

Expanded Psionics Handbook Errata

When the text within a product contradicts itself, our general policy is that the primary source is correct and any secondary reference is incorrect. This means that the skill list in the character chapter is correct, while the table in the skill chapter that is merely referencing that information is therefore a secondary source. Exceptions to the rule will be called out specifically. **Note: Updates are shaded like this.**

Page 15: Thri-Kreen Racial Traits

The bullet point describing the thri-kreen's Psi-Like Abilities contains two errors.

The psi-like ability *know direction* should be changed to *know direction and location*. The psi-like ability *psionic displacement* should be changed to *greater concealing amorpha*.

Page 16: Table 1–3: Aging Effects

Elans have no Maximum Age.

Page 20: Psion Class Features—Powers Known

Under the Powers Known section, the second paragraph should begin as follows:

Choose the powers known from the psion power list, or from the list of powers of your chosen discipline. You cannot choose powers from restricted discipline lists other than your own discipline list. You can choose powers from disciplines other than your own if they are not on a restricted discipline list. (*Exception:* The feats . . .)

Page 27: Table 2–5: The Soulknife

Some numbers were dropped accidentally from the Base Attack Bonus Column, beginning at 15th level. The table should read as follows:

Level	Base Attack Bonus
15th	+11/+6/+1
16th	+12/+7/+2
17th	+12/+7/+2
18th	+13/+8/+3
19th	+14/+9/+4
20th	+15/+10/+5

Page 35: Table 3–1: Skill Points per Level

The row pertaining to the soulknife is incorrect. Soulknives gain $(4 + \text{Int modifier}) \times 4$ skill points at 1st level. At higher levels, they gain a number of skill points each level equal to $4 + \text{Int modifier}$.

Page 36: Autohypnosis Skill Description

The DC to resist dying is 20, not 15 (the chart is correct, but the related text is not).

Page 47: Greater Power Penetration Feat

The Benefit paragraph is incorrect. Here is the correct text:

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You get a +8 bonus on manifester level checks to overcome a creature's power resistance. This bonus overlaps with the bonus from Power Penetration (see page 49).

Page 48: Metamorphic Transfer Feat

Add the following text to the end of the Benefit paragraph:

No matter how many times you manifest the *metamorphosis* power on a given day, you can gain only a total of three supernatural ability transfers per day.

Page 51: Sidestep Charge Feat

Sidestep Charge is not a psionic feat. It should be a general feat.

Page 52: Unconditional Power Feat

Delete the word "shaken" from the list of conditions in the first paragraph of the Benefit section. You can manifest an unconditional power when you are dazed, *confused*, *nauseated*, or *stunned*.

Page 55: Bringing Back the Dead

In the section titled Special Power Effects, the first paragraph of the Bringing Back the Dead subsection should read as follows:

Bringing Back the Dead: Various psionic powers, such as *reality revision* and *psionic revivify*, have the ability to restore slain characters to life.

Page 64: Adding Powers

The second sentence of the section titled Manifest an Unknown Power from Another's Powers Known becomes as follows:

. . . To do so, the character must first make contact (a process similar to addressing a power stone, requiring a Psicraft check against a DC of 15 + the highest level power in the power stone or repertoire).

Page 73: Seer (Clairsentience) Discipline Powers

Delete *reality revision* from the list of 9th-level powers. Also, the 5th-level power *second chance* does not have an XP cost, as indicated.

Page 81: Brain Lock Power

The power's description should be as follows:

The subject's higher mind is locked away. He is dazed and cannot take psionic actions for the duration of the

power. A *brain locked* subject is not stunned, so attackers get no special advantage against him.

Starting on Page 82: Various Powers

In each of the powers listed below, delete the phrase “like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.”

Page 82: *Catfall Power*

Page 96: *Divert Teleport Power*

Page 105: *Evade Burst Power*

Page 107: *Fate of One Power*

Page 111: *Grip of Iron Power*

Page 113: *Intellect Fortress Power*

Page 115: *Mental Barrier Power*

Page 120: *Mind Trap Power*

Page 125: *Prowess Power*

Page 137: *Thought Shield Power*

Page 139: *Tower of Iron Will Power*

Page 96: *Dominate, Psionic Power*

The following paragraph was omitted from the power’s description:

4. If you spend 1 additional power point, this power’s duration is 1 hour rather than concentration. If you spend 2 additional power points, this power’s duration is 1 day rather than concentration. If you spend 4 additional power points, this power’s duration is 1 day per manifester level rather than concentration.

Page 97: *Duodimensional Claw Power*

Delete the entire last paragraph of the power’s description (beginning with “The third spatial component ...”).

Page 97–98: *Ectoplasmic Form Power*

In the first paragraph of the power’s description, delete the parenthetical phrase “including *inertial armor*”).

