

High Psionics

SEQUESTRAL FEATS



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Sequestral Feats

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SEQUESTRAL FEATS

While the origins of sequestral feats are lost in the annals of time, many a psionic individual learns their secrets. By sequestering a psionic power, consciously choosing to not manifest that power, the individual gains a lesser ability that can be used more frequently, or sometimes an ability that is always active.

Sequestering a power requires a full-round action that provokes attacks of opportunity. Powers must be sequestered individually, but there is no limit to the number of powers a manifester may sequester. In addition, a single sequestered power may power multiple sequestral feats. A manifester may not manifest a power that has been sequestered. Sequestered powers remain locked from use as long as the manifester maintains psionic focus. Should the manifester expend or lose psionic focus, the power is no longer sequestered and the manifester regains use of the power. A manifester may choose to release a sequestered power as a free action without expending focus. Any time a sequestered power is released, either willingly or through the loss of psionic focus, any feats powered by that power immediately cease granting the associated benefit.

Unless otherwise noted, activating the effect of a sequestral feat is a standard action that does not provoke attacks of opportunity.

If a sequestered power can deal damage of multiple energy types or can have multiple descriptors or subtypes, the manifester must choose which energy type or descriptor upon sequestering the power for purposes of sequestral feats. For example, *energy ray* can have the cold, electricity, fire, or sonic subtype, depending on the damage type chosen on manifestation. A character with the Flame Aura feat could choose to sequester *energy ray* with the fire subtype, but could not use that same sequestered *energy ray* to meet the acid subtype required by Spray of Acid. This decision may be changed each time the appropriate power is sequestered.

If a saving throw is allowed, the DC is equal to 10 + the level of the power sequestered granting the ability's use + the ability modifier you would apply to that power's save DC. For example, if a psion with a +3 Intelligence modifier and a sequestered 3rd-level energy [fire] power uses the Fiery Missile sequestral feat, she causes the target to make a successful DC 16 Reflex save for half damage. If a particular feat does not follow this formula, it will be specifically mentioned in the feat description.

FEAT DESCRIPTIONS

The feats described below supplement the feats found in the *Player's Handbook*, the *Expanded Psionics Handbook*, and *Untapped Potential: New Horizons in Psionics*. The table below summarizes the prerequisites and benefits of these feats.

NEW POWER DESCRIPTORS AND SUBDISCIPLINES

Several feats presented here utilize new power descriptors or subdisciplines.

NEW DESCRIPTOR: [Network]

Powers that carry the Network descriptor utilize the rules from *Untapped Potential: New Horizons in Psionics*. If these rules are not in play, ignore this descriptor.

NEW SUBDISCIPLINE: (Shapechanging)

The Shapechanging subdiscipline is described in full in *Untapped Potential: New Horizons in Psionics*. If these rules are not in play, ignore this subdiscipline.

ASTRAL MASTER

[PSIONIC, SEQUESTRAL]

The power to create astral constructs is at your fingertips.

Prerequisite: Ability to manifest 2nd level powers.

Benefit: As long as you have a creation power of 2nd level or higher sequestered, you may summon an astral construct of a level equal to one half the level of the power sequestered. The duration of the astral construct is 1 round per level of the power sequestered. This astral construct does not benefit from feats such as Boost Construct. You may only have one astral construct active from this feat at any given time.

As a secondary benefit, you gain a +1 competence bonus to your manifester level when manifesting creation powers.

BESTIAL FORM

[PSIONIC, SEQUESTRAL]

You draw upon the animalistic power which resides in the knowledge of your powers, transforming yourself into a man-beast.

Prerequisite: Ability to manifest 4th level powers.

