

PSIONICS AUGMENTED



◆ EMPATH ◆

By Kevin Ryan

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PSIONICS AUGMENTED: OCCULT

EMPATH

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INTRODUCTION

Welcome to the empath, a psionic medium archetype that forges contracts with zeitgeists rather than spirits. What is a zeitgeist? You could think of them as a psionic spirit, being pure thought-form, with neither body nor soul. But that would be missing some of their significance. Zeitgeists are formed from the echoes of concentrated attention on a historical event: the thoughts of the times themselves becoming a sentient being, a psionic construct. One that makes them heavily connected to history and all thinking minds—and connections are the hallmark of psychic magic. So empaths isn't just a psionic medium; they use psionic power to amplify their psychic connection to the psionic embodiments of history and through them, the rest of the multiverse. Empaths are, in many ways, a melding of psionic and psychic power.

In gameplay, empaths are more supportive and more versatile than mediums, but their lack of specialization makes it difficult for them to stand on their own. Their contracts with zeitgeists allows them considerable flexibility, almost like a prepared spellcaster, but they must pay for every power they access.

—Kevin Ryan

Freelancer, *Psionics Augmented: Occult*

THE TRUE POWER OF THE MIND

"I have been asked what I think of those who use magic to See. I have no opinion on them. The results are the same, regardless of how you do it."

—Tecla, Oracle of Seven Eyes

In a dusty room of an ancient library, a wizard studies her books. Her mind overflows with secrets, the formulas and diagrams needed to work his art. Across the world, a priest bows his head, communing with the deity he draws his divine spells from. A scholar of the supernatural buys a cracked rod of wood from a merchant's shop, knowing that its true value far outweighs the price asked for it.

Later in the day, each of them calls upon their magic, through a pinch of sulfur, a symbol of divinity, or historical meaning imbued within an object. Through these implements, the mages will each create a perfect sphere of heat and flame.

In another corner of the world, an alchemist concocts an unstable brew, which will later blossom into a different, but equally magical explosion.

Finally, a psion takes to the battlefield. The world bends at his direction, and a gout of fire erupts around his foes.

The end result of these effects is nearly-identical: supernatural fire has been brought into a fight, and corpses lie in its wake. Why are these different, and what makes each of these individuals special? And why do we care at all?

POWER SOURCES

"Though I refuse to waste time citing my myriad sources, I'll say this: magic is the power of the world. Psionics is the power of the self."

—Halford A. Last, Wizard of the Eighth Circle

The *Psionics Augmented: Occult* series is all about the distinctions and differences between psychic and psionic magic. And despite their similar names, they really are quite different: psychic magic is magic, and psionics is not. Magic involves some external source: arcane magicians manipulate the energy of the cosmos, divine priests pray to gods for miracles, and psychic savants use historical, conceptual, emotional, or spiritual connections to bind magic to people and objects. Psionics does not use anything external: it quite simply forces reality to make way for the manifester's own will.

Previous entries in the *Psionics Augmented: Occult* series have detailed the significance of these differences, both in terms of what they mean for gameplay and what they mean for characters who practice each. This entry, however, deserves some discussion of how one goes about using one to reinforce the other, since that is exactly what empaths do.

PSIONIC BEING, PSYCHIC CONNECTIONS

"Thoughts take on a life of their own. All minds know it; all minds have experienced it. I would know—I have been there with them, reborn over and over in that little thought. A tiny foothold in every mind. A thought that won't die. That's me."

—Cogito, Sum of the First Thoughts

Zeitgeists are about as purely psionic as a thing can be: self without any body or soul. They are minds without any brain: instead of neurons and synapses, they are themselves made from echoes of others' thoughts. And they are sentients without any soul; they are just a tangle of thoughts and ideas, and when they unravel, they simply cease to be. They are outside the realm of the material and they are alien to the domains of gods and goddesses.

But they do have very strong connections to history and to myriad minds across uncounted worlds. They are born of a colossal event that demands the attention of entire nations, worlds, universes even, and are fed from there by the attention to similar events and related concepts. Even as the tangle of thoughts becomes a zeitgeist, it is reinforcing its connections to reality.

Enter the empath: a class that mentally reaches out to these psionic thought-constructs, and through them manipulates those myriad connections. She uses psionic power to interface with and control the zeitgeists' connections, but she derives psychic power from them.

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ARCHETYPES AND CLASS OPTIONS

Each alternate class feature presented in an archetype either replaces or alters one or more specific class features from the base class.

When an archetype includes multiple alternate class features, a character must take all of them—often blocking the character from ever gaining certain standard class features, but replacing them with other options. All class features of the base class that aren't mentioned among the alternate class features of an archetype remain unchanged and are acquired normally when a character reaches the appropriate level. If an alternate class feature replaces a base class feature, the archetype doesn't count as having that base class feature for the purpose of meeting any requirements or prerequisites. On the other hand, if an alternate class feature alters an existing class feature, it is considered to be the core class feature for the purposes of meeting any requirements or prerequisites, even if it was renamed.

A character can take more than one archetype, but none of the alternate class features can replace or alter the same class feature of the base class.

If a class feature has a series of improvements (such as a fighter's weapon training or a ranger's favored enemy), it can be replaced either entirely or partially. By default, an alternate class feature replaces the entire original class feature and all of its improvements. For example, if a class feature states that it replaces trap sense without mentioning a specific bonus, it replaces trap sense entirely.

If an alternate class feature replaces one instance of a class feature that's part of a series, the next time the character would gain an improvement to that ability, the new improvement counts as the lower-level ability that was replaced by the archetype, and all subsequent improvements follow suit. For example, if the barbarian's 3rd-level trap sense +1 were replaced, the barbarian would gain trap sense +1 at 6th level, trap sense +2 at 9th level, and so on.

BOOKS NEEDED

The material in this book expands on the medium base class found in *Pathfinder Roleplaying Game: Occult Adventures* using the rules found in *Ultimate Psionics*. As such, those books, along with the *Pathfinder Roleplaying Game Core Rulebook* are needed to make the most of this release of *Psionics Augmented: Occult*. Further options for psionic characters can be found in the rest of the *Psionics Augmented* series.



CHAPTER 1: THE EMPATH

Empath (Medium Archetype)

"It's all connected isn't it? Every thought everyone has connecting to all the rest in a web. But some thoughts have more connections—and some have way more connections. Thoughts so connected that they have thoughts of their own. And power of their own, too, pulling on the strings of history."

