepathy		ring
ML 5th	1,000 gp	—

The wearer of this simple silver band feels a strong sense of attachment and friendship to those he encounters. While wearing this ring and after having worn it for 24 hours to attune to it, the wearer does not count against the limit for any collective he is in. However, the wearer also rolls twice against any save against charm effects and the save to resist being forcibly added to a collective and takes the worse result.

CONSTRUCTION

Requirements	500 gp
Craft Wondrous Item, collective class feature	

SYNAPTIC MASK

moderate psychometabolism	head
ML 7th	9,000 gp
	1 lb.

These masks use shards or meld stones to determine the effect granted to a character.

Synaptic masks have an armor class of 5, 10 hit points, a hardness of 3, and break DC of 15.

Activation: Synaptic masks are always active while worn (they do not require activation). A synaptic mask confers an effect only when a shard or a meld stone rests in its setting.

Without a specified stone such as a shard in its setting, the synaptic mask confers no extra abilities. Normally, using a shard is a standard action (shards telepathically reveal their command word into the minds of psionic creatures who handle them). A shard grants a temporary competence bonus on one specific skill, ranging from +1 to +10. Normally, the bonus lasts until the skill is used or 10 rounds pass, whichever

SYNAPTIC MASK

moderate psychometabolism	head
ML 7th	9,000 gp
	1 lb.

comes first. Unless set in a synaptic mask, a shard disintegrates after use, even if its user doesn't utilize the bonus.

If a shard is placed in a synaptic mask setting (as a standard action), the wearer can use the shard's skill bonus indefinitely without using up the shard. The mask preserves the shard while at the same time allowing the wearer to continuously gain the shard's benefit. The wearer can remove the shard later to put another shard into the mask, though this results in the initial shard's disintegration as described above.

CONSTRUCTION

Requirements	4,500 gp
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Craft Wondrous Item, creator must have ranks in the specified skill at least equal to the imprinted bonus, *modify matter*

SYNPATIC SHARD OF THE MEDIC

faint psychometabolism	—
ML 5th	2,000 gp

Synaptic shards resemble normal shards, but grant benefits other than bonuses to a specific skill. They must be attached to a synaptic mask to function, but are not destroyed when removed from the mask.

This shard allows the wearer to take 10 on Heal checks even when in combat.

CONSTRUCTION

Requirements	1,000 gp
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Craft Wondrous Item, *natural healing*

SYNPATIC SHARD OF PRECISION

moderate clairsentience	—
ML 9th	16,000 gp

Synaptic shards resemble normal shards, but grant benefits other than bonuses to a specific skill. They must be attached to a synaptic mask to function, but are not destroyed when removed from the mask.

This shard adds 1d6 points of damage to the wearer's melee attacks when he is flanking the creature struck. This damage is precision-based damage.

CONSTRUCTION

Requirements	8,000 gp
Craft Wondrous Item, <i>offensive prescience</i>	

SYNPATIC SHARD OF SHIFTING STEPS

faint psychometabolism	—
ML 5th	9,000 gp

Synaptic shards resemble normal shards, but grant benefits other than bonuses to a specific skill. They must be attached to a synaptic mask to function, but are not destroyed when removed from the mask.

This shard allows the wearer to use his move action to take an additional 5 foot step, even if he has already taken a 5 foot step that round.

CONSTRUCTION

Requirements	4,500 gp
Craft Wondrous Item, <i>hustle</i>	

SYNPATIC SHARD OF THE GUARDED FLANK

moderate clairsentience —
ML 5th 16,000 gp —

Synaptic shards resemble normal shards, but grant benefits other than bonuses to a specific skill. They must be attached to a synaptic mask to function, but are not destroyed when removed from the mask.

This shard grants the wearer a +2 bonus to his AC against enemies that are flanking him

CONSTRUCTION

Requirements 8,000 gp
Craft Wondrous Item, *ubiquitous vision*

TACTICIAN'S CHESSBOARD

moderate telepathy —

ML 5th

8,000 gp

10 lbs.

