

# *Psionics Handbook Errata*

Version 05302002

Here are the rules corrections and official errata for the *Psionics Handbook*. These corrections are being incorporated into the second printing of the book. Additional typographical corrections and clarifications are also being made to the book, but these are not necessary to use the book in your game. As always, we're happy to address specific rules questions you have. Contact [custserv@wizards.com](mailto:custserv@wizards.com).

p. 9, Class Skills, egoist's class skills, Stabilize Self: Replace "Str" with this: Con

p. 14, Under Game Rule Information for Psychic Warrior, Abilities, 2nd sentence: Replace "melee" with this: ranged

p. 16, Alternative Psychic Warrior Starting Package, Feat: Replace "Weapon Focus (longsword)" with this: Power Attack

p. 16, Human Psychic Warrior Starting Package, Power Known: Replace "lesser natural armor" with this: *verve*

p. 16, Alternative Psychic Warrior Starting Package (for gnome or halfling), Feat: Replace "Weapon Focus (short sword)" with this: Power Attack

p. 16, Alternative Psychic Warrior Starting Package (dwarf), Bonus Feat (Psychic Warrior): Replace "Weapon Focus (dwarven waraxe)" with this: Power Attack

p. 16, Alternative Psychic Warrior Starting Package (dwarf): Replace "Bonus Feat (Psychic Warrior)" with this: Bonus Feat

p. 18, Table 2–1: Replace all dots in the Use Psionic Device row with X.

p. 20, Use Psionic Device: In the header, add: Psychic Warrior  
The appropriate part of the header should now appear as follows: Bard, Psychic Warrior, Rogue only

p. 24, Craft Dorje, Benefit: Replace first sentence with this:  
You can create a dorje of any psionic power of 9th level or lower that you know (or can gain access to).

p. 24, Body Fuel: Add as last sentence:  
You can burn no more than 60 ability points in a day, regardless of any ability healing you may receive.

p. 26, Great Sunder [Psionic]\* feat: Delete asterisk.

p. 27, Mind Trap, Benefit: Insert the sentence below right after the first sentence that ends with "...deals 1 or more ability damage to you.":

Against freely manifested attack modes, Mind Trap deals back ability score damage equal in type and amount to that dealt to you, plus an additional 2 points. Your opponent cannot raise defense modes against this damage.

p. 27, Metacreative: Replace entry entirely (including replacing the "special" header) with this:  
Metacreative [Psionic]

You supplement your craft with psionic inspiration.

Prerequisite: Any item creation feat.

Benefit: You can create psionic items (including psionic armors and weapons, psionic tattoos, dorjes, power stones, and universal items) as if your effective manifester level were one less than your actual level (minimum 1st level).

You must still be of high enough level to manifest the power in question. You can choose to use or not use this feat on each new psionic item you create.

For instance, when scribing a psionic tattoo holding a 2nd-level power, treat the minimum manifester level as 3rd level, not 4th level (though the creator must actually be 4th level to create the item). This translates into a base price of 300 gp, not 400 gp. Your cost to create the item and XP cost are based on the modified base price of 300 gp.

p. 30, Trigger Power, Benefit: Add as the very last line of this paragraph:  
You cannot take 10 when using Trigger Power.

p. 31, 2nd paragraph: Replace the entire paragraph with the following:  
Psionic powers have their roots in a living body. Unliving creatures or creatures that do not possess all the attributes of a living body do not have access to all the disciplines that are otherwise available. Thus, the field of psionics is associated with life and health.

p. 34, Auditory (Au): Replace entire text with this:  
From the manifester's vicinity or in the vicinity of the power's subject (manifester's choice), a bass-pitched hum issues, eerily akin to many deep-pitched voices. The sound grows in a heartbeat from hardly noticeable to as loud as a shout, which can be heard within 100 feet. At the manifester's option, the instantaneous sound can be so soft that it can be heard within 15 feet only with a successful Listen check (DC 10). Some powers describe unique auditory displays.

p. 34, Mental (Me): Replace entire text with this:  
A subtle chime rings in the minds of creatures within 15 feet of either the manifester or the subject (at the manifester's option) for the space of 1 second (or lasts for the duration, at the manifester's option). Some powers describe unique mental displays.