—Anne O'Malley, wayfaring empath

Psychic magic is all about connections. Empaths are mediums who, through anomalous birth or careful training, have an inner power—psionics—that they use to enhance their own connections to the cosmos and those around them, rather than seek spirits. They connect themselves to all people and all histories, and they share in the most powerful communal thoughts through the ages.

For sometimes, some event captures the attention of countless minds across myriad worlds. Thoughts echo across the Astral Plane, like ripple in a sea, colliding and amplifying one another. The thoughts get tangled together, bound by a feedback loop that only strengthens them, joins them together. These thought-constructs, born of some great historical event, are thus “spirits of the time;” zeitgeists.

The empath is an archetype for the medium base class detailed in Chapter 1 of *Pathfinder Roleplaying Game: Occult Adventures*.

Class Skills: An empath gains Autohypnosis, Knowledge (history), and Knowledge (psionics) as class skills, and loses Knowledge (arcana) and Knowledge (religion) as class skills.

Power Points/Day: An empath's ability to manifest powers is limited by the power points she has available. Her base daily allotment of power points is given on Table 1-1: Empath Powers. In addition, she receives bonus power points per day if she has a high Charisma score (see Table 2-1: Ability Modifiers and Bonus Power Points in Chapter 2 of *Ultimate Psionics*). Her race may also provide bonus power points per day, as may certain feats and items.

Powers Known: An empath does not generally learn powers herself, but rather manifests the powers made available to her through the volksgeist and zeitgeists class features. The empath power list, for purposes like activating psionic items, consists of all the powers available through these class features.

An empath's “powers known” consist of the powers she's chosen to gain through the volksgeist and from the zeitgeists she's currently contracted with. In both cases, she must have a high enough level and Charisma score to manifest the power to consider it a power known (see Maximum Power Level Known, below, for details).

An empath may also select the Expanded Knowledge feat in order to actually learn her own powers, beyond those she gains through the volksgeist and zeitgeists.

Maximum Power Level Known: To manifest a power and consider it a power known, an empath must have a Charisma score of at least 10 + the power's level, and the power must be below her maximum power level, as given on Table 1-1: Empath Powers. This ability replaces spells.

Zeitgeists (Su): An empath is aware of an extremely faint, but impossibly vast cosmic collective: a web of connections between all minds that exist, have ever existed, possibly even those that don't yet exist. It is within this network that zeitgeists are found.

Zeitgeists are astral echoes of all the thought and attention and emotion given to great and wonderful and terrible events. During a one-hour seance, an empath may forge contracts with one or more zeitgeists, making a deal for the power they offer. The seance requires the empath's concentration. Other members of the empath's collective can observe, and even participate in, the seance, and this does not require their concentration.

TABLE 1-1: EMPATH POWERS

| Class Level | Power Points/Day | Maximum Power Level Known |
|-------------|------------------|---------------------------|
| 1st | 2 | 1st |
| 2nd | 4 | 1st |
| 3rd | 7 | 1st |
| 4th | 12 | 2nd |
| 5th | 18 | 2nd |
| 6th | 26 | 2nd |
| 7th | 35 | 3rd |
| 8th | 46 | 3rd |
| 9th | 58 | 3rd |
| 10th | 72 | 4th |
| 11th | 87 | 4th |
| 12th | 104 | 4th |
| 13th | 122 | 5th |
| 14th | 142 | 5th |
| 15th | 163 | 5th |
| 16th | 186 | 6th |
| 17th | 210 | 6th |
| 18th | 236 | 6th |
| 19th | 263 | 6th |
| 20th | 292 | 6th |

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Zeitgeists are divided into four tiers: lesser, intermediate, greater, and supreme. At 1st level, an empath may only contract with lesser zeitgeists; she may contract with intermediate zeitgeists at 6th level, greater zeitgeists at 11th level, and supreme zeitgeists at 16th level.

A contract with a zeitgeist requires accepting its compulsion and goal, and usually also requires the expenditure of power points. In return, it offers a spirit power as well as a number of psionic powers. The number of power points a zeitgeist demands, as well as the levels of psionic powers that it offers, are indicated in Table 1-2: Zeitgeist Power Points Demanded and Psionic Powers Offered.

An empath can contract with one zeitgeist at a time without paying its power point demands. She must spend power points for the rest of her zeitgeists. Unlike with psionic powers, she is not limited by her manifester level when spending power points in this way.

The contract with these zeitgeists lasts until the next time the empath refreshes her daily power points, at which time the power points spent on the zeitgeists are effectively "returned" to her. As with psionic powers, any points spent on zeitgeist contracts within 8 hours prior to regaining power points count against her daily limit. She may choose when refreshing power points to extend any or all of the contracts she wishes to continue without needing a new seance, by paying the demanded power points again. If she does so, she does not get to change any decisions made during the forging of the contract, but she does restore any abilities that were usable once per contract.

This ability alters spirit. For the purposes of prerequisites, requirements, and effects, zeitgeists count as spirits and this ability counts as the spirit class feature. An empath contracted to a zeitgeist is treated as a medium channeling a spirit. The spirit powers of lesser, intermediate, greater, and supreme zeitgeists are considered lesser, intermediate, greater, and supreme spirit powers, respectively.

Compulsions and Goals (Ex): Instead of influence and taboos, zeitgeists carry a compulsion (a standard of behavior which the empath is expected to follow) and a goal (an accomplishment which strengthens the empath's link to the zeitgeist if she achieves it).

Whenever an empath acts against the compulsion of a zeitgeist she has a contract with, she has a 15% chance of suffering psychic enervation (as the wilder class feature, except as noted here). For an empath, psychic enervation

means losing all psionic focus, losing a number of power points equal to half her manifester level, losing all remaining actions for the turn, and becoming flat-footed until the beginning of her next turn. This can be modified by feats and abilities which modify psychic enervation. An empath never risks psychic enervation more than once for the same action, even if it takes place over an extended period of time.

If an empath ever achieves the goal of a zeitgeist she has a contract with, her bond with that zeitgeist is permanently strengthened: whenever she forms a contract with that zeitgeist in future, she gains a single use of the spirit surge class feature until the end of her contract. Her current contract also benefits from this effect, granting her one use of spirit surge which may be used immediately. This is the only way in which an empath may use spirit surge. The empath may gain multiple uses of spirit surge by completing the goals of multiple zeitgeists, but gains no additional benefit from completing the same zeitgeist's goal more than once. Accomplishing a zeitgeist's goal while not contracted to that zeitgeist offers no benefit.

