

## Compiled *Psionics Handbook* Errata

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: Con

p. 16, Alternative Psychic Warrior Starting Package, Feat: delete "weapon focus (longsword)", and replace with: Power Attack.

p. 16, Human Psychic Warrior Starting Package, Power Known: replace 'lesser natural armor' with: verve

p. 16, Alternative Psychic Warrior Starting Package (for gnome or halfling), Feat: delete "weapon focus (short sword)", and replace with: Power Attack.

p. 16, Alternative Psychic Warrior Starting Package (dwarf), Feat: delete "weapon focus (dwarven waraxe)", and replace with: Power Attack.

p. 18, Table 2-1: The cross-class dots for Use Psionic Device skill should be X's.

p. 20, Use Psionic Device: in the header, add Psychic Warrior such that appropriate part of the header appears as: Bard, Psychic Warrior, Rogue only

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

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 plus 2 to that dealt you, against which your opponent may not raise defense modes.

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:  
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 only be heard within 15 feet with a successful Listen check (DC 10). Some powers describe unique auditory displays.

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

p. 35, Olfactory (Ol): replace entire text with:  
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 akin to burning metal, while to her companion, honeysuckle). The odor originates from the manifester and spreads to a distance of 20 feet,

then fading in less than a second (or for the duration, at the manifester's option).

p. 42, Table 4-3, Tower of Iron Will Secondary Protection column, "1 mental hardness\*" should be:  
2 mental hardness\*

p. 42, Table 4-2, Power Points: Add one final sentence:  
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. 54, 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 half your own level (round down).

p. 57, Bolt, Manifestation Time: change "1 round" to: 1 action

p. 61, Control Air, Range: change to: 1,000 feet + 500 ft./level

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: You can increase the ambient light in the area to "blinding intensity," blinding all normally sighted creatures in the area who fail Fortitude save for 1 round.

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. 71, Ecto Puppet: add last paragraph:

In practice, the cost to manifest *ecto puppet* is variable, and is equal to the cost of the *astral construct* power you emulate + 2.

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

p. 81, Inflict Pain, Duration: delete current entry, replace with: Instantaneous

p. 86, Metaconcert (continued from previous page), last paragraph, last sentence: replace "No individual can exceed her usual maximum..." with:

You do not leave a *metaconcert* with more power points than you joined with...

p. 89, Monster Domination, Duration: change '2d4 rounds' to: 1 day/level

p. 92, Polymorph Self: [substitute newest version of *polymorph self* spell below]

**Polymorph Self**

Psychometabolism (Str)

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

**Display:** Ma, OI

**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 larger than your normal form, and 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 constructs, elementals, outsiders, or undead unless you are already are one of these types.

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 creature you have polymorphed into while retaining your own mind. Physical abilities include natural size and Strength, -Dexterity, and Constitution scores. Natural abilities include armor, natural weapons (such as claws, bite, swoop and rake, and constriction; but not petrification, breath weapons, energy drain, energy effect, etc.), and similar gross physical qualities (presence or absence of wings, number of extremities, etc.). A body with extra limbs does not allow a character 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, but not psionic or magical flight and other psionic or magical forms of travel, such as *blink*, *dimension door*, *phase door*, *plane shift*, *teleport*, and *teleport without error*. Extremely high speeds for certain creatures are the result of extraordinary magical, or psionic ability, so they are not granted by this power. (In general, non-flying speeds greater than 60 and flying speeds greater than 120.) Other mundane abilities (such as an owl's low-light vision) are considered natural abilities and are retained.

Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

Your new scores and faculties are average ones for the race or species into which you have been transformed. You cannot, for example, turn into a mighty weight lifter to give yourself great Strength. Likewise, you cannot change into a bigger or powerful version of a creature (or a smaller weaker version). Nor can you turn into a variant form of a creature. For example you can turn the subject into an ogre, but not a half-dragon ogre.

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 saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses, as well as the DCs for affected powers.) You retain your own type (for example, "humanoid"), extraordinary abilities, psionics, spells, and spell-like abilities, but not your supernatural abilities.

You do not gain the supernatural abilities (such as breath weapons and gaze attacks) or the extraordinary abilities of the new creature.

When the polymorph occurs, your equipment, if any, transforms to match the new form. If the new form is a creature who does not use equipment (aberration, animal, beast, magical beast, construct, dragon, elemental, ooze, some outsiders, plant, some undead creatures, some shapechangers, or vermin), the equipment melds into the new form and becomes nonfunctional. If the new form uses equipment (fey, giant, humanoid, some outsiders, many shapechangers, many undead creatures), your equipment changes to match the new form and retains its properties.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but must fall within the norms for the new form's species. You can be changed into a member of your species or even into yourself.

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.

Incorporeal or gaseous forms cannot be assumed, and incorporeal or gaseous creatures are immune to being polymorphed. A natural shapeshifter (a lycanthrope, doppelganger, experienced druid, etc.) can take its natural form as a standard action.

p. 97, Retrieve, Saving Throw: delete text, replace with: None (see text)

p. 97, Retrieve, 2nd sentence (middle sentence): delete, replace with:

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

p. 108, Vigor: replace the text with the following:

You suffuse yourself with power, gaining 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*. See Chapter 8 of the *Player's Handbook* for more on temporary hit points.

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 "At 1st level..."

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 the text there with:  
Slayers are proficient with all simple and martial weapons and 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: At 2nd level

p 114, Imbed Power: replace "at 3rd level" with: At 2nd level

p114, Throw Mind-Blade: replace “at 3rd level” with: At 2nd level

p. 115, NPC Psion (egoist), Feats: replace “Trigger Power (claws of the vampire)” with: Weapon Focus (touch)

p. 117, NPC Psion (nomad) (continued from previous page), Feats: replace “Trigger Power (dimension slide)” with:  
Speed of Thought (2)

p. 117, NPC Psion (Nomad) continued from previous page, Feats: replace "1st, Dodge; 3rd, Psionic Dodge" with:  
1st, Inertial Armor; 3rd, Dodge

p. 117. Table 6-9. Replace subtitle “Shoretspear” with: Shortspear

p. 118, NPC Psion (shaper), Feats: replace “Trigger Power (whitefire)” with: Craft Crystal Capacitor

p. 120, Psychic Warrior replace the Feat - Deep Impact at 3rd level with: Improved Initiative

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

\*Djores could have higher manifest levels than the minimum, which would give them commensurately higher costs. For instance, a *dorje of invisibility purge* with a manifest level of 10 has a market price of 22,500 gp. See Table 8-40 in Chapter 8 of the *DUNGEON MASTER's Guide*. Unlike magical 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 the "minus 1" from the parenthetical.

p. 139, Creating a Psionic Creature, **Special Attacks**: add as the last line of this paragraph:

*Variant*: Psionic creatures freely manifest each of their known powers and combat modes 3/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: Delete the 2nd sentence that starts with "Therefore, an undead psionic monster...." and replace with:

However, undead can use Psychokinesis powers--but they substitute their Charisma ability score as the key modifier with these powers. Additionally, undead cannot use Psychometabolism powers, as they have no metabolism.

p. 140, Undead Psionic Creatures, 1st paragraph: replace the 1st paragraph with the following:

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 also must learn defense modes, since undead take ability damage from psionic attacks modes.