p. 35, Olfactory (Ol): Replace entire text with this:  
An odd but familiar odor brings to mind a brief mental flash of a memory long buried. The scent is difficult to pin down, and no two individuals ever describe it the same way (to one creature the odor may be similar to burning wood, while to her companion it smells like honeysuckle). The odor originates from the manifester and spreads to a distance of 20 feet, then fades in less than 1 second (or lasts for the duration, at the manifester's option).

p. 35, Customizing Displays: Add this sentence as the first sentence of the paragraph:  
The foregoing displays are standard, but they also serve merely as examples.

p. 40, Telepathy, 2nd paragraph: Change "All telepathic powers are mind-affecting" to this:  
Most telepathic powers are mind-affecting.

p. 40, Overview, 2nd paragraph after the table, 2nd sentence: Replace "The attacker adds the ability modifier to his roll to set the defender's Will save DC against the attack." with this:  
The attacker adds his key ability modifier to his roll to set the defender's Will save DC against the attack.

p. 40, Making a Psionic Attack, bottom of 2nd column, 2nd paragraph:  
Replace "The attacker's ability modifier depends on the specific attack mode used." with this:  
The attacker's ability modifier is always his key ability modifier, regardless of the specific attack mode used.

p. 42, Table 4–3, Tower of Iron Will Secondary Protection column: Replace "1 mental hardness\*" with this: 2 mental hardness\*

p. 42, Table 4–2, Psionic Attack Modes: Add †† to Attack mode Heading. Also add footnote keyed to this heading:  
†† Attack mode level equivalents for the purpose of Concentration checks: Mind Thrust, 1st; Ego Whip and Id Insinuation, 2nd; Psychic Crush, 3rd; Mind Blast, 5th.

p. 42, Psionic Attack and Defense Modes (very bottom of 2nd column): Add as very last sentence:  
Psionic attack and defense modes are supernatural, not spell-like. Using an attack mode draws an attack of opportunity, but using a defense mode does not.

p. 44, Tower of Iron Will, 2nd paragraph: Change "(if all are in a 10-foot-diameter area.)" to this: (if all are in a 10-foot-radius area.)

p. 47, Psychofeedback: Replace text with this:  
Use power points to boost your physical ability modifiers.

p. 48, 6th-level psion powers, Psykin, Greater Biocurrent: Change "4d6" to this: 6d6

p. 50, 4th-level Psychic Warrior Powers: Add this entry after Polymorph Self:  
Psychofeedback: Use power points to boost your physical ability modifiers.

p. 50, (continuation) of 1st-level psychic warrior powers: Add the following power between Minor Creation and Vigor:

Skate: Subject slides (skillfully) along the ground as if on ice. (Dex)

p. 50, (continuation) of 1st-level psychic warrior powers:  
Add the following power between Minor Creation and Skate:  
See Sound: You use visual sensation to hear. (Str)

p. 50, 2nd column, Discipline and Descriptors, Descriptors paragraph: Add "charm\*," after "chaotic,".

p. 50, 2nd column, Discipline and Descriptors, Footnote: Change "\*Compulsion is treated as a subschool of the Enchantment school of magic in the *Player's Handbook* but is used as a descriptor here, to the same effect." to this:  
\*Compulsion and charm are treated as subschools of the Enchantment school of magic in the *Player's Handbook* but are used as descriptors here, to the same effect.

p. 50, 2nd column, 1st paragraph after Descriptors: insert "and charm" into the sentence "Compulsion [insertion] is treated..."

p. 52, Anchored Navigation, 2nd paragraph of power description: Replace the sentence "Moreover, this power allows normal telepathic communication with any receptive beings within a 60-foot radius of the fixed point, regardless of distance." with this:  
Moreover, this power allows normal telepathic communication (assuming you have a power or ability that grants telepathic communication) with any receptive beings within a 60-foot radius of the fixed point, regardless of distance.

p. 52, Apopsi, Manifestation Time: Replace "1 round" with this: 1 full round

p. 55, Aura Alteration, 2nd paragraph of power description: Add as very last line of paragraph:  
You may adjust the subject's apparent level by a number equal to one-half your own level (rounded down).

p. 57, Bolt, Manifestation Time: Replace "1 round" with this: 1 action

p. 59, Charm Monster: Replace "[Compulsion, Mind-Affecting]" with this:  
[Charm, Mind-Affecting]

p. 59, Charm Person: Replace "[Compulsion, Mind-Affecting]" with this:  
[Charm, Mind-Affecting]

p. 61, Control Air, Range: Replace text with this: 1,000 ft. + 500 ft./level

p. 61, Concussion, last sentence of power: Change "cannot be damaged" to this: are also damaged

p. 63, Control Light, last paragraph of power description: Replace the last sentence "Increasing the ambient light of a torch or brighter light by 200% or more blinds normally sighted creatures in the area." with this:

You can increase the ambient light in the area to such intensity that it blinds for 1 round every normally sighted creature in the area that fails a Fortitude save.

p. 65, Detect Psionics, *2nd Round*, add as last sentence of this entry:  
An overwhelming aura stuns you for 1 round and the power ends.

p. 69; Divert Teleport, Manifestation Time: Replace "1 action" with this: See text

p. 71, Ecto Puppet: Add last paragraph:  
The cost to manifest *ecto puppet* is equal to the cost of the *astral construct* power you emulate + 2.

p. 73, False Sensory Input, Manifestation Time: Change "10 minutes" to this: 1 full round

p. 77, Genesis, Range line: Replace "0 ft." with this: 10-ft. radius/level (see text)

p. 80, Improved Vigor: Replace the text with this:  
As vigor, except the maximum hit point cap is 60.

p. 80, Improved Vigor, Level: Replace "psion 6" with this: Psion 6/Psychic Warrior 6

p. 81, Inflict Pain, Duration: Replace text with this: Instantaneous

p. 86, Metaconcert (continued from previous page), last paragraph, last sentence: Replace "No individual can exceed her usual maximum" with this:  
You do not leave a *metaconcert* with more power points than you had when you joined

p. 87, Microcosm: Replace "[Mind-Affecting]" with this:  
[Charm, Mind-Affecting]

p. 87, Mind Probe: Replace "(Cha)" with this:  
(Cha) [Charm]

p. 88, Mind Seed: Replace "[Compulsion, Mind-Affecting]" with this:  
[Charm, Mind-Affecting]

p. 89, Monster Domination, Duration: Change "2d4 rounds" to this: 1 day/level

p. 92, Polymorph Self: Replace entire entry with this:

**Polymorph Self**

Psychometabolism (Str)

**Level:** Psion 4/Psychic Warrior 4

**Display:** Ma, Ol

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level (D)

**Power Points:** 7

You change your form to that of another creature. The new form can range in size from Diminutive to one size category larger than your normal form. It can have no more Hit Dice than you have, and in any case the assumed form cannot have more than 15 Hit Dice. You cannot change into a construct, elemental, outsider, or undead unless you are already are that type.

Upon changing, you regain lost hit points as if having rested for a day (though this healing does not restore temporary ability damage and provide other benefits of resting for a day; and changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You acquire the physical and natural abilities of the new form: natural size, physical ability scores (average Strength, Dexterity, and Constitution for your new form's kind), natural armor, natural weapons (such as claws or bite, but not petrification, breath weapons, energy drain, energy effects, or the like), and similar gross physical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. Natural abilities also include mundane movement capabilities, such as walking, swimming, and flight with wings.

You do not acquire the extraordinary, supernatural, or spell-like abilities of your new form. You cannot change into a variant form of a creature, such as a half-dragon ogre. Incorporeal or gaseous forms cannot be assumed.

You retain your Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change to your Constitution score), alignment, base attack bonus, and base save bonuses. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) You retain your extraordinary abilities, spells, and spell-like abilities, but not your supernatural abilities (if any). You can manifest powers, or cast spells for which you have components, but you need a humanlike voice for verbal components and humanlike hands for somatic components.

If your new form is a fey, giant, humanoid, shapechanger, or undead, your equipment changes to match the new form and retains its properties. Otherwise, it melds into the new form and becomes nonfunctional. Melded material components and focuses cannot be used to cast spells. Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

You choose your form's physical qualities (such as hair color, height, and gender), but they must fall within the normal ranges for the form. You are effectively disguised as an average member of the new form's race. If you use this power to create a disguise, you get a +10 bonus on your Disguise check.

p. 97, Retrieve, Saving Throw: Replace text with this: None (see text)

p. 97, Retrieve, 2nd sentence (middle sentence): Replace with this:

If the object is in the possession of or held by an opponent, you make a disarm attempt using a ranged attack, as if with a weapon the same size as your opponent's. This does not draw an attack of opportunity (see Disarm in Chapter 8 of the *Player's Handbook*). You gain a +12 competence bonus on your attack roll.