The empath is always aware of whether an action would break one of her zeitgeist's compulsions or achieve one of its goals.

For the purposes of effects that may care, any zeitgeist that has a contract with an empath is always considered to have 3 points of influence over her. This influence does not have any penalties, and cannot be increased or decreased.

When an empath starts play, she may claim to have accomplished the goals of a number of zeitgeists equal to half her spirit bonus. All of these zeitgeists must be from a lower tier (lesser, intermediate, greater, or supreme) than the highest she can contract with.

This ability replaces taboo. For the purposes of meeting prerequisites and requirements, this ability counts as both psychic enervation and taboo.

Volksgeist (Su): Empaths are aware not only of reactions to grand, historical events, but also local and current thoughts and feelings. Empaths refer to these as the "volksgeist," and it functions much like a zeitgeist, granting psionic and spirit powers.

Unlike a zeitgeist, the volksgeist is not sentient, and the empath does not contact it through seances. It has neither compulsion nor goal, and the empath does not need to forge any contract with it or pay power points for it. The empath is just always aware of it.

TABLE 1-2: ZEITGEIST POWER POINTS DEMANDED AND PSIONIC POWERS OFFERED

| Zeitgeist Tier | Power Points | Powers Offered | | | | | |
|----------------|--------------|----------------|-----------|-----------|-----------|-----------|-----------|
| | Demanded* | 1st-Level | 2nd-Level | 3rd-Level | 4th-Level | 5th-Level | 6th-Level |
| Lesser | 10pp | 3 | 1 | 1 | — | — | — |
| Intermediate | 23pp | — | 2 | 1 | 1 | — | — |
| Greater | 45pp | — | — | 1 | 1 | 1 | — |
| Supreme | 60pp | — | — | — | 1 | 1 | 1 |

*An empath may contract with one zeitgeist at a time without paying its power point demands.



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Through the *volksgeist*, the empath can learn about the general feelings of the community. Exactly what an empath is aware of in a given community is entirely up to the GM. This awareness does not penetrate secrets: if the people in a community are attempting to hide their true feelings or give the empath a particular impression of them, it is that impression that she feels, even if they are honest in private.

The powers an empath gains from the *volksgeist* are simply chosen as she reaches the appropriate level. Any choices she makes can be changed if the *volksgeist* itself changes (she moves to a new community, some great event changes what people are thinking about), or if the empath changes (she gains a new level, or an event changes her personally in some significant way and she looks for different things in the *volksgeist*), but are otherwise fixed.

At 1st level, an empath can interact with the *volksgeist* reflecting a small, tight-knit community: a small village, a neighborhood in a town, possibly just a single street in a large city. The *volksgeist* grants her access to two psionic talents from the empath power list. She also gains access to the *empathy* talent, allowing her to get a more detailed look at those closest to her. *Empathy* furthermore gains the network descriptor for her, and can be used on members of her collective even when she cannot see them.

At 3rd level, the empath gains a lesser spirit power from the *volksgeist*. Each lesser spirit power taps into an aspect of the community's personality, and grants a bonus equal to twice her spirit bonus on a particular skill's checks:

- *Traditional*: From their culture and sense of history, the empath gains a bonus on Knowledge (local) checks equal to twice her spirit bonus.
- *Hospitable*: From their welcome and hospitality, the empath gains a bonus on Sense Motive checks equal to twice her spirit bonus.
- *Progressive*: From their hopes and dreams for the future, the empath gains a bonus on Diplomacy equal to twice her spirit bonus.
- *Cutthroat*: From their competition and ruthlessness, the empath gains a bonus on Intimidate checks equal to twice her spirit bonus.
- *Isolationist*: From their secrets and mistrust of outsiders, the empath gains a bonus on Bluff checks equal to twice her spirit bonus.

She also gains one of *astral traveler*, *empathic connection*, or *precognition* as a 1st-level psionic power known. Each of these powers gains the network descriptor for the empath.

At 5th level, she gains one of *object reading* or *sensitivity to psychic impressions* as a 2nd-level psionic power known.

At 7th level, she gains one additional psionic power from those available at 3rd or 5th levels.

At 9th level, an empath gains *dispel psionics* as a 3rd-level psionic power known, and her connection to the

world extends outward to include more people, from a pastoral countryside to a large city. She gains an intermediate spirit power from the *volksgeist*. Each intermediate spirit power taps into another aspect of the community, granting her a bonus feat even if she does not meet its prerequisites. The bonus feats here may be used to meet prerequisites for other feats, but if the choice is changed the empath may no longer meet those prerequisites and thus lose the use of feats that depend on them.

- *Downtrodden*: From their acceptance of their lot in life, the empath gains Endurance as a bonus feat.
- *Hopeful*: From their dreams for a better future, the empath gains Fleet as a bonus feat.
- *Insular*: From their protectionism and inward focus, the empath gains Racial Heritage as a bonus feat. The race chosen for the feat is always the dominant race in the *volksgeist*, even if that is non-humanoid. In addition to its usual effects, the empath is treated as a member of the community.
- *Open*: From their interactions with other cultures, the empath gains Cosmopolitan as a bonus feat.

At 11th level, she gains one additional psionic power from those available at 3rd or 5th level.

At 13th level, an empath gains *augured answer* as a 4th-level psionic power known, and can connect to entire nations. She gains a greater spirit power from the *volksgeist*. Her options for this benefit are as follows:

- *Collective*: From their togetherness, all members of the empath's collective may use the aid another action as a move action.
- *Individualistic*: From their strong individuals, all members of the empath's collective gain the ability to, once per day, add a 1d8 bonus on an attack roll, ability check, skill check, dispel check, or spell resistance penetration check, or saving throw. They may choose add this bonus after rolling, but before the results have been announced.

At 15th level, she gains the last psionic power from those available at 3rd or 5th level.

