

Memory Hole (Augment 0)

KEYWORDS

Augmentable, Implement, Psionic, Psychic

USED

Standard

10

Ranged 10

ACTION

RANGE

5

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier (+4) psychic damage, and you become invisible to the target until the start of your next turn.

Crystal orb: +5 attack, 1d6+4 damage

FLAVOR TEXT

You sift through your foe's mind for the mental representation of yourself within it and brutally rip it out.

CLASS

Psion

LEVEL 1

BOOK PH3

AT-WILL POWER

Memory Hole (Augment 1)

KEYWORDS

Augmentable, Implement, Psionic, Psychic

USED

Standard

10

Ranged 10

ACTION

RANGE

5

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier (+4) psychic damage, and you become invisible to the target until the start of your next turn, but the invisibility lasts until the end of your next turn.

Crystal orb: +5 attack, 1d6+4 damage

FLAVOR TEXT

You sift through your foe's mind for the mental representation of yourself within it and brutally rip it out.

CLASS

Psion

LEVEL 1

BOOK PH3

AT-WILL POWER

Mind Thrust (Augment 0)

KEYWORDS

Augmentable, Implement, Psionic, Psychic

USED

Standard

10

Ranged 10

ACTION

RANGE

5

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Will
Hit: 1d10 + Intelligence modifier (+4) psychic damage.
Special: You can use this power unaugmented as a ranged basic attack.

Crystal orb: +5 attack, 1d10+4 damage

FLAVOR TEXT

You unleash a psychic assault on your foe's mental pathways. You can increase the assault's intensity to weaken your foe's defenses.

CLASS

Psion

LEVEL 1

BOOK PH3

AT-WILL POWER

Mind Thrust (Augment 1)

KEYWORDS

Augmentable, Implement, Psionic, Psychic

USED

Standard

10

Ranged 10

ACTION

RANGE

5

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Will
Hit: 1d10 + Intelligence modifier (+4) psychic damage, and the target takes a penalty to Will equal to your Charisma modifier (+4) until the end of your next turn.
Special: You can use this power unaugmented as a ranged basic attack.

Crystal orb: +5 attack, 1d10+4 damage

FLAVOR TEXT

You unleash a psychic assault on your foe's mental pathways. You can increase the assault's intensity to weaken your foe's defenses.

CLASS

Psion

LEVEL 1

BOOK PH3

AT-WILL POWER

Nightmare Eruption

KEYWORDS

Arcane, Illusion, Implement, Psychic

USED

Standard

10

Ranged 10

ACTION

RANGE

5

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Will
Hit: 1d8 + Intelligence modifier (+4) psychic damage, and any enemy adjacent to the target takes psychic damage equal to your Intelligence modifier (+4).
Level 21: 2d8 + Intelligence modifier (+4) damage.

Unarmed: +5 attack, 1d8+4 damage

FLAVOR TEXT

You bring forth a nightmare in your foe's mind and project it out for its comrades to see.

CLASS

Wizard

LEVEL 1

BOOK Dragon 380

ENCOUNTER POWER

Distract

KEYWORDS

Psionic

USED

Minor

10

Ranged 10

ACTION

RANGE

vs

One creature

ATTACK

DEFENSE

TARGET

Effect: The target grants combat advantage to the next creature that attacks it before the end of your next turn.

FLAVOR TEXT

Your mental barrage momentarily confuses an enemy.

CLASS

Psion

LEVEL

BOOK PH3

ENCOUNTER POWER

Send Thoughts

KEYWORDS

Psionic

USED

Free

20

Ranged 20

ACTION

RANGE

vs

One creature that shares a language

ATTACK

DEFENSE

TARGET

Effect: You send a mental message of 25 words or fewer to the target. The target can respond in kind as a free action.

FLAVOR TEXT

You communicate telepathically with a creature.

CLASS

Psion

LEVEL

BOOK PH3

ENCOUNTER POWER

Hand of Caution

KEYWORDS

Force, Implement, Psionic

USED

Standard

10

Ranged 10

ACTION

RANGE

5

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier (+4) force damage.
Miss: Half damage.
Effect: Until the end of the encounter, you can use a minor action to push the target 1 square when the target is within 5 squares of you. This effect ends if you end your turn adjacent to the target.

Crystal orb: +5 attack, 2d8+4 damage

FLAVOR TEXT

You forge a barrier of hand-shaped force. When your foe moves too close to you, the barrier repels it.

CLASS

Psion

LEVEL 1

BOOK PH3

DAILY POWER

Soothing Words

KEYWORDS

USED

Standard

Close burst 5

ACTION

5

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Requirement: You must be taking a short rest
Target: Each ally who can hear you in burst
Effect: When each target spends one or more healing surges at the end of the short rest, he or she regains additional hit points equal to your Charisma modifier (+4).
Prerequisite: You must be trained in Diplomacy.

ADDITIONAL EFFECTS

The battle done, your allies turn to you for words of encouragement and support.

CLASS

Diplomacy

LEVEL 2

BOOK PH3

UTILITY POWER