

Psionics in Star Wars Revisited - Psionics In Star Wars d20

Explaining Psionic Powers is a little difficult in Star Wars. In the Star Wars universe, there are a few rare individuals who possess psionic powers. The explanation to follow is one opinion on how to integrate it into the Star Wars Universe. It's simplistic so it won't over power the game, but still be a part of the game.

To start with, in the Star Wars d20 system, there is a new class called Psi-Adept, also known as a Psionic or Psi. It's like a Force Adept, and can be considered an offshoot of that class but a little different. The Force is an obvious component in Psionic Powers. The difference lies in the amount and focus. By definition, the Force surrounds everything in the universe, and the Jedi accesses that Force for his powers. A Psi, on the other hand, only accesses his own personal Force and manipulates it with his mind and will power.

In any case, whether starting out as a Psi-Adept or multi-classing into it, the character must have chosen the Force Sensitive Feat. A Psi-Adepts has access to a limited list of Force Powers and an array of Feats. These powers and feats will be listed below, and are basically smaller manifestations of the Jedi skills in the Star Wars Revised Core Rulebook.

IMPORTANT NOTE: Force-User Classes CAN NOT multi-class into this Class.

Class: Psi Adept

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Def Bonus	Rep Score
1	+0	+1	+1	+2	Starting Feats, Lesser Force User	+3	+0
2	+1	+2	+1	+3	Psi-Crystal Base +0	+4	+0
3	+2	+2	+2	+3	Enlightenment, Bonus Psi Feat	+4	+0
4	+3	+3	+2	+4	Psi Crystal +1	+4	+0
5	+4	+3	+2	+4	Enlightenment, Psi Crystal Base +2	+5	+1
6	+5	+3	+3	+5	Bonus Psi Feat	+5	+1
7	+6/+1	+4	+4	+6		+6	+1
8	+7/+2	+4	+4	+6	Psi Crystal Base +3	+6	+1
9	+7/+2	+4	+4	+7	Bonus Psi Feat	+6	+2
10	+7/+2	+5	+5	+7	Psi Crystal Base +4	+7	+2
11	+8/+3	+5	+5	+7		+7	+2
12	+8/+3	+6	+6	+8	Bonus Psi Feat	+7	+2
13	+9/+4	+6	+6	+8		+8	+3
14	+9/+4	+6	+7	+8	Psi Crystal Base +5	+8+9	+3
15	+10/+5	+7	+7	+9	Bonus Psi Feat	+9	+3
16	+11/+6/+1	+7	+7	+9	Bonus Psi Feat	+10	+3
17	+12/+7/+2	+7	+8	+10	Bonus Psi Feat	+10	+4
18	+13/+8/+3	+8	+8	+11	Bonus Psi Feat	+10	+4
19	+14/+9/+4	+8	+8	+11	Bonus Psi Feat	+10	+4
20	+15/+10/+5	+9	+8	+12	Psi Crystal Base +6	+11	+4

The Psi-Adept is a Force user that has limited access to the Force. He can only access and manipulate his own Force to influence the world around him, using sheer will power.

The Force Level of a Psi-Adept is his level in Psi-Adept. Sometimes that is also referred to as Psi-Level. They are used interchangeably throughout the text to follow.

Game Rule Information

Abilities: The Psi-Adept centers on, Wisdom and Charisma, as these influence most of their Force Skills. Intelligence is also largely used.

Class Limitation: Force-using Classes CAN NOT multi-class into Psi-Adept. Force Adept, Jedi Consular and Jedi Guardian cannot multi-class into this class.

Vitality: 1d8 plus Constitution modifier per Level.

Class Skills

Skill Points at 1st Level: (6 + Int modifier) X 4

Skill Points at Each Additional Level: 6 + Int Modifier

Limited Force Skills: The Psi-Adept is limited to certain Force Skills. The other Force skills are NOT available to the Psi-Adept and cannot be used or purchased with skill points.

Available/Class Force Skills		
Force Skills	Ability	Feat
Affect Mind	Cha	Alter
Empathy	Wis	Force
Enhance Ability	Con	Force
Enhance Sense	Wis	Sense
Heal Self	Con	Control
Move Object	Int	Alter
Telepathy	Wis	Sense

Psi Adept Class Skills (Non-Force)	
Skills	Ability
Bluff	Cha
Concentration	(Con)
Computer Use	Int
Craft	Int
Diplomacy	Cha
Gather Information	Cha
Intimidate	Cha
Knowledge	Int
Listen	Wis
Pilot	Dex
Profession	Wis
Read/Write Language	None
Sense Motive	Wis
Speak Language	None
Spot	Wis

Class Features

Starting Feats

Weapons Group Proficiency (simple weapons)

Weapons Group Proficiency (blaster pistols)

Force Sensitive

Enlightenment

Psi-Ability

One Psi Feat

Lesser Force User: From 1st Level onward, the Psi starts out disadvantaged with respect to the Jedi and other "higher" Force Users. Because the Jedi use the Force that is all around them, while the Psi uses his own personal Force, the Psi is disadvantaged when going up against another Jedi and other Force Users.

Based on the difference in Force Level vs. Psi Level, the Psi suffers DC penalties when using Psi abilities against the Jedi:

Jedi's Force Level - Psi-Adept's Psi Level	DC+
Less than 0	0
0	+5
1-5	+10
6-10	+15
11-20	+20
21+	+25

Enlightenment: At 3rd and 5th, the Psi-Adept gains a bonus feat Alter, Control or Sense. However, Sense must be the last thing the Psi-Adept learns.

Control: Psi-Abilities focus on personal use of ones own Force or spirit, through the power of the mind. This is a limited use of the Force, not allowing a lot of the Control based abilities of the Jedi. However, there are some and some Psi-Feats require Control as well.

Sense: The hardest thing a Psi can learn is using his mind to sense beyond himself and his normal senses. Sense must be the last thing the Psi-Adept learns.

Ignore the wordage of Alter, Sense, and Control when it applies to Class Force Skills and the Psi-Adept. The Force skills listed above are the ONLY force skills available to the Psi-Adept (until a special ability or prestige class allows more)

Bonus Feats: At certain levels, Psi-Adept gets a Bonus Psi-Feat. This Feat must be chosen from the Psi Feats listed below.

Psi-Crystal: At Level 2, Psi-Adepts have the unique ability to link into the power of a crystal and gemstones, and draw upon its' inherent power. Each crystal is different, based on color and quality.

The Base Psi Crystal Bonus at Level 2 is +0. But this Base gradually goes up as the Psi-Adept's Level goes up. At Psi-Level 4, it's at +1 and at Level 5, it goes to +2. At Level 8, it raises to +3, and at Level 10, +4 and so on.

Add the Base Psi-Crystal Bonus to the bonus based on Quality and Craft (see below Craftsman/Quality) to get the Total Psi-Crystal Bonus. This changes as the character's Psi-Level goes up.