At 17th level, an empath can now connect to the entire plane she is on. She gains a supreme spirit power from the *volksgeist*. Her options for this benefit are as follows:

- *Divided*: By tapping into the borders and divisions of the world, the empath gains the ability to manifest wall of force as a 5th level power, costing 9 power points. For every 2 power points extra she spends, she can augment the power to cause the wall to have a corner of up to 90 degrees. For every 4 power points extra she spends, she can augment the power to create a section of floor or ceiling, which must attach to the bottom or top of a segment of wall.
- *Globalistic*: By tapping into the connections and relationships of the world, the empath gains the ability to manifest *metaconcert* as a 5th-level power, costing 9 power points. It gains the network descriptor for her. Furthermore, for every 4 power

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points extra she spends, she can augment the power by adding a creature from her collective to the *metaconcert* but exempting that creature from the power point contribution requirement. This creature need not be psionic. For the purposes of manifesting powers from the *metaconcert*, that creature has a manifester level equal to half the empath's.

She also gains *adapt body* as a 5th-level psionic power known, and it gains the network descriptor for her.

This ability replaces knacks, haunt channeler, connection channel, propitiation, ask the spirits, trance of the three, and spacious soul.

Collective (Su): Starting at 1st level, as a standard action, an empath can join a number willing targets into her collective equal to her Charisma modifier or half her empath level, whichever is higher. The empath must have line of sight to each target, each target must have a Wisdom score of at least 1, and all targets must be within long range (400 feet + 40 feet per empath level). The empath is always considered a member of her own collective, and does not count against the limit.

An empath can choose to remove a member as a free action on her turn, and any member can voluntarily leave the collective as a free action on their turn. Any member whose Wisdom drops to zero or who moves out of range of the collective is automatically removed. If a member enters a null psionics field, the connection to the collective is suppressed until that member leaves the field. A member who leaves the collective for any reason immediately loses any and all benefits they may have gained from being a member. An empath is aware of the status of her collective and can, roughly, sense the presence of each member, although beyond telling if such a creature is still a member, this has no mechanical benefit.

An empath can manifest certain powers through her collective. If a psionic power specifies one or more willing targets (or is harmless) and has a range greater than personal, she can manifest this power on a member of her collective regardless of the range of the actual power. All other non-range restrictions still apply. She may also manifest any power with the network descriptor this way, regardless of its actual range or targets. If she is capable of manifesting powers

or casting spells from a different class (as is the case for a multiclass empath), any compatible spell or power with a range greater than touch can also be used through the collective.

If a member of the collective dies, the member is removed from the collective and the empath must make a Fortitude save (DC 15) or lose 1 power point for every Hit Die of the fallen member and be sickened for an equal number of rounds.

At 7th level, an empath's collective range is limitless on the same plane as the empath, and at 14th level, an empath's collective reaches even across to other planes and dimensions. This ability replaces astral journey.

Collective Seance (Su): At 2nd level, as long as the empath is psionically focused, anyone who is currently a member of an empath's collective shares in the seance boon offered by any zeitgeists the empath is currently contracted with.

This ability counts as spirit of many for the purposes of prerequisites and requirements, and alters shared seance.

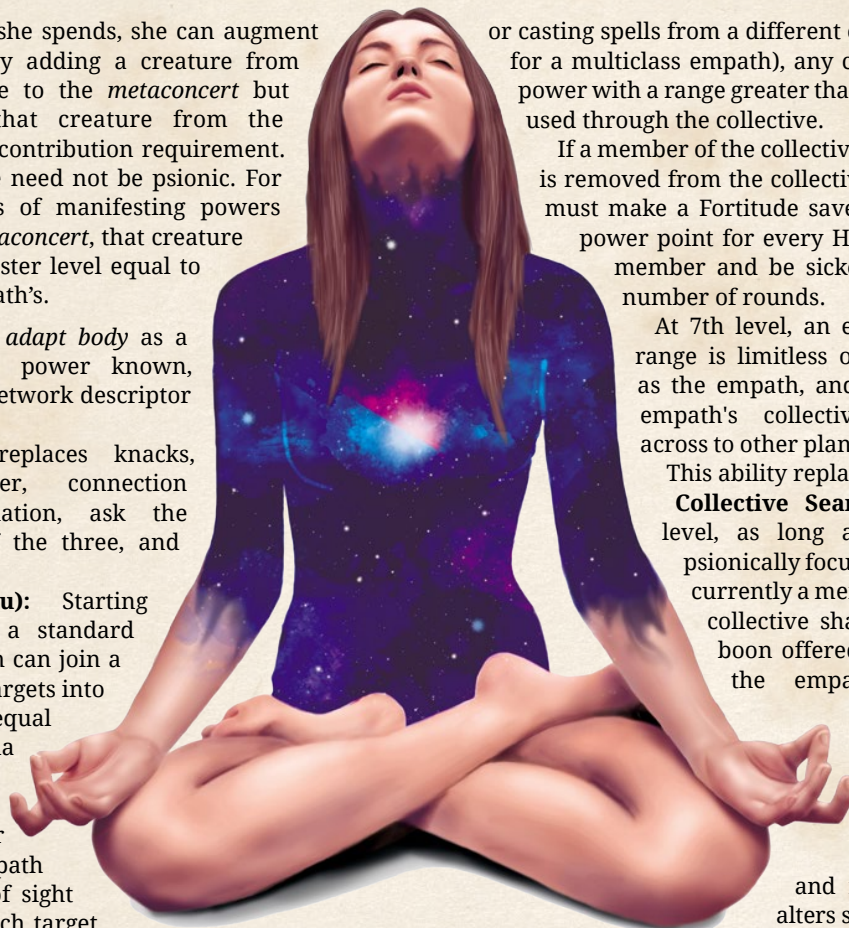
Null and Void (Su):

Starting at 5th level, an empath can attempt to expel a zeitgeist, ending their contract early. Doing so means the empath loses access to the spirit power and psionic powers offered by that zeitgeist, but is also free of that zeitgeist's compulsion, and regains half the power points she spent contracting with that zeitgeist. If she expels the zeitgeist that she contracted without paying any power points, she designates one of her other zeitgeists as the new free zeitgeist, and receives half the power points spent on that zeitgeist.

Expelling a zeitgeist takes a full-round action that provokes attacks of opportunity, and the empath risks psychic enervation, just as if she were violating that zeitgeist's compulsion. If the empath is enervated, in addition to the usual effects of psychic enervation, the empath also fails to end the contract.

This ability replaces location channel.

Telepathy (Su): When an empath reaches 3rd level, all willing members of her collective (including the empath herself) can communicate with each other telepathically, even if they do not share a common language. Psionic creatures who are willing members in an empath's collective (including the empath herself) may manifest unknown powers from powers known by another willing psionic creature in the collective as if they were making physical contact. An empath may temporarily deactivate, and reactivate, this ability as a swift action.