This finely-crafted crystal chessboard only functions when held by a creature with the collective class feature. When held, it shows the precise relative location of all collective members within 100' and all enemies of which they are aware. The wielder can select a member of the collective and concentrate as a move action to see through that target's eyes, gaining any of the target's enhanced visual sensory abilities such as darkvision or low-light vision and using the target's Perception checks. Anyone holding the wielder's hands while using this ability similarly can see through the eyes of the target. If the members of the collective can communicate via telepathy, the wielder can attempt to use Aid Another to assist the

TACTICIAN'S CHESSBOARD

moderate telepathy —
ML 5th 8,000 gp 10 lbs.

target. These effects are active as long as the wielder maintains concentration as a move action.

A vitalist that is able to use Steal Health as a range attack may make such attacks from the selected member's square instead of from his own; this provokes attacks of opportunity from enemies adjacent to the vitalist himself, not the selected square.

A tactician that holds the chessboard treats his Charisma score as being two points higher when determining how long his strategies last.

CONSTRUCTION

Requirements 4,000 gp
Craft Wondrous Item, *sense link*

THIRD EYE AWARE

moderate clairsentience	eyes
ML 7th	10,000 gp
	—

These small crystals, have a wide, flat facet, and when the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes it to disengage). Only one third eye can be worn at a time and is treated as eyewear or goggles.

This kind of third eye continually grants the wearer a +10 competence bonus on Perception checks.

CONSTRUCTION

Requirements	5,000 gp
Craft Wondrous Item, creator must have 10 ranks in Perception	

THIRD EYE CONCEAL

strong telepathy

eyes

ML 15th

12,000 gp

—

These small crystals, have a wide, flat facet, and when the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes it to disengage). Only one third eye can be worn at a time and is treated as eyewear or goggles.

While worn, a third eye conceal protects the wearer from view by all devices, powers, and spells that detect, influence, or read emotions or thoughts. This power protects against all mind-affecting powers and effects as well as information-gathering by clairsentience powers or effects (except for metafaculty); this item affects the wearer as if he enjoyed the benefit of the barred mind power.

CONSTRUCTION

Requirements

6,000 gp

Craft Wondrous Item, *barred mind*

THIRD EYE CONCENTRATE

moderate telepathy	eyes
ML 10th	—
10,000 gp	

These small crystals, have a wide, flat facet, and when the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes it to disengage). Only one third eye can be worn at a time and is treated as eyewear or goggles.

This kind of third eye continually grants the wearer a +10 competence bonus on concentration checks.

CONSTRUCTION

Requirements	5,000 gp
Craft Wondrous Item	

THIRD EYE DOMINATE

strong telepathy		eyes
ML 15th	120,000 gp	—

These small crystals, have a wide, flat facet, and when the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes it to disengage). Only one third eye can be worn at a time and is treated as eyewear or goggles.

The wearer of a third eye dominate can attempt to dominate a subject as with the *mind control* power, augmented to target any creature type it can affect, once per day (save DC 18).

CONSTRUCTION

Requirements	60,000 gp
Craft Wondrous Item, <i>mind control</i>	

THIRD EYE ENERGY RAY

faint psychokinesis	eyes
ML 5th	7,200 gp
	—

These small crystals, have a wide, flat facet, and when the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes it to disengage). Only one third eye can be worn at a time and is treated as eyewear or goggles.

This third eye allows the wielder to fire bolts their active energy type at a target within 30 ft. as a ranged touch attack three times per day. The bolt deals 5d6 points of damage of the wearer's active energy type; if the energy type is sonic, it instead deals 5d3 points of damage.

CONSTRUCTION

Requirements	3,600 gp
Craft Wondrous Item, <i>energy ray</i>	

THIRD EYE EXPOSE

strong telepathy		eyes
ML 15th	112,000 gp	—

These small crystals, have a wide, flat facet, and when the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes it to disengage). Only one third eye can be worn at a time and is treated as eyewear or goggles.