The Color associates the crystal to its Force Elemental Link. This is the Force Elemental tie that governs in usage and power to a Psi.

Color Table		
Color	Elemental Link	Effect
Red	Fire, Passion	Bonus to Attack, or Intimidate
Purple	Emotions, Leadership	Bonus to Empathy, or Diplomacy
Blue	Water, Peace	Bonus to any one Psionic feat roll or Swimming
Green	Earth, Nature, Healing, Change	Bonus to Survival or Treat Injury or any one Alter-based Psi skill check
Yellow/ Gold	Knowledge, Strength of Mind, Stars	Bonus to any one Knowledge skill
Clear/ White	Lifeforce, Willpower, Air	Bonus to Will checks or any one Control base Psi-skill check
Black	Stamina, Physical Strength, Space	Bonus to Fortitude Checks or checks that involve Strength Bonus
Brown	Senses	Bonus to Spot or Listen or any one Sense based Psi-skill check

The Quality is not only the purity of the crystal, but also the craftsmanship. Raw crystals contain power, but without crafting, the power can not be accessed to its fullest.

Craftsman/Quality Table			
Craftsman	Quality		
	Apprentice	Moderate	Master
Non-Force User	+2	+3	+4
Psi-Adept	+3	+4	+5
Jedi	+4	+5	+6

Raw Crystals: Unrefined Crystals can be tapped, but only supply a +1 Bonus.

Quality is also based on the *Purity* of the Crystal or Gem. Purity is determined by a d% roll on the following table.

Purity Modifier to Quality			
D%	Modifier	D%	Modifier
01-10	-5	51-60	+1
11-20	-4	61-70	+2
21-30	-3	71-80	+3
31-40	-2	81-90	+4
41 – 50	-1	91-100	+5

Crafting the Crystal: Regardless of what type of Force User crafts it, the craftsman must have the skill **Craft (Psi-Crystal)** to make an eligible Crystal.

Craftsman	Ranks in Craft (Psi-Crystal)
Apprentice	+1 to +4
Moderate	+5 to +10
Master	+11 up

Making the Link: In order to make the link, the Psi-Adept must Will saving throw vs. a Psi-Crystal's DC (1d20 + Psi-Crystal's Bonus. NOTE: Record this DC as the Psi-Crystal's DC for later use.). This roll is only made once. The Type of Bonus based on the Color must be decided on before hand (i.e. if the Psi is seeking a bonus for Swim or a specific Psionic Feat from a Blue Psi-Crystal). Once the roll is successful, the link is made permanently until the Psi-Crystal is destroyed.

Only **ONE** crystal can be possessed and used for the bonus at a time.

A link can be severed without a roll (The player simply states he is severing the link), but the Psi-Crystal's DC is increased by 10 each time it's severed, if the Psi-Adept wants to try again later.

If the Psi-Crystal is destroyed after the Link is made, the Psi-Adept must make a Fortitude Saving throw (DC 15) to avoid taking (Psi-Level)d4 Vitality Damage at the moment of destruction.

Example: To create a crystal, a 6th Level Psi obtains a raw red crystal. He is a 9th level Psi Crystal craftsman, so on a successful Craft roll, the Crystal is of Moderate quality. This gives the Crystal a +4 Crystal bonus. At this time, the Psi receives a +5 bonus to the chosen purpose (Bonus to Attack). At 10th Level, the bonus will go up to +6.

Psi-Feats

And Available Force Feats to the Psi Adept

Psi-Adepts only have certain Force Feats available to them. To follow is the list of different Feats that the Psi-Adept can choose from. The Psi Adept can choose any of the non-Force Feats, but is totally limited to this list of Force and Psi-Feats.

Note: Force and Psi Level are used below interchangeably. They are the same things.

Feat	Prerequisite
Analysis	Psi-Ability, Psi-chometry
Clairaudience	Psi-Ability, Listen 4+, Sense
Clairvoyance	Psi-Ability, Spot 4+, Sense
Confusion	Psi-Ability, Affect Mind 4+
Cryokinesis	Psi-Ability, Move Object 8+
Dissipate Kinetics	Psi-Ability, Move Object 4+, Force Level 3+, Control
Distraction	Psi-Ability, Affect mind 2+, Telepathy 3+
Frighten	Psi-Ability, Empathy
Mind Probe	Psi-Ability, Telepathy 4+
Paralyze	Psi-Ability, Confusion, Affect Mind 8+
Psi Ability	Force-Sensitive
Psi-Strike	Psi-Ability, Affect Mind 4+, Telepathy 4+
Psi-Illusion	Psi-Ability, Affect Mind 4+
Psi-chometry	Psi-Ability, Telepathy 4+
Pyrokinesis	Psi-Ability, Move Object 4+,
Shield	Psi-Ability, Sense
Timeread	Psi-Ability, Psi-chometry, Telepathy 8+

All the above are new **Psi-Feats** and are described below. Most are linked to an existing Force Skill, and are refinements of these Skills. These Feats will have a prerequisite Level in that particular Force Skill as well as a Force Feat and maybe the Psi Adepts Force Level.

Vitality Cost: This Vitality Cost is not in addition to the Vitality spent using any Force Skills the Feat require. It replaces the cost to the Force Skill used in the Feat, where applicable.

Existing Force Feats Available to Psi-Adept

Feat	RCB page
Alter	105
Attuned	106
Aware	106
Dissipate Energy	107
Compassion	107
Control	107
Force Mastery	108
High Force Mastery	110
Link	112
Mind Trick.	112
Sense	115

Psi-Feat List

Analysis

A character using this Psi Feat, through a special use of the Psi's Sense and Telepathy, has a chance to pick up an item and figure out its intended use.

Prerequisites: Psi-Ability, Psi-chometry

Benefit: With a successful Telepathy roll, the Psi-Adept is making a link with the psychic impression left on an item, that reveals the use of that item. The Psi senses the Psionic impressions left on the item by those that used it and can read how they used it or what they used it for. Physical contact with the item is required. Base difficulty is 10, but may have various modifiers based on the item. Complex items get a +5; Alien artifacts +8. See below table for Time Modifiers.

Time Modifiers		
Time since item has been used can be measured in ...	Mod to DC	Vitality Cost
Days	+1	+1
Weeks	+3	+2
Months	+5	+3
Years	+8	+6
Centuries	+10	+12
Millennia	+15	+15
Older	+20	+20

Vitality Cost: 3 Vitality Points + additional cost (see above table).

Clairaudience

A character with this Psi Feat can "listen" through anything from a perspective he is not currently in.

Prerequisites: Psi-Ability, Listen 4+, Sense

Benefit: With a successful Listen check vs. the DC set by the Clairsentience Range Table (see below), Sense enhances his hearing ability and the Psionic can hear as if located at the Target Location. This occurs regardless of walls, and any other obstacle between him and the target location. One requirement, however is that the Psi must have visited that Target location prior or see it from his location.

Vitality Cost: 1 per minutes listening

Clairvoyance

A character with this Psi Feat can "see" a distance in an area he has no perspective in.