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A Place in History (Su): The accomplishments of a 20th-level character are always immense, but when that character is an empath, with her powerful connection to the cosmic collective, a zeitgeist is practically guaranteed to result.

Choose two skills as well as three psionic powers, one at each of 4th, 5th, and 6th level. If a power appears on more than one list, use the lowest level it appears at. A new supreme zeitgeist becomes available for contract, with a spirit boon that adds the empath's spirit bonus to the chosen skills, and which adds the chosen psionic powers to an empath's powers known. All empaths add these powers to their power lists.

The 20th-level empath who triggers the creation of this zeitgeist does not need to obey its compulsion or pay its power point demands. Furthermore, because of her special connection to the zeitgeist, its spirit power is different for her as well. Specifically, the zeitgeist effectively includes her mind, her thoughts and memories and emotions. It effectively includes a backup of her. If she dies while contracting with this zeitgeist, she is immediately resurrected with a fully restored body, including full HP and with all ability damage, ability drain, or negative levels erased. She does not lose a level, but she does come back suffering from psychic enervation, and loses the appropriate number of power points. Her contract with this zeitgeist then immediately ends and cannot be reforged until she restores power points.

Empaths aside from the 20th-level can contract with this new zeitgeist only if they, too, are 20th level and were involved in the event it reflects. In such a case, only one zeitgeist is created that reflects each of them and their contributions to events. Other empaths, those of lower level or uninvolved in the event, cannot contract with it because it is too new.

This ability replaces astral beacon.

A NEW ZEITGEIST

A place in history produces a new zeitgeist reflecting your campaign, but it is not actually necessary to create an entire new zeitgeist in order to use it. Because you do not use its compulsion or what would be its "usual" spirit power, it is not necessary to create these things. Its name is very likely your name, and it can have any epithet you like.

The new zeitgeist may not last. The power of the empath, effectively focusing the entire plane of her volksgeist on these events, may be the only thing maintaining it. When she passes, it may also dissipate.

If you and the GM are interested in creating a full-fledged new zeitgeist, however, it could become a fixture of the setting over the course of many years, establishing a regular spirit power and compulsion, and becoming available to contract for all empaths capable of contracting with zeitgeists of the appropriate level. While rare, this is not unprecedented: the zeitgeist Tessa, the Regal Administration was created this way.

Empaths and Maximum Power Level

Because empath powers are inextricably linked to their access to zeitgeists, if anything says that a level stacks with empath for the purposes of maximum power level, such as a prestige class, that level stacks with empath for the purposes of what tier of zeitgeist she can access.

Empath Power List

The empath power list consists of all the powers that the empath can get from the volksgeist or zeitgeists. The only time an empath chooses powers off of this list is when choosing the talents she receives from the volksgeist. Otherwise, these powers are gained as part of her class features, from either the volksgeist or the zeitgeists. These powers can be found in *Ultimate Psionics*.

- 0-Level (Talents)—*Blinding flash, conceal thoughts, crystal light, detect psionics, disruptive touch, distract, ectoplasmic trinket, empathy, energy splash, far hand, float, fortify (lesser), halt death, hinder, judge, missive, my light, psionic repair, sense poison, telekinetic punch, toughen, vim.*
- 1st—*Astral construct, astral traveler, attraction, biofeedback, compression, déjà vu, ectoplasmic creation, ecto protection, empathic connection, empty mind, expansion, fortify, guidance of the ancestors, guide the willing, mindlink, mind thrust, precognition, precognition (defensive), precognition (offensive), precognition (tactical), prescience (offensive), shunning of the material, skate, skills as one, synesthete, vigor.*
- 2nd—*Animal affinity, dimension swap, object reading, aversion, clairvoyant sense, cloud mind, clutching the shroud, coordinate as one, empathic condition relief, gravitational well, false future, hustle, id insinuation, metamorphosis (minor), missive (mass), read thoughts, reconstruction, sensitivity to psychic impressions, share pain, sidestep, sustenance, time hop.*
- 3rd—*Astral caravan, battlesense, body purification, concussive onslaught, dispel psionics, ectoplasmic grapple, empathic transfer (hostile), eradicate invisibility, escape detection, false sensory input, graft armor, graft weapon, metamorphosis, physical acceleration, psionic lion's charge, release death's hold, share pain (forced), touchsight, ubiquitous vision, withstand as one.*
- 4th—*Anchored navigation, augured answer, aura sight, battle transformation, control body, death urge, dimension slide, energy adaptation, energy ball, memory modification, mindwipe, psychic reformation, psychokinetic charge, quintessence, remote viewing, sense as one, sensory cascade.*
- 5th—*Adapt body, clairsentient hand, ectoplasmic creation (major), flight, induce nightmare, metaconcert, parasitic possession, pierce the veils, planar travel, prowess as one, psionic revivify, shatter mind blank, steadfast perception, summoning strike.*
- 6th—*Aura alteration, barred mind (personal), metamorphosis (major), sustained flight, technique as one, temporal acceleration.*

CHAPTER 2: ZEITGEISTS

Zeitgeists are echoes in the Astral of the intense focus and attention on some particular event. They are no more than tangles of thoughts, ideas, and emotions, but they developed into minds of their own, thoughts thinking about themselves. They are tightly connected to history, the worlds and peoples who first thought them, and can discuss little else.

During a seance, participants can attempt to learn from them, but they are frustratingly inconsistent and incoherent. Thoughts may come from myriad languages, including those have been dead for ages—or even come from some other world entirely, completely foreign to you. The GM may allow skill checks to persuade a zeitgeist to be more helpful, or to parse the babbling and unknown languages, but this occurs solely at his discretion. Often times, the zeitgeists simply are not capable of communicating anything useful.

Otherwise, the only useful thing to be done during a seance is for an empath to forge contracts with zeitgeists. Below are descriptions of what happens when one does.

ZEITGEIST DESCRIPTIONS

The introduction to zeitgeists is their name and epithet, along with a description of the zeitgeist and its origins. The descriptions vary from histories to quotes stated during or about the event.

Associated Events: Each zeitgeist reflects a singular event, but history's tendency to repeat itself reinforces and strengthens the zeitgeist when similar events occur. Sometimes, the zeitgeist does not even represent the first such event; some great development in an area subsumed any previous zeitgeist. Empaths may be able to learn of such events during seances, even from zeitgeists they do not or cannot contract with.