The wearer of this kind of third eye always knows when someone lies directly to him.

CONSTRUCTION

Requirements	56,000 gp
Craft Wondrous Item, <i>bend reality</i>	

THIRD EYE GATHER

moderate clairsentience	eyes
ML 7th	—
10,000 gp	

These small crystals, have a wide, flat facet, and when the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes it to disengage). Only one third eye can be worn at a time and is treated as eyewear or goggles.

This kind of third eye continually grants the wearer a +10 competence bonus on Diplomacy checks made to gather information.

CONSTRUCTION

Requirements	5,000 gp
Craft Wondrous Item, creator must have 10 ranks in Diplomacy	

THIRD EYE PENETRATE

strong clairsentience	eyes
ML 15th	8,000 gp
	—

These small crystals, have a wide, flat facet, and when the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes it to disengage). Only one third eye can be worn at a time and is treated as eyewear or goggles.

While worn, a third eye penetrate grants the wearer a +2 bonus on manifester level checks to overcome a creature's power resistance.

CONSTRUCTION

Requirements	4,000 gp
Craft Wondrous Item, <i>bend reality</i>	

THIRD EYE POWERTHIEVE

moderate telepathy	eyes
ML 7th	10,080 gp
	—

These small crystals, have a wide, flat facet, and when the owner commands, the crystal adheres to the center of his forehead (the command causes it to disengage). Only one third eye can be worn at a time and is treated as eyewear or goggles.

The wearer of this third eye can thief one power from a psionic target within 40 feet once per day. If the target fails a DC 16 Will save, it loses one power of the wearer's choice, and the wearer temporarily gains this power. The wearer can manifest this power as if it was one of her known powers. The wearer retains this power for up to 70 minutes, at which time she loses it and the former owner regains it.

CONSTRUCTION

Requirements	5,040 gp
Craft Wondrous Item, <i>thieving mindlink</i>	

THIRD EYE REPUDIATE

strong psychokinesis	eyes
ML 20th	—
43,200 gp	

These small crystals, have a wide, flat facet, and when the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes it to disengage). Only one third eye can be worn at a time and is treated as eyewear or goggles.

While worn, this powerful item allows the wearer to manifest dispel psionics once per day with a +20 modifier on the dispel check (the wearer uses the +20 modifier in place of his manifester level).

CONSTRUCTION

Requirements	21,600 gp
Craft Wondrous Item, <i>dispel psionics</i>	

THIRD EYE SENSE

faint clairsentience		eyes
ML 3rd	24,000 gp	—

These small crystals, have a wide, flat facet, and when the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes it to disengage). Only one third eye can be worn at a time and is treated as eyewear or goggles.

The wearer of this kind of third eye can manifest *clairvoyant sense* at will.

CONSTRUCTION

Requirements	5,000 gp
Craft Wondrous Item, <i>clairvoyant sense</i>	

THIRD EYE TALENTED

faint telepathy		eyes
ML 5th	9,000 gp	—

These small crystals, have a wide, flat facet, and when the owner commands, the crystal adheres to the center of his forehead (the command causes it to disengage). Only one third eye can be worn at a time and is treated as eyewear or goggles.

This third eye must be worn for 24 hours before its powers take effect. When worn by a non-psionic creature, it grants the user the Wild Talent feat and one psionic talent (determined at creation). When using the talent, the wearer's manifester level is always treated as 1.

When worn by a psionic creature, the third eye talented instead grants the user the benefit of the Psionic Talent feat, and the psionic talent. The manifester level for the

THIRD EYE TALENTED

faint telepathy		eyes
ML 5th	9,000 gp	—

talent is the wearer's character level.

This item does not let a creature meet any prerequisites for feats or prestige classes it does not already meet, such as those requiring a power point pool, a manifester level, or the ability to manifest powers.

CONSTRUCTION

Requirements	4,500 gp
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Craft Wondrous Item, creator must be able to manifest the psionic talent in the item

THIRD EYE VIEW

moderate clairsentience	eyes
ML 7th	10,180 gp
	—

These small crystals, have a wide, flat facet, and when the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes it to disengage). Only one third eye can be worn at a time and is treated as eyewear or goggles.