Page 105–106: *Expansion Power*

The third option for augmenting the power should read as follows:

3. If you spend 2 additional power points, this power’s duration is 10 minutes per level rather than 1 round per level.

Page 108–109: *Form of Doom Power*

In the second-to-last paragraph of the power’s description, delete the reference to *breath of the black dragon*.

Page 111: *Hammer Power*

The *hammer* power has the following statistics:

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory and material

Manifesting Time: 1 swift action

Range: Touch

Duration: 1 round

Saving Throw: None

Power Resistance: Yes

Power Points: 1

Page 115: *Metaconcert Power*

In the last sentence of the third paragraph of the power’s description (also the last sentence of the page), change the example from *mind thrust* to *ego whip*.

Page 117: *Metamorphosis, Greater Power*

The assumed form cannot have more Hit Dice than your manifester level (to a maximum of 25 HD).

Page 121: *Missive Power*

The power’s Augment section, delete the phrase “and its save DC increases by 1.” The paragraph should read as follows:

Augment: For every 2 additional power points you spend, this power’s range increases by 5 feet.

Page 125: *Prescience, Offensive Power*

The first option for augmenting the power should read as follows:

1. For every 3 additional power points you spend, the insight bonus gained on your damage rolls increases by 1.

Page 128: *Quintessence Power*

The special Will save required to manifest a power when in contact with quintessence has a DC of 16.

Page 129: *Reddopsi Power*

The power’s duration should be as follows:

Duration: 10 min./level (D)

Page 140: *Wall of Ectoplasm Power*

The wall of ectoplasm occupies up to one 10-foot square per level, and each 10-foot square has 10 hit points per inch of thickness and hardness 5.

Page 165: *Mindfeeder Weapon Quality*

The second sentence should be changed as follows: Once per day, a mindfeeder weapon grants its wielder temporary power points equal to the total lethal damage dealt by a successful critical hit. The wielder must decide to use the mindfeeder ability after successfully confirming a critical hit, but prior to rolling critical hit damage.

Add the following sentence after the third sentence:

The wielder may not exceed his natural maximum power points per day using the mindfeeder ability.

Page 167: *Suppression Weapon Quality*

The wielder of a suppression weapon technically makes a dispel check, not a power check (although neither the d20 roll nor the DC changes).

Page 181: *Creating Dorjes*

The example at the end of the second paragraph is incorrect and should read as follows:

... If you wanted to make a *dorje of energy missile* with a manifester level of 8th (five higher than the minimum), you would pay for the creation of the dorje as if *energy missile* was a 5th-level power.

Under the Construction rules, the correct feat required for crafting a psion-killer is Craft Psionic Construct, not Craft Construct.

Page 186: Astral Construct

Under the Astral Construct Menu B, the Energy Touch ability should be written as follows:

Energy Touch (Ex): If you are a kineticist with the Expanded Knowledge feat tied to this power, the astral construct's physical attacks are wreathed in an energy type of your choice (acid, cold, electricity, or fire), dealing an extra 1d6 points of energy damage.

Otherwise, the astral construct you manifest deals an extra 1d4 points of damage of an energy type you choose (acid, cold, electricity, or fire).

Page 187: Astral Construct

Under the Astral Construct Menu C, the following abilities should be psi-like abilities (Ps), not spell-like abilities (Sp): Concussion, Dimension Slide, and Energy Bolt.

Page 189: Blue

The blue psion should have the following ability scores before racial adjustments: Str 8, Dex 13, Con 14, Int 15, Wis 12, Cha 10. As a consequence, the 1st-level blue psion's statistics change as follows:

Hit Dice: 1d4+2 plus 4 (10 hp)

Initiative: +1

Armor Class: 16 (+1 size, +1 Dex, +4 *inertial armor*), touch 11, flat-footed 15

Attack: Quarterstaff -2 melee (1d4-2) or light crossbow +1 ranged (1d6/19-20)

Full Attack: Quarterstaff -2 melee (1d4-2) or light crossbow +1 ranged (1d6/19-20)

Saves: Fort +2, Ref +0, Will +3

Abilities: Str 6, Dex 13, Con 14, Int 17, Wis 12, Cha 8

Skills: Concentration +6, Hide +7, Move Silently +5, Psicraft +7, Ride +5, Spot +3.

Feats: Psionic Body, Psionic Dodge^B

Level Adjustment: +1

Page 190: Blue

The save DCs for the blue's psionic powers change as follows:

Typical Psion Powers Known (power points 3*; save DC 13 + power level): 1st—*inertial armor*, *mind thrust* (DC 14), *psionic charm* (DC 14). Manifester level 1st. The save DCs are Intelligence-based.

Page 194: Couatl

Remove *metamorphosis* from psi-like abilities.

Page 197: Elans as Characters

Elans get 2 bonus power points at 1st level for being "naturally psionic," not 1 as previously indicated.

Page 208: Psion-Killer