p. 102, Tailor Memory: Replace "[Mind-Affecting]" with this:  
[Charm, Mind-Affecting]

p. 103, Telepathic Projection: Replace "[Mind-Affecting]" with this:  
[Charm, Mind-Affecting]

p. 108, Verve: Insert after 1st sentence:

This hit point does not stack with temporary hit points from other sources or with additional uses of *verve*.

p. 108, Vigor: Insert after "...3 temporary hit points":

per manifester level (maximum 18 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of *vigor*.

p. 110, Powers Discovered: Add as the second sentence:  
Powers are chosen from the psion power list.

p. 110, Metamind Class Features, Power Psicrystal: Replace "At 2nd level" with this: At 1st level

p. 110, Pyrokineticist, 2nd paragraph, last sentence: Delete the last sentence.

p. 111, Powers Discovered: Add as the second sentence:  
Powers are chosen from the psion power list.

p. 112, Powers Discovered: Add as the second sentence:  
Powers are chosen from the psion power list.

- p. 112, Slayer, Class Features, Weapon and Armor Proficiency: Replace text with this:  
Slayers are proficient with all simple and martial weapons and with all armor and shields.
- p. 114, Powers Discovered: Add as the second sentence:  
Powers are chosen from the psion power list.
- p. 114, 2nd column, Imbed Power: Replace "At 3rd level" with this: At 2nd level
- p. 114, Throw Mind-Blade: Replace "at 3rd level" with this: At 2nd level
- p. 115, NPC Psion (egoist), Feats: Replace "Trigger Power (claws of the vampire)" with: Weapon Focus (touch)
- p. 116–119, Tables 6–7 to 6–12, Lvl 10 powers: Replace "7/4/3/2/2/1" with this: 7/4/3/3/2/1
- p. 116–119, Tables 6–7 to 6–12 (except for table 6–10), Lvl 6 powers: Replace "5/3/3/1" with this: 5/3/2/1
- p. 116–119, Tables 6–7 to 6–12 (except for table 6–10), Lvl 9 powers: Replace "6/4/3/2/2" with this: 6/4/3/3/2
- p. 116, Table 6–7: NPC Psion (Egoist), F/R/W column: Subtract 2 from each number on the F column (but not the R or W column).
- p. 116, Table 6–7: NPC Psion (Egoist), PP column: Change 1st-level PP from 2 to 3. Change 2nd-level PP from 3 to 4. Change 16th-level PP from 144 to 131. Change 20th-level PP from 279 to 255.
- p. 116, Table 6–8: NPC Psion (Nomad), PP column: Change 1st-level PP from 2 to 3. Change 2nd-level PP from 3 to 4. Change 16th-level PP from 155 to 142. Change 17th-level PP from 160 to 170. Change 20th-level PP from 279 to 255.
- p. 117, Table 6–9: NPC Psion (Savant), FRW column: Add 1 to each number in the W column (but not the F or R column).
- p. 117, Table 6–9: NPC Psion (Savant), PP column: Change 12th-level PP from 91 to 80. Change 13th-level PP from 102 to 91. Change 14th-level PP from 115 to 104. Change 15th-level PP from 128 to 117. Change 16th-level PP from 156 to 132. Change 17th-level PP from 161 to 147. Change 18th-level PP from 188 to 164. Change 19th-level PP from 205 to 181. Change 20th-level PP from 248 to 211.
- p. 117, NPC Psion (nomad) (continued from previous page), Feats: Replace "Trigger Power (dimension slide)" with this: Speed of Thought (2)
- p. 117, NPC Psion (Nomad) continued from previous page, Feats: Replace "1st, Dodge; 3rd, Psionic Dodge" with this: 1st, Inertial Armor; 3rd, Dodge
- p. 118, NPC Shaper, Feats: Replace "3rd, Craft Universal Item" with this: 3rd, Inner Strength
- p. 118, NPC Psion (shaper), Feats: Replace "Trigger Power (whitefire)" with: Craft Crystal Capacitor
- p. 118, NPC Psion (shaper), Increased Ability Scores: Replace "19, Wis 19 (25)" with this: 19th, Wis 19 (25)
- p. 118, Table 6–10: NPC Psion (Shaper), PP column: Change 17th-level PP from 161 to 171. Change 20th-level PP from 248 to 239.
- p. 119, Table 6–12 NPC Psion (Telepath): Replace the saving throw entries for 19th level with this: +8/+10/+13
- p. 119, Table 6–12 NPC Psion (Telepath): Replace the saving throw entries for 20th level with this: +8/+10/+14.