Compulsion: Empaths contracted with the zeitgeist are required to obey this compulsion, or risk psychic enervation.

Goal: Zeitgeists whose goal an empath has completed also grant her a spirit surge as part of her contract.

Seance Boon: An empath gains this boon, applying her spirit bonus to a pair of skills, when she contracts with the zeitgeist. If she has the collective seance ability, the members of her collective also gain it, adding her spirit bonus to their skill checks.

Spirit Power: An empath contracted with the zeitgeist gains this spirit power. The spirit powers of lesser zeitgeists are treated as lesser spirit powers, the spirit powers of intermediate zeitgeists are treated as intermediate spirit powers, and so on.

Psionic Powers: An empath contracted with the zeitgeist treats these powers as powers known (excepting those above her maximum power level).

LESSER ZEITGEISTS

COGITO, SUM OF THE FIRST THOUGHTS

The first minds grasped the meaning of the sensations they felt, and thrilled, and feared, and obsessed, and ignored. They explored, seeking new experiences. They shut themselves away, hiding from all sensation. They built themselves up from disparate streams of sensory information, all channeled through this new fantasy called 'mind.' The echoes of those first thoughts still ripple through the Astral Sea, having constructed a 'mind' of their own.

Associated Events: The first metacognitive thoughts an independent, sapient creature has.

Compulsion: Delight in novel and pleasant experiences, and shun the unpleasant known.

Goal: Do something no one has ever done before.

Seance Boon: Your spirit bonus applies on Bluff and Perception checks.

Spirit Power: Whenever you anger a zeitgeist and would suffer psychic enervation, you may expend your psionic focus. If you do, you do not suffer psychic enervation until you regain psionic focus, at which point you immediately take its full effect. If you have

RUNNING THE GAME: GOALS AND COMPULSIONS

Goals and compulsions are meant to be opportunities for roleplaying. The goals and compulsions are not described, generally, in the strict terms of the rules. Instead, they are intentionally vague enough to allow the GM to roleplay the zeitgeist, decide if the zeitgeist is angered or pleased by the empath's behavior. They are intended to provide depth to the zeitgeists and to give empath's incentive roleplay their many quirks and idiosyncrasies. They are supposed to demonstrate that empath's are in constant psychic contact with these strange thought-constructs, beings without soul or substance and whose perspective of mortal life is significantly skewed.

What they aren't intended to be are "gotchas" for empath players, or significant balancing mechanics to the empath class. That is why empath's are always aware of how their zeitgeists feel they should or shouldn't act, and why empath's are neither completely forbidden from breaking compulsions nor absolutely required to achieve goals. The risk of psychic enervation and the benefit of gaining a spirit surge are things that all empath's are aware of, and that should inform empath's' players of how valuable complying or contradicting a zeitgeist's influence is to their characters.

PSIONICS AUGMENTED: OCCULT

more than one psionic focus (such as by the Deep Focus or Psicrystal Containment feats), you must expend all your psionic focuses to use this ability, and the psychic enervation takes effect as soon as you regain any.

| Level | Cogito's Psionic Powers |
|-------|--|
| 1st | <i>Attraction</i> ^A – Subject has an attraction that you specify. |
| 1st | <i>Empty Mind</i> ^A – You gain +2 on Will saves until your next action. |
| 1st | <i>Synesthete</i> ^A – You receive one kind of sense when another sense is stimulated. |
| 2nd | <i>Aversion</i> ^A – Subject has aversion you specify. |
| 3rd | <i>False Sensory Input</i> ^A – Subject sees what isn't there. |

IMPERATOR, THE FOUNDATION OF CIVILIZATION

The name of the first civilization is lost to time; even Emperor itself seems not to know it. But every civilization brings minds together, allows them to work in concert. And all too many have gone too far, pressed its citizens into service and stripped them of individual choice and privacy.

Associated Events: Coronations, elections, and the like.

Compulsion: Always put others first.

Goal: Convince someone else to join you in a major sacrifice that benefits neither of you directly.

Seance Boon: Your spirit bonus applies on Diplomacy and Sense Motive checks.

Spirit Power: You may increase the bonus you offer with the aid another action by your spirit bonus. If you are aiding the action of a member of your collective, you may use a spirit surge on the roll you aid as well.

| Level | Imperator's Psionic Powers* |
|-------|--|
| 1st | <i>Guidance of the Ancestors</i> ^A – Use the minds of spirits to make Knowledge checks untrained. |
| 1st | <i>Mindlink</i> ^A – You forge a limited mental bond with another creature. |
| 1st | <i>Skills as One</i> ^{A,N} – You and another share training in a skill. |
| 2nd | <i>Read Thoughts</i> ^A – Detect surface thoughts of creatures in range. |
| 3rd | <i>Eradicate Invisibility</i> ^A – Negate invisibility in 50-ft. burst. |

ILKAHVVAL, THE FIRST ELAN

"Learned creature, attend to me now. To those narcissistic things that dare to call me progenitor, it shall doubtless seem a betrayal that I have chosen you over such as they. However, though incorrect it would seem, we are flawed things, and the ark of my heritage must pass beyond our kind. As you have now passed beyond yours. Know, and endure, for it is the burden of eternity that I thee bestow. This is correct."

Associated Events: The creation of an elan.

Compulsion: Earn all knowledge through reflection on its significance, painful though it may be. You must use Autohypnosis to memorize every new fact you come across.

Goal: Learn a secret that had previously been known to only one being.

Seance Bonus: Add spirit bonus on Autohypnosis and Knowledge (planes) checks.

Spirit Power: You do not age for the duration of your contract with Ilkahnval, the First Elan.

| Level | Ilkahnval's Psionic Powers |
|-------|---|
| 1st | <i>Biofeedback</i> ^A – Gain DR 2/–. |
| 1st | <i>Fortify</i> ^A – Gain a +2 bonus on saving throws. |
| 1st | <i>Vigor</i> ^A – Gain 5 temporary hit points. |
| 2nd | <i>Sustenance</i> ^A – Go without food and water for one day. |
| 3rd | <i>Body Purification</i> ^A – Restore 2 points of ability damage. |

LITTLE DIP O' THE DOPS, AN EDUCATION IN SURVIVAL

In ancient times, a tiny mouse in the desert mastered the discordant movements necessary to throw off its predators. And the primitive peoples of that desert saw, and learned, and survived. Learning from others had cemented itself as key to that survival.

