

Psionics Unbound – Official Errata and Clarifications

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The following changes and clarifications apply to the first printing of *Psionics Unbound*. As a general policy, whenever descriptive text conflicts with tables, the text takes precedence over the contents of tables. (Specific exceptions, if any, will be called out in this document.) If you have additional questions or would like more information about products from Paradigm Concepts, please send us an e-mail on ParadigmConcepts@aol.com or visit our Web site at <http://www.paradigmconcepts.com>. For players of our Organized Play campaign LIVING ARCANIS, please visit the official campaign Web site at <http://www.livingarcanis.com>. For more information about the campaign and its ongoing development of the world of Arcanis, you can also join our Internet Forum at the Paradigm Concepts website. Changes from the previous release are highlighted.

Chapter One: Rituals of the Mind

There are currently no errata for this chapter.

General Errata for Chapters Two & Four

Clarification: Anytime a class requires that the character be a “psionically active Val” this simply means a Val who has undergone the awakening ritual for his or her family.

In LIVING ARCANIS this requirement is of no consequence because any Val can choose to be awakened at any time, and it is assumed they are successfully awakened.

Clarification: Any class that requires the ability to manifest a specific power can only be entered if that power is on your list of known powers. Like all other class requirements, if you later lose that power you lose access to all psi-like and supernatural class features until you once again meet the requirement.

To be clear, this means that you cannot use *reality revision* to meet the powers requirements for prestige classes.

Clarification: A number of classes have ability score requirements. These requirements refer to the character’s base, unmodified ability scores (that is, the ability scores without any penalties, ability burn, ability damage, or enhancements).

Thus, because these requirements ignore penalties, burn, damage, and enhancements, only permanent ability drain can cause a character to lose access to class abilities.

Clarification: A number of classes grant bonus powers. These are directly added to your powers known, with the base power point cost, or the listed power point cost. If the power point cost is higher than your manifester level, then you simply cannot manifest

that power until you gain more manifester levels. The level of the granted power, if not specified, is equal to the highest level power you can currently manifest.

Clarification: A number of classes grant bonus power points at each level. Those gains are cumulative.

Chapter Two: Core Classes

Occisor – Pages 11-15

Clarification: Shadow Sculpted items do not gain the automatic enhancement bonuses that the Shadow Blade does. They can be further enhanced by powers or spells, as desired.

Clarification: A shadow crafted tower shield still imposes the –2 penalty to attacks; that penalty is part of the nature of a tower shield, and not related to the shield’s armor check penalty.

Clarification: References in the Shadow Sculpting ability to “armor check bonus” should instead refer to “armor check penalty.”

Psicrystals – Pages 17-18

Errata: If a psicrystal is destroyed, the manifester suffers 4 points of Intelligence burn (like all forms of ability burn, this damage cannot be redirected, prevented, or healed except by natural means).

Furthermore, the manifester loses access to all granted benefits of the psicrystal until he or she creates a new one. Creating a new psicrystal requires 24 hours and the expenditure of 500 XP. However, the manifester may not start this procedure until the initial 4 ability burn has fully healed. Finally, the recreated psicrystal must have the same personality fragment(s) as the original.

Rhi’zen – Pages 20-22

Clarification: The Rhi’zen uses the table at the front of *Psionics Unbound* to calculate bonus power points;

ignore the reference to the *Expanded Psionics Handbook*.

Chapter Three: Feats

Cloak Dance – Page 42

Clarification: You cannot move as part of using this feat; the actual act of using this feat is either a move-equivalent action or a full-round action. You can take a 5-foot step.

Stand Still – Page 44

Errata: The DC for this feat is both unclear and incorrect. The correct DC calculation is presented below.

The DC for this feat is 5 plus your Strength modifier plus one-half your base attack bonus (round down). If you are wielding a light melee weapon, except an unarmed strike, while using this feat you suffer a –2 penalty to the DC. Wielding a two-handed or a double melee weapon grants a +2 bonus to the DC.

Expanded Insight – Page 46

Clarification: If you have multiple manifesting classes, you can only choose a manifesting class that would allow you to meet the feat’s prerequisites. Once you make this choice, you cannot change it.

Inner Fury – Pages 47-48

Clarification: The required ability to rage is met by any class or racial feature that grants the ability to rage. This includes the val’Tensen bloodline power that allows a val’Tensen to rage.

Chapter Four: Prestige Classes

val’Assante Order of the the Solemn Vow – Pages 58-60

Errata: The Weapon Focus requirement can also be met by Weapon Focus (Gladius).

Clarification: The class does not grant the ability to use Weapon Finesse with a Gladius; rather it allows a gladius to qualify for activating class abilities that normally only work with finessable weapons.

Errata: Powers that are manifested using the temporary power points granted by the Vow of Glory also end when the duel ends.

val’Dellenov Shaper of the Flesh – Pages 62-64

Errata: The wild shape requirement for this class can be met by the val’Dellenov bloodline power *The Thousand Forms of Nature*.

Errata: The swift transformation ability should make wild shaping a *swift* action to use, not a free action.