p. 119, Table 6–12: NPC Psion (Telepath), PP column: Change 20th-level PP from 209 to 211.

p. 119, Table 6–12 NPC Psion (Seer): Replace the saving throw entries for 19th level with this: +7/+9/+19

p. 119, Table 6–12 NPC Psion (Seer): Replace the saving throw entries for 20th level with this: +7/+9/+21.

p. 119, Table 6–11: NPC Psion (Seer), PP column: Change 1st-level PP from 2 to 3. Change 2nd-level PP from 3 to 4. Change 3rd-level PP from 8 to 9. Change 4th-level PP from 11 to 12. Change 5th-level PP from 19 to 20. Change 6th-level PP from 24 to 25. Change 7th-level PP from 29 to 30. Change 8th-level PP from 36 to 37. Change 9th-level PP from 43 to 44. Change 10th-level PP from 52 to 53. Change 11th-level PP from 61 to 62. Change 12th-level PP from 90 to 91. Change 13th-level PP from 101 to 102. Change 14th-level PP from 127 to 128. Change 15th-level PP from 140 to 141. Change 16th-level PP from 168 to 156. Change 17th-level PP from 181 to 171. Change 18th-level PP from 198 to 188. Change 19th-level PP from 230 to 220. Change 20th-level PP from 279 to 256.

p. 120, Psychic Warrior, Feats: Replace "3rd, Deep Impact" with this: 3rd, Improved Initiative

p. 120, Table 6–13: NPC Psychic Warrior, PP column: Change 7th-level PP from 18 to 16.

p. 126, Psychokinetic Burst: Move entire text entry (not table entry) into alphabetical order, between Psychic and Soulfeeder entries.

p. 128, Suppression power, 2nd sentence: Replace 2nd sentence with this:  
The wielder makes a power check at 1d20 + 5 + manifester level (maximum +15) against a DC of 11 + the power to be negated's manifester level.

p. 129, Table 7–8: Dorjes: Replace the current table with the table below:

Table 7–8: Dorjes

Minor	Medium	Major	Power Level*	Market Price**
01–25	—	—	0	375 gp
26–50	—	—	1st	750 gp
51–95	01–05	—	2nd	4,500 gp
96–100	06–65	—	3rd	11,250 gp
—	66–95	01–05	4th	21,000 gp
—	96–100	06–50	5th	33,750 gp
—	—	51–70	6th	49,500 gp
—	—	71–85	7th	68,250 gp
—	—	86–95	8th	90,000 gp
—	—	95–100	9th	114,750 gp

\*Dorjes could have higher manifester levels than the minimum, which would give them commensurately higher costs. For instance, a *dorje of invisibility purge* with a manifester level of 10th has a market price of 22,500 gp. See Table 8–40 in Chapter 8 of the *DUNGEON MASTER's Guide*. Unlike magic wands, psionic dorjes can hold powers of up to 9th level.

\*\*Any dorje that stores a psionic power with an XP cost also carries a commensurate cost above that noted here. See Table 8–40 in Chapter 8 of the *DUNGEON MASTER's Guide*.

p. 129; column 2, Determine Effect: Delete ", minus 1" from the parenthetical.

p. 140, Creating a Psionic Creature, Special Attacks: Insert new paragraph between Power Resistance and Special Qualities paragraphs:

*Variant:* Psionic creatures freely manifest each of their known powers and combat modes three times per day. Creatures may swap out usages of combat modes they know. Always use this variant for characters who play psionic monsters.

p. 140, Undead Psionic Creatures, 2nd paragraph: Replace the 2nd sentence that starts with "Therefore, an undead psionic monster...." with this:

An undead creature can use Psychokinesis powers, but it substitutes its Charisma ability score as the key modifier with these powers. An undead creature cannot use Psychometabolism powers, since it has no metabolism.

p. 140, Undead Psionic Creatures, 1st paragraph: Replace the 1st paragraph with this:

A psionic undead creature, although rare, is a force to be reckoned with. It can use psionic attack modes (and psionic undead relish attacking the living in this fashion), but it also must learn defense modes, since undead take ability damage from psionic attack modes.

p. 153, Psion Killer, Negate Psionics (Su): Add as last sentence:

Otherwise this power is as manifested by an 18th-level manifester.