Prerequisites: Psi-Ability, Spot 4+, Sense

Benefit: With a successful Spot check vs. the DC set by the Clairsentience Range Table (see below), Sense enhances his sight ability and the Psionic can see as if located at the Target Location. This occurs regardless of walls, and any other obstacle between him and the target location. One requirement however is that the Psi must

have visited that Target location prior or see it from his location.

Vitality Cost: 1 per minutes seeing

Clairsentience Range Table	
Range to Target Location	Difficulty
1 meter	8
5 meters	10
10 meters	12
15 meter	15
20 meters	18
30 meters	20
50 meters	30
+ 10 meters	+5

Confusion

This Psi Feat allows a character to try to confuse the enemy.

Prerequisites: Psi-Ability, Affect Mind 4+

Benefit: With a successful Affect Mind (pg 77, Revised Core Rulebook), the target is confused for a period of time and cannot act. Roll 1d10 on the Confusion Table. Duration is the Psionic's Psi-Level in rounds.

Confusion is a full-round action

Confusion Table (Roll 1d10)	
Roll	Effect
1	The target sits down to think things over. He does nothing else.
2	The target begins weeping or laughing uncontrollably. A -6 to all physical actions.
3	The target walks around randomly as if he is lost.
4	The target becomes fascinated with one action and will perform or watch it to the exclusion of all else.
5	The target attacks the nearest character, no matter who it is.
6	The target attacks everyone (different character each turn).
7	The target attacks the nearest large machine or creature.
8	The target walks up to the nearest character, throws his arm around his shoulder, and begins discussing the philosophy of life
9	The target is so confused he begins to swoon. A -8 to all actions
10	The target rolls over and falls asleep.

Vitality Cost: 4

Cryokinesis

The Psi can freeze something with a thought; mentally slow the molecules down.

Prerequisites: Psi-Ability, Move Object 6+, Control

Benefit: When focusing on a specific target using Move Object, the Jedi can slow the molecules of that target down with the intention of freezing the target. The base

difficulty and the Vitality Cost is determined by the target, as shown in the table below.

If used against a organic target, the GM has the option to give a Dark Side point. Targets that are successfully frozen receive 1d6 damage immediately. For every round until thawed, the target takes an additional 1d6.

Cryokinesis Table		
Target	DC	Increase to Vitality Cost
Dry Paper, kindling, water (freeze)	10	+0
Gasoline or similar flammable, dry wood	26	+1
Dry Cloth, seasoned lumber, hair	11	+2
Plastic, green wood, leather	20	+3
Reinforced cloth, organic or flesh	26	+6
Armor, Synthsteel	35	+10
Metal, Stone	37	+15
Strong Steel	50	+25
Object is Wet	-5	-2
Object is bone dry	+5	+5

Vitality Cost: 6 + additional based on target. See Cryokinesis Table.

Dissipate Kinetics

The ability to use Move Object skill to deflect physical attacks like ballistic or melee attacks. This Feat works similar to Dissipate Energy

Prerequisites: Psi-Ability, Move Object 4+, Force Level 3+, Control

Benefit: If the Psi-Adept takes Wounds from Physical Weapons, The Psi-Adept must roll a Fortitude saving throw, vs. 10 plus the damage inflicted (double if critical hit). If the Feat roll is successful, the attack inflicts no damage. If it fails, the damage is dealt normally.

If you ready an Attack action to dissipate kinetics, the difficulty is reduced to 5 plus the damage inflicted.

NOTE: Note effective against Vitality damage.

Vitality Cost: 4

Distraction

This Psi Feat allows a character to try to distract the enemy with headaches or body pain.

Prerequisites: Psi-Ability, Affect Mind +2, Telepathy +3

Benefit: With a successful Affect Mind (pg 77, Revised Core Rulebook), the target is suffers from severe headaches and pains, causing a penalty to all actions. Duration is the Psionic's Psi-Level in rounds. This effects all rolls, including Skills, Attacks and Saves. The roll can be modified by spending Vitality, 1 per +1 to the Roll.

Distraction is an Attack action

Vitality Cost: 3 + 1 per Point to the roll.

Distraction Penalty Table

Affect Mind Roll	Bonus
Up to 4	-1
5-14	- Psi-Level /3
15-24	- Psi-Level /2
25+	- Psi Level

Frighten

A character with this Psi-Feat can attack an enemy's id, releasing from within it an unreasoning fear. This is unlike the Jedi power *Fear*, in that the Jedi does not know the fear he releases. All he knows is he has triggered fear. A Dark Side point for the use of this is optional to the GM.

Prerequisites: Psi-Ability, Empathy

Benefit: A successful use of Empathy check with this feat cause the target to cower in fear for a time based on the success. This is a Empathy roll (see SW RPG RCR pg. 84-85) with effects. If the Will saving throw fails, the target cowers in fear for rounds equal to the Psi-Adept's Psi-Level

Fighten is an Attack Action

Vitality Cost: 1 (2 if critical failure)

Mind Probe

This allows the Psi to strip down the target's mental defenses and read the target's inner thoughts.

Prerequisites: Psi-Ability, Telepathy 4+

Benefit: With use of Telepathy, the Psi-Adept can read the thoughts of a target. The target is considered unfriendly (DC 15 or Will saving throw, which ever is higher). It is not subtle. The attempt can not be hidden from the target unless the Psi gains a 10+ success over the DC.

For every 2 points over the difficulty, the Psi gains one specific piece of information (GM's discretion).

The only sure way the probe can go undetected is if the target us unconscious.

Vitality Cost: 4 + 1 point for every piece of information obtained.

Paralyze

This Psi Feat allows a character to mentally attack the motor system of an enemy's brain.

Prerequisites: Psi-Ability, Confusion, Affect Mind 8+

Benefit: On a successful Affect Mind (see Affect Mind table, RCB pg 77), the target becomes completely paralyzed for 1d6 + 1 per Psi-Level of the Psi-Adept, in rounds. The target cannot move or speak, but he can see, hear, smell, and use Force/Psi skills that do not involve movement. Only a creature with a organic brain can be paralyzed (including cyborgs). No drug can override this mentally inflicted paralysis.

Paralyze is a full-round action.

Vitality Cost: 6

Psionic Illusion

This Psi Feat gives the user the ability to create illusions in the mind of the target.

Prerequisites: Psi-Ability, Affect Mind 4+

Benefit: The target or targets must be within 10 meters per Psi-Level of Psi-Adept. With a successful Affect Mind, the Psi-Adept creates an illusion that the target(s) see. The Psi-adept chooses the target(s). See below for multiple targets. Such illusions have all the verbal, visual, and olfactory aspects they normally would, but can cause no damage and have no physical form. It automatically fades after 5 rounds per Psi-Level. If the illusion is of something silly, confusing, or extremely contradictory, then the GM should secretly roll a Will saving throw for them to disbelieve it, difficulty based on the roll (using the Frce User Illusion Table – RCB pg 92).