Associated Events: Observations of another creature's behavior and learning from it.

Compulsion: Never repeat oneself precisely. Even the slightest change gives life.

Goal: Convince a lawful creature to reject law and embrace chaos.

Seance Boon: Add spirit bonus on Escape Artist and Perform checks.

Spirit Power: While you are psionically focused, you are imperceptible to tremorsense, just as an invisible creature is imperceptible to sight.

| Level | Little Dip o' the Dops' Psionic Powers |
|-------|---|
| 1st | <i>Compression</i> ^A – You grow smaller. |
| 1st | <i>Expansion</i> ^A – Become one size category larger. |
| 1st | <i>Skate</i> ^A – Subject slides skillfully along the ground. |
| 2nd | <i>Sidestep</i> – Avoid a single melee attack. |
| 3rd | <i>Physical Acceleration</i> ^A – You move faster, gain a +1 on attack rolls, AC, and Reflex saves. |

OBELISK, THE FIRST MONUMENT

"And on the pedestal these words appear: / 'My name is Ozymandias, king of kings:

Look on my works, ye Mighty, and despair!' / Nothing beside remains. Round the decay

Of that colossal wreck, boundless and bare / The lone and level sands stretch far away."

—Percy Bysshe Shelley

Associated Events: Erecting a monument.

Compulsion: Ensure all know of your triumphs.

Goal: Create a lasting monument to your legacy. It must be something that can be expected to last centuries, at least, barring active destruction, and it must be in a public place where it will be seen.

PSIONICS AUGMENTED: OCCULT

Seance Boon: Add spirit bonus on Disable Device and Knowledge (engineering) checks.

Spirit Power: You can erect a small ectoplasmic totem in a square within 30 feet as a full-round action that does not provoke attacks of opportunity. Ectoplasmic effects created by your metacreativity powers (such as astral constructs or an *ectoplasmic grapple*) do not count time spent within 60 feet of this totem towards their durations. The totem is small enough as to not hamper movement through its square, though a creature in the same square gains a +2 cover bonus to its AC and a +1 cover bonus on Reflex saves unless it would be denied its Dexterity bonus to AC. The totem itself has an AC of 10 plus your spirit bonus, hardness of 5 plus twice your spirit bonus, and hit points equal to 100 + 10 times your spirit bonus. It cannot be moved. When you create a totem, any existing totem you have created disappears. Otherwise, the totem lasts until your contract with Obelisk, the First Monument has ended.

| Level | Obelisk's Psionic Powers |
|-------|---|
| 1st | <i>Astral Construct</i> ^A – Creates astral construct to fight for you. |
| 1st | <i>Ectoplasmic Creation</i> ^A – Creates one cloth or wood object. |
| 1st | <i>Ecto Protection</i> ^A – An astral construct gains bonus against dismiss ectoplasm. |
| Level | Obelisk's Psionic Powers |
| 2nd | <i>Reconstruction</i> – Repairs construct of 3d8 hit points + 1 hp/level. |
| 3rd | <i>Ectoplasmic Grapple</i> ^A – Use a ray of ectoplasm to perform a variety of functions. |

PARASITE, MEMETIC VIRUS

An oddity even among zeitgeists, Parasite represents the spread of new ideas itself, rather than the spread of any particular idea. It converses almost entirely in cliches, catch phrases, and proverbs, and its powers revolve around aggressively forcing ideas out into the world.

Associated Events: The spread of new phrases and cliches.

Compulsion: Infect all with your ideas, your feelings, your thoughts. Never agree to disagree.

Goal: Convince someone who had been indifferent or better towards you to start a fight with you.

Seance Boon: Your spirit bonus applies on Bluff and Diplomacy checks.

Spirit Power: Any creature that can understand language understands you when you speak or write, as if they were under the effect of a *comprehend languages* spell, but only regarding you.

| Level | Parasite's Psionic Powers |
|-------|--|
| 1st | <i>Déjà Vu</i> ^A – Your target repeats his last action. |
| 1st | <i>Mind Thrust</i> ^A – Deal 1d10 damage. |

| Level | Parasite's Psionic Powers |
|-------|---|
| 1st | <i>Prescience, Offensive</i> ^A – Gain a +2 insight bonus on damage rolls. |
| 2nd | <i>Id Insinuation</i> ^A – Swift tendrils of thought disrupt and confuse your target. |
| 3rd | <i>Empathic Transfer, Hostile</i> ^A – Your touch transfers your hurt to another. |

RIASTRAD, THE LAST STAND

Riastrad reflects the few against many, the band of brothers and sisters sacrificing themselves against impossible odds to protect their homes and families. It can, and will, describe at length the specific battle that it reflects, but it cannot give any context for it, and scholars have been unable to identify it. Indeed, some think it has not actually taken place yet, but is from the future—literally the very last stand that will ever be taken.

Associated Events: Desperate battles where the defenders are badly outnumbered, but hold firm.

Compulsion: Never abandon an ally.

Goal: Save an ally by not retreating when you could, and be reduced to less than 0 or fewer hit points as a result.

Seance Boon: Your spirit bonus applies on Intimidate and Knowledge (martial) checks.

Spirit Power: The powers granted by Riastrad, the Last Stand, gain the network descriptor for you. If two members of your collective who are affected by any of these powers threaten the same target, they are considered to be flanking that target regardless of their positioning.

| Level | Riastrad's Psionic Powers |
|-------|--|
| 1st | <i>Precognition, Defensive</i> ^A – Gain a +1 insight bonus to AC and saving throws. |
| 1st | <i>Precognition, Offensive</i> ^A – Gain a +1 insight bonus on your attack rolls. |
| 1st | <i>Precognition, Tactical</i> ^A – Gain a +2 enhancement bonus to your combat maneuvers. |
| 2nd | <i>Coordinate as One</i> ^{A, N} – Shared perceptions improve offense or defense. |
| 3rd | <i>Battlesense</i> ^A – Mental heads-up display allows for improved teamwork. |

INTERMEDIATE ZEITGEISTS

AICANIQUE, THE ETERNAL MARTYRDOM

Somewhere, tales say, a pharaoh's kingdom was beset by plague. A pharaoh is her land and the land is her: to save the land, she took the plague into herself, sacrificing herself and binding it within her mummified corpse, animated to eternally hold it safely away from her people. Some scholars suggest that this event spawned not only the zeitgeist, but also affected mummies from then on, and this is the origin of mummy rot.