The wearer of this kind of third eye can spin a quasireal version of himself and send it over virtually any distance or into other planes of existence, as if manifesting the *remote viewing* power, once per day.

CONSTRUCTION

Requirements	5,090 gp
Craft Wondrous Item, <i>remote viewing</i>	

TORC OF FREE WILL

faint telepathy		neck
ML 3rd	6,000 gp	2 lbs.

This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a torc of free will is not affected by the *brain lock* power or items that produce *brain lock* effects (such as *crystal anchors*).

CONSTRUCTION

Requirements	3,000 gp
Craft Wondrous Item, <i>brain lock</i>	

TORC OF INTERROGATION

faint telepathy		neck / headband
ML 5th	20,000 gp	2 lbs. / —

The torc is placed on a creature to be questioned (this requires a successful combat maneuver check to grapple if the target is unwilling and not helpless), while the headband is worn by the character who will be the questioner.

The headband grants the wearer a +10 circumstance bonus on Intimidate and Sense Motive checks made against the wearer of the torc. In addition, if the torc wearer lies, he must make a DC 14 Will save on each new lie or suffer 2d6 points of nonlethal damage as his body is wracked with pain. Each saving throw made (successful or not) inflicts a cumulative -1 penalty on further saves, as the target's will breaks down.

CONSTRUCTION

Requirements	10,000 gp
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Craft Wondrous Item, *inflict pain, read thoughts*

TORC OF LEECH FREEDOM

faint telepathy		neck
ML 5th	12,000 gp	2 lbs.

This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a torc of leech freedom automatically resists up to two uses of *power leech* against him per day.

CONSTRUCTION

Requirements	6,000 gp
Craft Wondrous Item, <i>power leech</i>	

TORC OF POWER PRESERVATION

strong clairsentience		neck
ML 15th	36,000 gp	2 lbs.

This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a torc of power preservation manifests all powers by paying power points equal to the standard cost minus 1 (minimum of 1).

CONSTRUCTION

Requirements	18,000 gp
Craft Wondrous Item, <i>bend reality</i>	

WARRIOR'S BRACERS

moderate psychometabolism	wrists
ML 12th	15,000 gp
	—

If the wearer has already chosen the warrior path of the bracers, his psychic warrior level is treated as four higher for the purposes of the path's trance and maneuver.

If the wearer has not chosen the path of the bracers, three times per day, for one minute the character is treated as if having the warrior path granted by the bracers for the purposes of the path's trance and maneuver. The wearer may still only have one warrior path trance active at any time unless using the pathweaving class feature.

If the character does not have the warrior's path class feature, he gains no benefit.

CONSTRUCTION

Requirements	7,500 gp
Craft Wondrous Item, warrior's path class feature	

WARRIOR'S SCABBARD

faint clairsentience		none
ML 5th	1,000 gp	1 lb.

When the wearer of this scabbard draws his sheathed weapon and is maintaining psionic focus, he gains a +1 insight bonus on attack rolls made with that weapon for 1 turn.

CONSTRUCTION

Requirements	500 gp
Craft Wondrous Item, <i>offensive precognition</i>	

WARBLADE STAFF

moderate telepathy	—
ML 9th	16,000 gp 5 lbs.

This modified psicrystal staff grants all the normal benefits of the psicrystal staff, but in addition, when the psicrystal is docked, the staff can be transformed into a crystal blade or back to a staff as a move action that does not provoke attacks of opportunity. When in crystal blade form, the warblade staff deals damage as a bastard sword and can be wielded either one-handed or two-handed, at the wielder's discretion. The wielder is always considered to be proficient with the crystal blade. The warblade staff is made of deep crystal, and so can be charged with power points as any deep crystal weapon. In addition, the wielder may deliver touch attacks with melee attacks when in crystal blade form. The warblade staff can be

WARBLADE STAFF

moderate telepathy	—
ML 9th	16,000 gp
	5 lbs.

enchanted as if a masterwork weapon, allowing both the staff and bastard sword forms to be enchanted separately, but only one end of the staff.