The Psi-Adept can affect the number of people equal to his Psi-Level. The Affect Mind roll receives a penalty. – 1 per person over his Psi-Level, in the group being effected. The illusion they all see must be the same. Also, for every person beyond his Psi-Level, the Vitality Cost goes up 1.

Psi-Illusion is a full-round action

Vitality Cost: 4 (+1 for every person after the primary pr first that is effected by the illusion)

Psi-Ability

This is the general Feat that symbolizes the fact that the character is a Psi-User, not a Jedi. Although a Force User, a Psi only uses a limited amount of Force – his own Life Force – through the power of the mind. Psi-Ability IS considered a Force Feat.

Prerequisites: Force-Sensitive

Benefit: With this Feat, the Psi-Adept can access Psionic Feats (Psi Feats). The Psi-Adept character gains one extra Force Point when you select (or are given) this Feat. Characters with the Force Adept, Jedi Consular and Jedi Guardian class can not choose this feat.

Vitality Cost: -

Psi-Strike

A mental attack.

Prerequisites: Psi-Ability, Affect Mind 4+, Telepathy 4+

Benefit: Depending on the exact use, the GM may want to “award” a Dark Side point for this Psi Feat.

Attacker rolls Telepathy vs. an unfriendly target (DC 15 or Will saving throw, which ever is higher), then an Affect Mind roll to make the attack.

Psi-Strike affects vitality first, then wounds – except when the Target makes a Critical Failure on the Will save (see below).

The damage the target receives:

Damage: [Psi-Level] d4

On a **Critical Failure** of the Will Saving Throw vs. Affect Mind, the target takes an additional 1d4 wounds.

On a **Critical Hit** on the Affect Mind, the Die Type of the Damage is increased to d6 or Threat to Critical.

Threat to Critical: To effect wounds rather than Vitality on a Critical Hit with Affect Mind, the Psi-Adept must succeed at a Telepathy vs. original DC vs. the Psi-Strike. IF this succeeds, the damage Die Type is reduced back to original damage (d4).

Psi-Strike is a full-round action.

Vitality Cost: 8

Psi-chometry

This Psi Feat allows a character to read psychic impressions left on an object by the last person who used it.

Prerequisites: Psi-Ability, Telepathy 4+

Benefit: With a successful Telepathy roll vs. DC defined below, the Psi-Adept can gain knowledge of things in the past with respect to the item he is touching. Information that can be gained includes what the user looked like, what he thought while using it, what he was doing for the last few hours before the item was lost, stolen, or otherwise left his possession. The longer the item has been untouched, the dimmer the impression. **Psi-chometry Base DC 15.**

Modifiers to the DC		
Time since item has been touched can be measured in ...	Mod to DC	Vitality Cost
Days	+3	+1
Weeks	+5	+2
Months	+8	+4
Years	+12	+8
Centuries	+20	+16
Millennia	+30	+20
Older	+40	+30

Vitality Cost: 6 + additional Vitality Cost

Pyrokinesis

The Psi can burn something with a thought - mentally speed the molecules of an item up.

Prerequisites: Psi-Ability, Move Object 5+, Control

Benefit: When focusing on a specific target using **Move Object**, the Jedi can speed up the molecules of that target with the intention of heating the target. The base difficulty and the Vitality Cost is determined by the target, as shown in the table below.

If used against a organic target, the GM has the option to give a Dark Side point. Targets that are successfully caught on fire receive 1d6 damage immediately. After every failed Reflex Saving throw, the target takes an additional 1d6.

Pyrokinesis Table		
Target	DC	Increase to Vitality Cost
Dry Paper, kindling, water (boil)	10	+0
Gasoline or similar flammable, dry wood	8	+1
Dry Cloth, seasoned lumber, hair	9	+2
Plastic, green wood, leather	16	+3
Reinforced cloth, flesh	25	+4
Armor, Synthsteel	31	+5
Metal, Stone	35	+6
Strong Steel	45	+7
Object is Wet	+5	+3
Object is bone dry	-5	-1
Object is brittle	-2	-

Vitality Cost: 6 + additional based on target. See Cryokinesis Table.

Shield

This Psi Feat allows a character to know when someone is trying to intrude on his thoughts or mentally attack him.

Prerequisites: Psi-Ability, Sense

Benefit: This Feat can be turned on and off at will by the Psi-Adept. It adds a bonus to the Psi-Adepts Will saving throw. It also warns him of the mental intrusion or attack and the general nature of it. It does not indicate who is doing the intruding or attacking. However, if the Shield is up, no other Psi-Feat or Force Skill can be performed. He can perform other non-Psi-Power activities while keeping his shield up.

The GM should make sure that this Psi-Feat is not abused. A character who has the shield up most of the time will become easily exhausted.

The bonus to Will Saving Throw is +2 + Psi-Level.

Vitality Cost: 3 per Psi or Force attempt on the Psi-Adept.

Timeread

When a character uses this Psi Feat successfully, he can look back in time at what took place there.

Prerequisites: Psi-Ability, Psi-chometry, Telepathy 8+

Benefit: With a successful Telepathy roll (DC 15), the Psi-Adept can peer into the past. The Psi-Adept must remain immobile, and concentrates on a space he is occupying (5-meter radius + 1 meter per Psi-Level). He cannot be seen by those shades of the past and he can hear no sound. He is, in fact, completely helpless during this Psi Feat use. The Psi Feat roll determines how far back through time he can see.

The Psi can read back 1 months per Psi-Level plus the following bonus based on the roll.

Timeread Bonus Table	
<i>Roll</i>	<i>Bonus</i>
15-20	+1d4
20-30	+1d6
+10	+1d6

This is the maximum amount of time the Psi can look back. The Psi can control exactly how far he looks back, within that range.

The user starts at the far end of the time span and comes forward toward the present. He can return through time, as fast as he wishes, but once he passed a date, he cannot go back again without a new Psi Feat check. It is up to the GM how long and at what rate the Psi is scanning, and when a maintaining roll is needed. The Psi cannot interfere in any way in the space he concentrated on.

The GM must use his discretion with this Psi Feat and may have to ad lib a great deal, as a lot of information may be required. This is a good chance for storytelling, however, and a perfect opportunity to lay the groundwork for an upcoming adventure.

