

Benefit: As long as you have a 3rd level or higher power with the sonic descriptor sequestered, you can create a 5-foot-radius burst of sound at a range of 30 feet. The burst deals 1d6-1 points of sonic damage (which ignores hardness) per level of power sequestered. A successful Reflex save halves the damage.

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

SOUND SHIELD

[PSIONIC, SEQUESTRAL]

You are surrounded by a shield of sonic disturbance which shatters any incoming missiles.

Prerequisite: Ability to manifest 2nd level powers.

Benefit: As long as you have a 2nd level or higher sonic power sequestered, you deal 1d6-1 points of sonic damage (which ignores hardness) per level of the power sequestered to every physical missile which targets you.

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

SPECTRAL SIGHT

[PSIONIC, SEQUESTRAL]

Your ability to perceive the stream of time and other places allows you to part the veil to the incorporeal and ethereal realms.

Prerequisite: Ability to manifest 3rd level powers.

Everyman

Psychometabolism (Shapechanging)

Level: Psion/wilder 2, psychic warrior 2

Display: Vi

Manifestation Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 3

You subtly shift your facial features and voice to become more average. This is a minor physical transformation, not an illusion, and as such fools touch as well as sight. If there was anything striking about your appearance it can be hidden while this power is in effect. You may alter your skin tone and texture, hair (including facial hair) color, length, and style to anything normally possible for the race you appear as.

Birthmarks, moles, tattoos, piercings, and other distinguishing features are not visible unless you specifically will it. Psionic tattoos may still be tapped while hidden.

While changed, you are recognizable as yourself only if you want to be; even an average looking manifester can appear as a different average individual (but not any specific individual). During the manifestation of this power, your features liquefy and shift. It is obvious to anyone directly watching you that you are changing, although it is subtle enough that it doesn't call additional attention to you (and may be hidden by clothing such as a hood).

At any point during the power's duration, you may concentrate as a standard action to change your appearance again. If you are dressed appropriately you may also attempt to hide, even in plain sight, by ducking into a large crowd and shifting as you move through it. Your clothing and gear are not changed.

While this power does not allow you to mimic a specific individual, you do gain a +10 circumstance bonus to Disguise checks. Dromites, elans, and half-giants may be treated as humanoids for the purposes of this power.

Augment: You can augment this power in one or more of the following ways.

1. If you spend an additional 2 power points, you may consider humanoids, monstrous humanoids, and fey as part of the same type when changing your apparent race.

2. If you spend an additional 2 power points, you may alter your smell to blend in with creatures using the scent ability or who identify individuals by pheromones or other chemical senses.

3. If you spend 1 additional power point, you may use this power to disguise yourself as particular individuals as well as average members of the race. You also receive a +5 bonus on Bluff checks to act in character while mimicking a particular individual. If you instead spend 2 additional power points, you may change your apparent race to any other race within your type that is the same size as you. If you do change your race, your land speed changes to that of the new form, but you do not gain the functionality of any other racial abilities (although unusual anatomy such as the dromite's antennae may be present, it confers no benefit, just as anatomy that is lost becomes nonfunctional). Your apparent size may also change up to one category from your own (so a human could disguise himself as a dromite or vice versa). Your ability scores, space and reach cannot be changed by *everyman*.