Clarification: Levels of Shaper of the Flesh count as druid levels for determining wild shape uses per day; thus a Val with the val’Dellenov Bloodline power *The Wild Within* may gain additional uses each day as he or she gains class levels.

val’Emman Dancer of the Flame – Pages 64-66

Clarification: The *fire lash* ability behaves as a normal whip, including a whip’s limitations on damage, except as detailed in the ability description.

Clarification: The *weapon afire* ability only applies to one end of a double weapon. You choose which end when you activate the ability.

Clarification: The *weapon afire* ability can be applied to ammunition. Ammunition that is so affected which is then fired by the Dancer of the Flame remains affected until the shots are resolved and damage has been dealt. When such ammunition leaves the Dancer’s person in any other fashion, the effect ends as described.

Clarification: The *hand afire* and *weapon afire* abilities do stack with the Psionic Fist, Psionic Shot, and Psionic Weapon feats since they deal different types of damage.

val’Holryn Master of Mimicry – Pages 66-67

Clarification: The requirement that specifies “trained in Milandir” is largely a story requirement. However, anyone who has the enmity of King Osric of Milandir or who is considered a criminal within Milandir would be unable to meet that requirement. It is assumed that a PC can maneuver their way out of any other political issues (represented by other enmity) without undue difficulty.

Errata: The Flash Recall ability may not be used in conjunction with the *reality revision* power.

Errata: The use of Innate Knowledge is a full-round action that must be taken the round after the power’s use is observed.

val'Ishi Empathis Healer – Pages 68-71

Errata: The Spirit Binding ability should grant the *psionic raise dead* power as a 5th level power for the Empathic Healer (with a base power point cost of 9 power points).

val'Mordane Master of the Coil – Pages 72-74

Clarification: Creatures subjected to the *To Shed the Mortal Coil* ability only receive one saving throw. They would get a new saving throw every 24 hours, but since the ability cannot affect a creature for greater than 10 hours, the point is moot.

Clarification: The Master of the Coil should be treated as having a Constitution modifier of +0 for the purpose of Fortitude saves made while using the *To Shed the Mortal Coil* ability.

val'Tensen Aspect of the Hurricane – Pages 77-78

Errata: The Knowledge (nature) requirement for this class should only be 5 ranks.

Errata: The Raging Focus ability is missing the following paragraph:

Furthermore, while you are raging and psionically focused, you retain the ability to use the Combat Expertise feat and other feats that include Combat Expertise as a requirement.

val'Virdan Hunter of the Silence – Pages 78-80

Errata: The Force of Will feat is not a requirement for this class; instead that requirement should be replaced with Psionic Weapon or Wounding Attack.

Brother of Shadow – Pages 80-82

Errata: The requirement for the Deadly Strike feat should be replaced with the Deadly Precision feat. The former feat does not exist in this book.

The Righteous Order of the Divine Shield – Pages 86-88

Errata: In LIVING ARCANIS, the Weapon of the Mind ability grants *guardian* instead of *defending*. *Guardian* is detailed in the *LIVING ARCANIS Marketplace Guide*.

Sansho Hunter – Pages 91-93

Suggestion: It is suggested that GMs impose an additional story requirement on entering this class, such that a prospective Sansho Hunter must slay a creature of a specific type, and select that creature as his or her chosen foe before entering this prestige class.

Errata: The death attack and enemy sense class features only work on the specific creature that was

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used to meet the story requirement for this class. The favored enemy class feature works against all creatures that share the chosen creature's type (as detailed on the favored enemy table).

Entropomancer – Pages 93-94

Errata: The requirement for the Focused Mind feat should be replaced with the Narrow Mind feat. The former feat does not exist.

Warrior of the Silence – Pages 96-97

Errata: The Entropic Blast power is subject to Power Resistance.

Chapter Five: Power Lists

Errata: There are references here and there to an *ego block* power; that power does not exist. These should instead refer to the *ego whip* power (page 156).

Chapter Six: Powers

Bestial Form – Page 135

Errata: The correct power point costs for this power are: 9 (Psychic Warrior), 10 (val'Dellenov Shaper of the Flesh), 11 (Wilder), 13 (Egoist)

Control Light – Page 144

Errata: Any darkness effect of equal or higher level dispels this effect, not just any effect of 1st level.

Energy Push – Page 160

Clarification: The DC listed in this power is based on the ability modifiers of the abilities listed, not the raw ability scores.

Entropic Leech – Page 162

Clarification: A successful Fortitude save halves the damage dealt.

Fusion – Pages 167-168

Errata: Relinquishing control of this power to the other fused being is a full-round action. A fused creature counts as a single creature for the purposes of actions during a round; thus using *fusion* during a combat situation results in one character effectively losing their actions during each round the *fusion* persists.

Clarification: The *fission* power does not exist in this book; ignore the reference at the end of the *fusion* power description to this power.

Synaptic Shock, Mass – Page 193

Errata: The base power point cost of this power is 17.

Temporal Acceleration – Page 195

Errata: The base power point cost of this power is 17.

Vigor – Page 199

Clarification: The text of this power is correct; the power lists are incorrect in this instance.

Chapter Seven: Equipment

There are currently no errata for this chapter.

Chapter Eight: Psionic Monsters

There are currently no errata for this chapter.

Appendix I: Spells

There are currently no errata for this chapter.