Vitality Cost: 5 + 1 for every month looked back (or fraction thereof)

<i>Feat</i>	<i>Prerequisite</i>	<i>Skill Roll</i>	<i>Force Feat</i>
Analysis	Psi-Ability, Psi-chometry	<i>Telepathy</i>	<i>Sense</i>
Clairaudience	Psi-Ability, Listen 4+, Sense	<i>Listen</i>	<i>Sense</i>
Clairvoyance	Psi-Ability, Spot 4+, Sense	<i>Spot</i>	<i>Sense</i>
Confusion	Psi-Ability, Affect Mind 4+	<i>Affect Mind</i>	<i>Alter</i>
Cryokinesis	Psi-Ability, Move Object 6+, Control	<i>Move Object</i>	<i>Alter</i>
Dissipate Kinetics	Psi-Ability, Move Object 4+, Force Level 3+, Control	<i>Move Object</i>	<i>Alter</i>
Frighten	Psi-Ability, Empathy	<i>Empathy</i>	<i>Force</i>
Mind Probe	Psi-Ability, Telepathy 4+	<i>Telepathy</i>	<i>Sense</i>
Paralyze	Psi-Ability, Confusion, Affect Mind 8+	<i>Affect Mind</i>	<i>Alter</i>
Psi Ability	Force-Sensitive	-	
Psi-Strike	Psi-Ability, Affect Mind 4+, Telepathy 4+	<i>Telepathy</i>	<i>Sense</i>
Psi-Illusion	Psi-Ability, Affect Mind 4+	<i>Affect Mind</i>	<i>Alter</i>
Psi-chometry	Psi-Ability, Telepathy 4+	<i>Telepathy</i>	<i>Sense</i>
Pyrokinesis	Psi-Ability, Move Object 5+, Control	<i>Move Object</i>	<i>Alter</i>
Shield	Psi-Ability, Sense	-	<i>Sense</i>
Timeread	Psi-Ability, Psi-chometry, Telepathy 8+	<i>Telepathy</i>	<i>Sense</i>

Psionic Skills

In addition to the Feats available to a Psi, the following skills are available to him once he takes his first level in Psi-Adept (at Class cost)

Concentration [Con]

You are particularly good at focusing your mind.

Check: You can make a Concentration check to use a Force skill despite distractions, such as taking damage, etc. You can use Concentration to also maintain focus in the face of other distractions or on other things besides Force skills, like an engineering check while the ship is taking damage around you. You can also use to eavesdrop on others in a crowded scene.

A successful non-Force Skill use of Concentration negates any distraction penalties. Below is a list of types of distractions, their DCs and their penalties

Focus Mind: Concentration also can be used in a distraction-free situation to gain a bonus for any skill that requires concentration and focus. Any Force Skill could benefit from this skill, as well as most Professional or Craft skills, and also Computer Use and some Repair checks. If the GM deems the situation as one that would benefit from Concentration (not all situations do), the you can make a roll. Based on the following chart, you gain the following benefits:

Roll	Bonus
9 or less	0
10-20	+2
25+	+3

Retry: In the face of distractions, a retry is possible. To Focus Mind, one free retry for every task is allowed. Further retries of Focus Mind require a Will save DC 10 (+5 for every failure after the second try).

Knowledge (Psi Lore)

[Int, Trained Only]

This Knowledge skill covers the general lore of Psi and its secrets

Check: The following table defines the difficulties of answering questions with Psionic Knowledge:

Type of Question	DC
Easy Questions	10
Basic Questions	15
Tough Questions	20
Secret Lore	30

Retry: No retry. The roll represents what you know. If you fail, you simply don't know it.

Concentration Distraction Table

Distraction	Concentration DC	Penalty
Taken Damage	10 + Damage Taken	-5
Heavy Combat Situation	10	-2
Heavy Multi-Tasking Situation (Engineer repairing a ship in combat)	15	-5
Off Balance (or failed Balance roll)	10	-3

Psionic Prestige Classes

The following Prestige Classes for a Psi are listed below:
Crystal Mage, Meta-Psi, Psi-Warrior, Thermo-kinetic

Crystal Mage

A Crystal Mage specializes in the crafting of Psi Crystals for his own and others use. Crystal Mages are Master Crystal Craftsmen. They make the best and most powerful Psi-crystals in the galaxy.

Requirements:

Psi-Level: 7+

Skills: Craft (Psi-Crystal) +10 ranks, Knowledge (Psionics) +4 ranks, Telepathy +4 ranks

Feats: Force Sensitive, Psi-Ability, Control, Alter

Vitality: 1d8 per Level

Class Skills:

Appraise (Int)	Hide (Dex)
Craft (Int)	Knowledge (Int)
Concentration (Con)	Move Silently (Dex)
Computer Use (Int)	Profession (Wis)
Disable Devices (Int)	Repair (Int)
Gather Information (Cha)	Spot (Wis)
Handle Animal (Cha)	Survival (Wis)
Affect Mind (Cha)	Heal Self (Con)
Empathy (Wis)	Move Object (Int)
Enhance Ability (Con)	Telepathy (Wis)
Enhance Sense (Wis)	

Skills Points: 6 + Wis Bonus per Level

Class Features:

Crystal Bonus Base: The Crystal Mage receives a bonus to his Crystal Base. This stacks with all other bonuses.

Crystal Mastery: This ability gives the Psionic a stronger link with the Crystal. The Psionic can re-link with an already made crystal to gain another bonus to something else, based on the Color table.

Most crystals can benefit more than one thing. With Crystal Mastery, the Psi can link the crystal to two things.

In order to make the re-link, the Psi-Adept must Will saving throw vs. a Psi-Crystal's DC (1d20 + Psi-Crystal's Bonus). This roll is only made once. The second Type of Bonus based on the Color must be decided on before hand (i.e. if the Psi is seeking a bonus for Swim or a specific Psionic Feat from a Blue Psi-Crystal). Once the roll is successful, the link is made permanently until the Psi-Crystal is destroyed.

Bonus Skill: Craft (Psi-Device): At 7th Level, the Crystal Mage gains a free rank in a Skill of Craft: Psi-Device. This is the only way to get this skill. The connection to the crystals reveal further knowledge to create Psionic powered devices. These devices are useable by anyone or by specific people set by the Psi.

The following Devices can be made with this skill:

Armor /Shields: Psionically imbued armor and shields offer improved Defense.

Weapons: Psionically imbued weapons offer improved Attack and . some psionic attack powers can be imbued into weapons. Only melee weapons can be used in this method.

Crystal Capacitors: Crystal Capacitors hold Vitality for later use for the Psi.

Dorjes: Dorjes are specially crafted crystals that the Psi imbues with a specific power, that can be used a specific number of times.

Power Stones: Power Stones are stones with powers

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Crystal Bonus Base	Def Bonus	Rep Gain
1	0	+1	+1	+2	Bonus Psi Feat	+2	+3	+0
2	+1	+2	+2	+3		+3	+4	+1
3	+2	+2	+2	+4	Crystal Mastery	+4	+4	+0
4	+3	+2	+2	+4		+4	+4	+0
5	+4	+3	+3	+5	Bonus Psi Feat	+4	+5	+0
6	+4	+3	+3	+5		+5	+5	+1
7	+4	+4	+4	+5	Bonus Skill: Craft (Psi-Device)	+5	+5	+0
8	+5	+4	+4	+6	Bonus Psi Feat	+6	+6	+1
9	+6	+4	+4	+6	Bonus Psi Feat	+7	+6	+1
10	+7	+5	+5	+7	Psi-Device Mastery	+8	+6	+2

a psi can use once later.