Benefit: As long as you have a 4th level or higher psychometabolism power sequestered, you gain 2 claw attacks which do 1d4 points of damage each and 1 bite attack as a secondary attack which does 1d6 points of damage. For every 2 levels of the power sequestered,

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TABLE 1: SEQUESTRAL FEATS

Feat Name	Prerequisites	Benefit
Astral Master	Ability to manifest 2nd level powers	Summon low-powered astral constructs
Bestial Form	Ability to manifest 4th level powers	Gain claw and bite attacks
Bioluminescence	Ability to manifest 3rd level powers	Your body gives off light
Blade of Force	Ability to manifest a mind blade, ability to manifest 2nd level powers	Your mind blade is treated as a force effect and deals additional force damage
Buffer of the Mind	Ability to manifest 3rd level powers	Gain power resistance against mind-affecting effects
Clairensient Mind	Ability to manifest 2nd level powers	Gain an insight bonus to Initiative
Compulsive Personality	Ability to manifest 3rd level powers	Charm a nearby humanoid
Defy Gravity	Ability to manifest 5th level powers	Gain the ability to fly for short distances
Demagogue	Ability to manifest 4th level powers	Gain the power of suggestion
Disrupting Discharge	Ability to manifest 3rd level powers	Your touch deals damage to undead
Extradimensional Claws	Ability to manifest 2nd level powers	Your claws are treated as force effects
Eyes of the Hawk	Ability to manifest 2nd level powers	See in virtually any light
Fangs of the Beast	Ability to manifest 2nd level powers	Gain a bite attack
Fear of the Abyss	Ability to manifest 2nd level powers	Those who attack you become shaken
Fiery Missile	Ability to manifest 2nd level powers	Send bolts of fire at enemies
Fists of Steel and Wind	Ability to manifest 3rd level powers, flurry of blows	Gain bonus to attack and damage rolls when making a flurry of blows
Fists of the Void	Ability to manifest 2nd level powers, Improved Unarmed Strike	Make melee attacks from a distance, unarmed attacks gain force descriptor
Flame Aura	Ability to manifest 3rd level powers	Your body is wreathed in flames which harm those who attack you in melee
Freezing Touch	Ability to manifest 2nd level powers	Your touch deals cold damage
Hastened Sequester	Any two sequestral feats	Sequester powers as a move action
Health of the Many	Ability to manifest 4th level powers, worldthought network class feature	Gain temporary hit points
Ice Slick	Ability to manifest 2nd level powers	Make surface slippery
Infused Body	Ability to manifest 3rd level powers	Heal small amounts of damage
Insightful Aim	Ability to manifest 3rd level powers	Gain insight bonus to ranged attack rolls
Inspired	Ability to manifest 2nd level powers, thoughtsong or bardic music class feature	Improve the morale bonus of inspire courage
Languid Pace	Ability to manifest 3rd level powers	You can slow a nearby creature
Lightning Blast	Ability to manifest 2nd level powers	Emit a cone of lightning
Maintain Sequester	Any two sequestral feats	Keep sequestered powers without psionic focus
Mark the Target	Ability to manifest 2nd level powers, wind reader class feature	Gain a morale bonus to attack and damage rolls against a single target
Mental Proficiency	Ability to manifest 2nd level powers, worldthought network class feature	Gain proficiency with one weapon with which one of your worldthought member networks is also proficient
Mimetism	Ability to manifest 2nd level powers	Alter your appearance as if using the <i>everyman</i> power
Nomadic Slide	Ability to manifest 6th level powers	Teleport short distances, bring along additional creatures
Protective Aura	Ability to manifest 3rd level powers	Gain a deflection bonus to your Armor Class
Psionic Feedback	Ability to manifest 5th level powers	Cause a creature to take damage anytime it uses psionic powers or psi-like abilities
Psionic Sensitivity	Ability to manifest 2nd level powers	Detect nearby psionic auras
Psychic Shurikendoka	Ability to manifest 3rd level powers	Create small darts of ectoplasm
Resilient Form	Ability to manifest 2nd level powers	Gain change to ignore critical hits
Seismic Step	Ability to manifest 2nd level powers, ability to manifest <i>stomp</i> as a psi-like ability	Knock creatures prone
Sense Presence	Ability to manifest 2nd level powers	Detect when creatures are nearby
Shocking Claws	Ability to manifest 3rd level powers	Gain claws that deal physical and electricity damage