Unlike a normal psicrystal staff, the warblade staff cannot have companion stones.

The warblade staff has the same hardness and hit points of a standard psicrystal staff. If the staff is sundered while a psicrystal is docked, the psicrystal undocks unharmed.

CONSTRUCTION

Requirements	8,000 gp
Craft Wondrous Item, Craft Magic Arms and Armor, Psicrystal Affinity, <i>mindlink</i>	

GREATER WARBLADE STAFF

moderate telepathy	—
ML 11th	20,000 gp 5 lbs.

This improved version of the warblade staff has the additional ability to allow the wielder to generate a blast of light and energy by spending power points and expending psionic focus when the warblade staff is in crystal blade form. The blast deals 1d8 points of damage for every 2 power points spent; affected creatures with light sensitivity are dealt double damage. The blast is a burst effect centered on the wielder, with a radius of 20 feet and allows a Reflex save for half damage (DC 13 + 1/2 the number of power points spent). The wielder is immune to this effect.

CONSTRUCTION

Requirements	10,000 gp
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Craft Wondrous Item, Craft Magic Arms and Armor, Psicrystal Affinity, *energy burst*, *mindlink*

WOODEN SHIRT

moderate psychometabolism	body
ML 9th	32,760 gp
	3 lbs.

Most often worn under armor, this shirt looks to be made from wood, yet it is supple and flexible like any typical textile. Once per day, the wearer can transform his skin into bark, gaining the effects of the oak body power for 9 minutes.

CONSTRUCTION

Requirements	16,380 gp
Craft Wondrous Item, <i>oak body</i>	

REVERSE CAPACITOR

strong telepathy		none
ML 15th	<i>Cursed</i>	1 lbs.

Resembling a *cognizance crystal*, this item doesn't store, but drains power points. Powers that identify psionic items incorrectly identify a *reverse capacitor* as a *cognizance crystal* 50% of the time.

When a psionic character attempts to use the power points supposedly stored he instead loses 1d6 power points per round, for 7 rounds. A crackling arc connects the brow of the character with the stone. If the character can put more than 40 feet between himself and the *reverse capacitor*, or if he no longer has any power points, the effect ends.

Drained power points are simply lost. Every attempt to use the power points supposedly stored in the *reverse capacitor* initiates the draining effect anew.

CONSTRUCTION

Requirements	112,000 gp
Craft Universal Item, <i>bend reality</i> , <i>power leech</i>	

SUTRA OF TRANQUIL THOUGHT

strong telepathy		none
ML 20th	<i>Minor Artifact</i>	3 lbs.

This monastic tome describes ancient techniques of mental focus and is highly prized by psionic practitioners. If a psionic character who is not evil studies the work during one week of solitary contemplation, he gains 17 bonus power points and experience points sufficient to place him halfway into the next level of experience. Those who use their powers for evil are punished for their impertinence in defiling the book; they are permanently drained of 1d4+1 points of Constitution and must atone (via the atonement spell) in order to gain any further experience. In addition, an evil psionic reader must make an immediate DC 15 Will save or become permanently confused as if affected by the psychosis

SUTRA OF TRANQUIL THOUGHT

strong telepathy	none
ML 20th	<i>Minor Artifact</i>
	3 lbs.

power. Only psychic surgery or similarly extreme measures can restore sanity.

The minds of nonpsionic beings are too clouded to benefit from the secrets of this book. To anyone without psionic aptitude, the book's pages appear to contain nothing but elaborate patterns and drawings of mysterious beings. Once it is read, the book vanishes into the Astral Plane to an unknown destination. Even if it is found again, the same character cannot benefit twice from perusing its contents.

DESTRUCTION

The *Sutra of Tranquil Thought* is destroyed if it is read on a secret location on the Astral Plane.