Psionic Tattoos: Crystal Mages can use a Crystal shard and special ink to tattoo himself or another psi to imbue more power to the receiving Psi.

Universal Items: This is a catch all category that covers any other devices like jewelry, cups, clothing, etc.

(.....Psi Devices Under Construction)

All Devices must have a psi-crystal imbedded in them.

Psi-Device Mastery: Psi-Device Mastery gives the Crystal Mage bonuses to his Crafting of Psi-Device.



Meta-Psi							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Def Bonus	Rep Gain
1	+0	+0	+0	+2	Inner Strength 1d3	+2	+1
2	+1	+0	+0	+3	Psi-Power Up	+2	+0
3	+1	+1	+1	+3	Bonus Psi Feat	+3	+1
4	+2	+1	+1	+4	Sense or Bonus Psi Feat	+3	+1
5	+2	+2	+2	+4	Inner Strength 1d4	+4	+0
6	+3	+2	+2	+5	Psi-Power Up	+4	+0
7	+3	+2	+2	+5	Bonus Psi Feat	+4	+1
8	+4	+2	+2	+6	Bonus Psi Feat	+5	+0
9	+4	+3	+3	+6	Inner Strength 1d6	+5	+1
10	+5	+3	+3	+7	Psi-Power Up	+6	+2

Meta-Psi

Meta-Psi is all about power. They strive to overcome their weaknesses inherent to their abilities, sometimes at their own expense. Power has a cost, and Meta-Psi pay it more than any other Psi. Meta-Psi risk their own life at times for more power, to accomplish great feats.

Requirements:

Psi-Level: 5+

Skills: Knowledge (Psi Lore) 6 ranks, Enhance Ability 6 ranks, Enhance Sense 4 ranks,

Feats: Force Sensitive, Psi-Ability, Control

Vitality: +1d8 per additional level

Class Skills:

Bluff (Int)	Intimidate (Cha)
Climb (Str)	Knowledge (Int)
Craft (Int)	Listen (Wis)
Concentration (Con)	Profession (Wis)
Computer Use (Int)	Repair (Int)
Disguise (Cha)	Search (Int)
Forgery (Int)	Spot (Wis)
Gather Information (Cha)	Survival (Wis)
Affect Mind (Cha)	Heal Self (Con)
Empathy (Wis)	Move Object (Int)
Enhance Ability (Con)	Telepathy (Wis)
Enhance Sense (Wis)	

Skills Points: 6 + Int Bonus per Level

Class Features:

Inner Strength: The Meta-Psi at 1st Level has a small reserve of Psi-power that he can access. This Psi-Power replaces vitality for a Psi-Feat or Force skill he is going to use.

At 1st Level, the Psi has 1d3 in his Psi-Power pool. At 5th level, the pool bonus increases to 1d4 and at 9th level, it goes up to 1d6. Every time he wants to use it, he rolls the Psi-power pool and that is subtracted from the Vitality cost of the skill/feat. The Psi-Power roll is made before the success roll.

There is a risk of using that pool. If the psi-feat/force power fails, the Vitality cost is equal to the normal Vitality Cost plus the Psi-power roll.

Psi-Power Up: At 2nd, 6th, and 10th level, the Meta-Psi gets a Psi-Power up. He chooses one Psi-Feat. That feat from that point on, if successful, costs no Vitality. If it fails, however, it costs double Vitality.

Psi-Warrior

The Psi-warrior sees his mind as a wondrous and powerful tool - a weapon. They tread the thin line of the Force between dark and light, but they are able to access a little more than most Psi. They open themselves up to a higher being within the Force, allowing more Force Skills to be used.

But this does not come without a cost.

Requirements:

Base Attack: 5+

Psi-Level: 6+

Skills: Telepathy 4 ranks, Move Object 3 ranks

Feats: Force Sensitive, Psi-Ability, Control, Alter, Psi-Strike

Vitality: +1d8 per level

Class Skills:

Bluff (Cha)	<i>BattleMind (Con) [3th]*</i>
Climb (Dex)	Affect Mind (Cha)
Concentration (Con)	Empathy (Wis)
Hide (Dex)	Enhance Ability (Con)
Intimidate (Cha)	Enhance Sense (Wis)
Knowledge (Int)	<i>Force Defense (Con) [4th]*</i>
Listen (Wis)	<i>Force Grip (Int) [5th]*</i>
Search (Int)	<i>Force Push (Int) [4th]*</i>
Sense Motive (Wis)	Heal Self (Con)
Spot (Wis)	Move Object (Int)
Swim (Str)	Telepathy (Wis)
Tumble (Dex)	

Skills Points: 5 + Int Bonus per level

Class Features:

Special Force Skills Notes: The Force Skills marked with an asterisk (*) show a level at which the Psi-Warrior can choose these skills. The Psi-warrior must have that level or higher in Psi-Warrior prestige class before purchasing those skills.

These skills also cost more Vitality for the Psi-Warrior to use. The Vitality cost is increased by 1/2 the Psi-warrior Psi-level (Prestige class + base class)

Psi-Warrior Resolve: At 1st Level, the Warrior can take 20 on any Concentration roll he chooses.

Enhance Psi-weapon: When using a Psi-Weapon, the Psi receives a +1 damage bonus and +1 Attack bonus in combat. At 5th level, that increases to +3, and at 10th level it increases to +5.

Mind Blade: The Warrior at Level 4 and Level 7 gains Mind Blade ability, an enhancement to Psi-Strike. At Level 1, the Psi-Strike damage gains a +1 point per Psi-Level of the Warrior. At Level 7, the die type of the Psi-Strike damage goes up to a d6, making it [Psi-Level]d6 Vitality (or d8 on Critical Hits)

The Will-save Critical failure rule is not effected by Mind Blade.

Bonus Psi Feat: The Psi must choose from the following Psi Feats:

Confusion	Paralyze
Cryokinesis	Psionic Illusion
Dissipate Kinetics	Pyrokinesis
Dissipate Energy	Shield
Frighten	

Psi-Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Def Bonus	Rep Gain
1	+1	+0	+0	+2	Psi-Warrior Resolve	+2	+1
2	+2	+0	+0	+3	Enhance Psi-weapon +1	+2	+1
3	+3	+1	+1	+3	Bonus Psi Feat	+3	+1
4	+4	+1	+1	+4	Mind Blade 1	+4	+0
5	+5	+1	+2	+4	Enhance Psi-weapon +3	+4	+0
6	+6	+2	+2	+5	Bonus Psi Feat	+5	+1
7	+7	+1	+2	+5	Mind Blade 2	+5	+1
8	+8	+2	+3	+6	Bonus Psi Feat	+6	+1
9	+9	+3	+3	+6	Bonus Psi Feat	+6	+0
10	+10	+3	+4	+7	Enhance Psi-weapon +5	+7	+2

Thermokinetic

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Red Crystal Bonus	Def Bonus	Rep Gain
1	+0	+2	+0	+0	Body Temperature Control	+0	+2	+1
2	+1	+3	+0	+0	Temperature Tolerance	+1	+2	+1
3	+2	+3	+1	+1	Thermo Touch	+2	+3	+0
4	+3	+4	+1	+1	Bonus Psi-Feat	+3	+3	+0
5	+3	+4	+1	+1	Thermo Ball	+4	+3	+0
6	+4	+5	+2	+2	Bonus Psi-Feat	+5	+4	+1
7	+4	+5	+2	+2	Thermo Weapon	+6	+4	+1
8	+5	+6	+2	+3	Fire Tolerance	+7	+4	+0
9	+6	+6	+3	+3	Bonus Psi-Feat	+8	+5	+0
10	+7	+7	+3	+3	Thermal Master, Thermo Shatter	+9	+5	+0

Thermo-kinetic

The Thermo-kinetic is fascinated by the mind's ability to freeze and burn things. However, that obsession can make the Psi unstable.

Requirements:

Psi-Level: 4+

Base Attack: 4+

Skills: Move Object 5 ranks, Enhance Ability 4 ranks, Telepathy 4 ranks

Feats: Force Sensitive, Psi-Ability, Control, Alter, Pyrokinesis, Cryokinesis

Vitality: +1d10 per Level

Class Skills:

Bluff (Cha)	Knowledge (Int)
Concentration (Con)	Listen (Wis)
Computer Use (Int)	Move Silently (Dex)
Craft (Int)	Repair (Int)
Demolitions (Int)	Ride (Dex)
Entertain (Cha)	Search (Int)
Handle Animal (Cha)	Sleight of Hand (Dex)
Hide (Dex)	Spot (Wis)
Intimidate (Cha)	Tumble (Dex)
Affect Mind (Cha)	Heal Self (Con)
Empathy (Wis)	Move Object (Int)
Enhance Ability (Con)	Telepathy (Wis)
Enhance Sense (Wis)	

Skills Points: 5 + Wis Bonus per level

Class Features:

Special: The Thermokinetic receives a bonus from a red Psi-crystal he has bonded to, that he possesses.

(Multiple crystals do not gain multiple bonuses) In addition to any normal Psi-Crystal bonuses he has imbued into the crystal, he receives additional bonuses based on level, listed in the table.

Body Temperature Control: At 1st level, the Thermokinetic has total control of his body temperature and does not suffer any ill effects from raising or lowering his temperature. He can go as low as freezing his extremities and as high as very hot to the touch. He can not catch himself on fire. Flame WILL cause normal damage to the Thermokinetic. **Vitality Cost:** 1 per hour of use.

Temperature Tolerance: At 2nd Level, the Thermokinetic does not suffer ill effects of extreme in temperature. Direct Flame causes half damage.

Thermo Touch: At 3rd level the Thermokinetic can either freeze something small or heat it up to burning, with a touch. Anything with a difficulty of less than 30 on the Pyrokinetic table can be touched and caught fire. Anything with a difficulty of less than 30 on the cryokinetic table can be touched and frozen. **Vitality Cost:** 2

Bonus Psi Feat: The Thermokinetic can choose any Psi-feat.

Thermo Ball: At 5th level, with a success Pyrokinetic/Cryokinetic roll (DC 15) the Thermokinetic can create a small ball of either flame or ice in the palm of his hand with a success respective Pyro/Cryo- Kinetics roll. This ball can be used to throw and cause damage. **Damage** depends on the general temperature. Cryo-balls cause freezing damage to the target as well as impact. Pyro-balls cause flame damage and catches the target on fire. **Vitality Cost:** 3 per ball

Cryo ball: 1d6 + Psi-Level/2 Impact and Cryokinetics damage. (no Cryokinetics roll necessary)

Pryo ball: 1d6 + Psi-Level/2 in flame damage and burning damage. (no Pyrokinetics roll necessary)

Thermo Weapons: At 7th level, any Psi-Imbued weapon in the hands of a Thermokinetic becomes either a cryo-weapon or a pyro-weapon (player's choice). This requires one Pyrokinetic/Crykinetic roll vs. DC 10. It lasts until the Thermokinetic either releases the weapon or consciously "shutsit off". **Vitality Cost**: 4 per use

Cryo-weapons cause additional 1d6 + Psi-Level/2 damage and Cryokinetics damage (roll Cryominetics without any Vitality Cost). The target then must make a Fort save vs. DC of 15 + Thermokinetic's Psi-Level or freeze solid.

Pyro-weapons cause additional 1d6+ Psi-Level/2 damage and Pyrokinetics damage (roll Pyrominetics without any Vitality Cost). The target then must make a Fort save vs. DC of 15 + Thermokinetic's Psi-Level or burst into flames.

Fire Tolerance: The Thermokinetic take no effect against normal flame attacks. He takes only half damage from Psi-flame attacks. He can not take damage from walking into flame, and can not catch fire. Only the heat of a thermonuclear device or a sun flare can effect a thermokinetic (or something as extreme as that).

Thermal Master: At 10th level, the Thermokinetic has mastered the ways of cold and hot; of flame and ice.

Thermo Ball damage is now 1d8 + Psi Level (for both).

Thermo weapon damage is now 1d10 + Psi Level (for both)

The Thermal Master also gains the ability the **Thermo-shatter**. Once per day, the Thermokinetic can concentrate on one bobject, and depending on it's size, can fluxuate the temperature in it to cause it to shatter. This can only be done to solid objects, and cause [Psi Level/2]d10 in damage. The Thermokineitc must make a successful Concentrate roll based on the size of the object, followed by a Move Object roll based on the object's size.

Base Vitality Cost: 4 + size bonus

<i>Weight</i>	<i>Concentrate DC</i>	<i>Move Object DC</i>	<i>Vitality</i>
Up to 5 kg	5	10	+1
5-50 kg	10	15	+2
50-500 kg	15	20	+4
500-5,000 kg	25	30	+8
5,000-50,000	35	40	+16

This causes a fragmentation effect to those around it. Targets within 30 meters take 1/2 the damage inflicted to the object from fragmentation.

Larger objects won't shatter, just crack and might take several tries to shatter.

Special: Molecular Instability - The use of Pyrokinetics and/or Cryokinetics as much as thermokinetic does

causes some molecular instability within the Thermokinetic. This manifests in extra Vitality on failures or unconsciousness.

On a failure of a Thermokinetic ability use, the Thermokinetic receives twice the Vitality cost. On Critical Failure, the Thermokinetic must make a Fort save vs. 20 + his own Psi-level or fall unconscious.