ANNULUS

strong psychoportation and telepathy	none
ML 20th	<i>Major Artifact</i>

This artifact is the ultimate psionic nullifier. Forged to keep enemies of vast psionic power at bay, the Annulus is an artifact that any psionic being should fear. It has been forgotten in the modern age, and merely finding it would precipitate a great upheaval across the planes.

The Annulus is a 1-foot-diameter ring of silvery material. Tiny slots, antennae, spheres, and other intricate projections decorate the exterior of the hoop; however, two smoothed lengths of the ring provide an adequate surface for grasping the item.

The Annulus has several powers, all of which require a wielder to tightly grasp the ring with at least one hand. When it is first grasped, knowledge of the artifact's powers immediately flood the wielder's mind. The wielder can access all powers of the Annulus at manifester level 20th.

The Annulus generates a continuous

ANNULUS

strong psychoportation and telepathy	none
ML 20th	<i>Major Artifact</i>

catapsi effect within a 100-foot-radius of the wielder (who is unaffected).

The wielder gains a +4 enhancement bonus on any attempt to resist an effect that deals ability damage.

Once per day, the wielder can trigger ultrablast as a standard action.

Three times per day, as a standard action, the wielder can trigger an effect similar to wrench that affects all creatures in a 50-foot radius.

The primary power of the Annulus, however, is psionic nullification. Once per year, the wielder can trigger this effect as a special action requiring 10 rounds of continuous concentration to complete. The wielder specifies a target or targets within a 100-foot radius, ranging from a specific psionic individual or item to a group of psionic beings that share the same philosophy. The nullification effect

ANNULUS

strong psychoportation and telepathy	none
ML 20th	<i>Major Artifact</i> —

is accompanied by blasts of light, heat, and sound from the Annulus. Nonpsionic creatures and items are unaffected, as are nontargeted beings, but any psionic target—regardless of any protection it may possess—disintegrates in a terrific explosion. Nothing is left but floating dust.

DESTRUCTION

It is relatively easy to nullify a single target or a small group of targets, but nullifying a more powerful being (such as a demigod or greater entity) or another major artifact taxes the Annulus to its limits. If it is used to nullify a more powerful being or another major artifact, the Annulus succeeds but is destroyed in the process and cannot be retrieved by any means.

PSICROWN OF THE CRYSTAL MIND

strong (all disciplines)	head
ML 20th	<i>Major Artifact</i>

An elaborate crystalline psicrown etched with strange designs, this exceptional psicrown is so invested with power that it is considered an artifact.

The power points in the Psicrown of the Crystal Mind can be used to manifest any of the following powers at manifester level 20th (or at the wearer's manifester level if it is higher than 20th).

Burst

Catfall

Concealing amorpha, greater

Concussion blast

Detect psionics

Far hand

Float

Mind control

PSICROWN OF THE CRYSTAL MIND

strong (all disciplines)

head

ML 20th

Major Artifact

—

Mindlink

Inertial barrier

Telekinetic force

Telekinetic maneuver

Telekinetic thrust

Psychoport

Telepathic lash

Thicken skin

True metabolism

The wearer of the Psicrown of the Crystal Mind also gains power resistance equal to 10 + his manifester level.

The Psicrown of the Crystal Mind has 1,000 power points when discovered. Anyone who dons the crown instantly knows the number of power points it has at the current time.

PSICROWN OF THE CRYSTAL MIND

strong (all disciplines)	head
ML 20th	—
<i>Major Artifact</i>	

The crown recharges itself, gaining back 1 power point per day if it currently has fewer than 1,000 points.

DESTRUCTION

As a special one-time use of the psicrown, the wearer can channel all the remaining charges in the psicrown into an uncontrolled burst of energy. The wearer triggers this use as a standard action. All within 20 feet of the wearer take hit points of damage equal to half the power points left in the crown (Reflex DC 18 half). The wearer inhabits a tiny eye of calm at the center of the destruction and is unharmed, but the psicrown is reduced to a burned-out cinder.

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