Psi-Focus							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Def Bonus	Rep Gain
1	+0	+0	+0	+2	Force Focus +1	+2	+1
2	+1	+1	+1	+3	Bonus Feat	+2	+0
3	+1	+1	+1	+3	Focus Pool	+3	+1
4	+2	+1	+1	+4	Force Focus +2	+3	+1
5	+2	+2	+2	+4	Bonus Feat	+4	+0
6	+3	+2	+2	+5	Heightened Focus Pool	+4	+0
7	+3	+2	+2	+5	Force Focus +3	+4	+1
8	+4	+3	+3	+6	Force Focus +4	+5	+0
9	+4	+3	+3	+6	Grand Focus Pool	+5	+1
10	+5	+3	+3	+7	Force Focus +5	+6	+2

Psi-Focus

Psi-Focus are those Psi-Adepts with a limited focus of force skill, focused in one area. This limits the area of ability the Psi is able to use, but in those areas, he is VERY good. *Psi-Focus are few and far between.*

There are four types of Psi-Focus –

- **Extrathetic** – This Focus centers on the “extra” that his Psi-ability and the Force can give him. He uses the Force to enhance other abilities.
- **Empathic** – This Focus uses his Psi-ability and the Force to influence thought and emotion.
- **Telekinetic** – This Focus uses his Psi-ability and the Force to influence forces and objects around him.
- **Vitopathic** – This Focus centers on how his Psi-ability and the Force can influence the Living Force in living beings.

When the player chooses the Psi Focus class, they must choose a focus, as listed above.

Psi-Focus CAN NOT multi-class into another Force Using class. Psi-Focus must be the only Psi prestige class the Psi-Adept has

Requirements:

Psi-Level: 5+

Skills: (see Table below)

Feats: (see Table below)

Skill & Feat Requirements according to Focus

Psi Focus	Requirements
Extrathetic	Skills: Enhance Senses 4+, Enhance Ability 5+, Knowledge (Psionics) +4 Attack Bonus: 4+ Feats: Force Sensitive, Psi-Ability, Sense, Attuned, Aware
Telekinetic	Skills: Move Object +5, Enhance Ability +5, Knowledge (Psionics) +3 Attack Bonus: 5+ Feats: Force Sensitive, Psi-Ability, Alter, Control
Empathic	Skills: Empathy 5+, Telepathy 4+, Affect Mind +4, Knowledge (Psionics) +4 Feats: Force Sensitive, Psi-Ability, Sense, Alter
Vitopathic	Skills: Empathy +4, Heal Self +6, Knowledge (Psionics) +5 Attack Bonus: Feats: Force Sensitive, Psi-Ability, Control, Alter

Vitality - The Psi Focus gets 1d10 vitality per level, modified by Constitution modifier.

Abilities

Because there are different types of Psi-Focus, their characteristics are focused differently based on what they are Focused in.

Psi Focus	Primary	Secondary
<i>Extrathetic</i>	Con	Cha
<i>Telekinetic</i>	Int	Cha
<i>Empathic</i>	Wis	Cha
<i>Vitopathic</i>	Wis	Cha or Con

Class Skills

A Psi-Focus have these skills as Class skills:

Class Skills

Balance (Dex)	Knowledge* (Int)
Bluff (Cha)	Listen (Wis)
Climb (Str)	Move Silently (Dex)
Craft *(Int)	Profession* (Wis)
Diplomacy (Cha)	Search
Disguise	Sense Motive (Wis)
Gather Information	Spot (Wis)
Handle Animal (Cha)	Survival (Wis)
Hide (Dex)	Swim (Str)
Intimidate (Cha)	Treat Injury (Wis)
Jump (Str)	Tumble (Dex)

Additionally, each Focus list of Class Force skills that are enhanced by the class. This skill list is called the Focus List. Any skill outside this Focus is hindered (see class characteristics).

(The below skill lists show some skills that were not previously available to the Psi-Adept. These are in addition to the skills available to a Psi-Adpet)

Extrapathic Class Force Skills

Battlemind (Con/Alter)

Drain Energy (Con/Alter)

Enhance Ability (Con/Force)

Enhance Senses (Wis/Sense)

Telekinetic Class Force Skills

Force Grip (Int/Alter)

Force Strike (Int/Alter)

Move Object (Int/Alter)

Telepathic Class Force Skills

Affect Mind (Cha/Alter)

Empathy (Wis/Force)

Friendship (Cha/Force)

Telepathy (Wis/Sense)

Vitopathic Class Force Skills

Enhance Ability (Con/Force)

Enhance Sense (Wis/Sense)

Heal Another (Wis/Alter)

Heal Self (Cha/Control)

Skills Points at 1st Level: (6 + Int Modifier) X 4

Skill Points each Additional Level: 6 + Int modifier

Class Features**Force Focus**

At certain Levels, the Force Focus receives bonuses to his Force Skill for each of his Focus skills, including skill roll and damage.

Bonus Feats

The Force Focus can choose from the corresponding list if Force Feats:

Extrapathic Bonus Force Feats

Attuned	Force Mind
Aware	High Force Mastery
Burst of Speed	Improved Force Mind
Force Speed	Rage
Force Mastery	

Telekinetic Bonus Force Feats

Dissipate Energy	Force Whirlwind
Focus	High Force Mastery
Force Flight	Force Speed
Force Mastery	Malevolent

Empathic Bonus Force Feats

Aware	Improved Force Mind
Compassion	Link
Force Mastery	Malevolent
Force Mind	Mind Trick
High Force Mastery	Rage

Vitopathic Bonus Force Feats

Attuned	Force Mastery
Aware	Force Mind
Compassion	High Force Mastery
Dissipate Energy	Improved Force Mind

Focus Pool

A Psi Focus develops a reserve amount of Vitality to use of Focus Skills only. This Vitality is burned at the Focus' choosing and is regenerated at a rate of 1 point per hour of Meditation. The Focus must be at full (regular) Vitality before he attempts to Meditate to regenerate his Focus Vitality. This Pool can be used like regular Vitality or be used as a special way – to Enhance Effects of Force Skills (see below).

At 5th Level, the pool is equal to the users Constitution.

At 9th :Level, the Focus's Pool increases by 10.

At 17th Level, the Focus's pool increases by another 10 points.

Focus Pool: Enhance Effects of Force Skills: The Focus can use his Focus Pool to increase a die roll for purposes of increasing effect, if he so chooses (only where applicable).

The Force Skill attempt must not have failed the minimum requirements of the skill i.e. Move Object's minimum requirements is a difficulty of 10. If this is true, the Focus can focus points into the roll to increase it's effect at a rate of 1 point for every +1, up to a specific limit. The limit is 2 + the Current Focus's Force Level

This can only be used on the Psi-Focus Skills.

Outside of Focus Skills

The Skills not with in the Focus List cost more Vitality when used and even more when failed.

Using: If the Psi-Focus fails at a Force Skill outside the Focus List for his Focus, the Vitality is increased by +[Psi-Focus Level]d6

Failed: If the Psi-Focus fails at a Force Skill outside the Focus List for his Focus, the Vitality is increased by +[Psi-Focus Level]d10

Critical Failure: If the Psi-Focus critically fails at a Force Skill outside the Focus List for his Focus, the Vitality is increased by +[Psi-Focus Level]d10 and his Focus Pool is drained to zero.