Associated Events: Mass deaths, mass resurrections, or mass reanimations as undead.

PSIONICS AUGMENTED: OCCULT

Compulsion: Defend the dignity of undeath.

Goal: Use *guide the willing* or *release death's hold* on a willing creature.

Seance Boon: Your spirit bonus applies on Diplomacy and Knowledge (religion) checks.

Spirit Power: With undead who are mindless or with whom you cannot communicate, you can communicate in the same way a ranger can with animals using wild empathy, though you still use an actual Diplomacy check to do so. With this spirit power, undead that are not under someone's control usually start indifferent towards you and your party.

As a standard action, you can make an opposed Charisma check against anyone within 120 feet who controls an undead creature; if you succeed, you break their control over one undead creature (but do not gain control yourself). You may apply your spirit bonus on this Charisma check.

| Level | Aicanique's Psionic Powers* |
|-------|---|
| 1st | <i>Guide the Willing</i> ^A – End the life of a willing creature. |
| 1st | <i>Shunning of the Material</i> ^A – Make an object ethereal. |
| 2nd | <i>Clutching the Shroud</i> ^A – You are treated as undead for the purposes of effects. |
| 3rd | <i>Release Death's Hold</i> ^A – Turn an undead creature into a living creature. |
| 4th | <i>Death Urge</i> ^A – Implant a self-destructive compulsion. |

*Aicanique grants two 1st-level powers and one 2nd-level power, instead of the normal two 2nd-level powers.

CHARADE, THE GREAT AND POWERFUL

In days of old, when primitive peoples were first discovering and worshipping gods, there was a conman, name lost to time, who convinced an entire land that he was not just a god, but the greatest and most powerful god there was. When he was finally revealed, and the people learned of his fraud, the shock and dismay created the zeitgeist we know today.

Associated Events: A false idol revealed for what it is.

Compulsion: Do everything you can to minimize your own importance while maximizing the impression of your alternate persona.

Goal: Convince someone that your alternate persona is a deity.

Seance Boon: Your spirit bonus applies on Bluff and Disguise checks.

Spirit Power: When you contract with Charade, the Great and Powerful, you create an alternate persona for yourself. For the purposes of effects that seek information about you, such as many clairsentience powers and divination spells, this persona has its own race, class, alignment, surface thoughts, magic auras, and so on. While disguised as this persona and acting in character, you may make a Disguise check whenever targeted by such an effect, opposed by the originator of the effect's Sense Motive check. If win the opposed check, the originator of the effect receives information about

your alternate persona and not about you. You may apply your spirit bonus on this Disguise check.

Finally, you gain an alternative use for *cloud mind*: instead of erasing your presence in the target's mind, you can replace yourself in the target's mind with your alternate persona, or replace your alternate persona with yourself.

| Level | Charade's Psionic Powers |
|-------|--|
| 2nd | <i>Cloud Mind</i> ^A – You erase knowledge of your presence from the target's mind. |
| 2nd | <i>False Future</i> ^A – Show the target incorrect glimpses into the future, moving them 5 feet. |
| 3rd | <i>Escape Detection</i> – You become difficult to detect with clairsentience powers. |
| 4th | <i>Sensory Cascade</i> ^A – Trigger a dazing cascade of the senses in the target. |

HIVEMIND, THE FUTILITY OF RESISTANCE

Somewhere in the multiverse exists a great collective, so aligned in purpose and thought that the psychic echoes of their will are clear even to those of us who know them not. Like a harbinger of doom, this zeitgeist reflects the formation of that hivemind, and of the death of the individuality of every mind added to it.

Associated Events: Each addition of a new mind to the hivemind bolsters its zeitgeist as well as itself.

Compulsion: Do not dissent.

Goal: Pressure dissenters to fall in line.

Seance Boon: Your spirit bonus applies on Diplomacy and Sense Motive checks.

Spirit Power: You gain one tactician strategy (see the tactician class in Chapter 2 of *Ultimate Psionics*) of your choice when you make your contract with Hivemind, the Futility of Resistance. You may use it a number of times equal to your spirit bonus over the course of the contract. Each new contract may involve new strategies and a new pool of uses.

| Level | Hivemind's Psionic Powers |
|-------|--|
| 2nd | <i>Empathic Condition Relief</i> – You relieve a target's condition. |
| 2nd | <i>Share Pain</i> – Willing subject takes some damage. |
| 3rd | <i>Withstand as One</i> ^{A,N} – You and another share the best saving throws between you. |
| 4th | <i>Psychic Reformation</i> ^A – Subject can choose skills, feats, and powers anew for previous levels. |

IRON EYE, THE BROADCAST

Strange, rectangular scrying lenses have become ubiquitous on one world, captivating audiences with the stories and information they show. Groups discuss events in the dramas, speculate on future episodes, and generally obsess over the images they see. With all that attention, it is little surprise that the echoes of that communal preoccupation have formed a zeitgeist.

PSIONICS AUGMENTED: OCCULT



Associated Events: Any story or drama that captures the attention of a significant population.

Compulsion: If there is any knowledge only you have, keep secret at least one fact that those around you might want to do know.

Goal: Reveal a secret at an especially dramatic moment.

Seance Boon: Your spirit bonus applies on Bluff and Perform checks.

Spirit Power: You can create an illusion of anything you can perceive. This functions like *major image*, except that what appears in the illusion must be something you can currently perceive. It may contain any sensory information that you perceive. This illusion may be placed within long range (400 feet + 40 feet per empath level) of any member of your collective, or you may project the image through a remote viewing, at up to close range (25 feet + 5 feet per 2 empath levels) from the sensor.

You can also memorize scenes with one Autohypnosis check to memorize (DC 15) per round, and then replay the entire memorized scene with this ability with another Autohypnosis check (also DC 15). A failed check to memorize ends that particular memorized recording, but you can start a new one to play back-to-back with the first on the following round.

| Level | Iron Eye's Psionic Powers |
|-------|---|
| 2nd | <i>Clairvoyant Sense</i> – See and hear a distant location. |
| 2nd | <i>Missive, Mass</i> ^A – You send a one-way telepathic message to an area. |
| 3rd | <i>Ubiquitous Vision</i> – You have all-around vision. |
| 4th | <i>Remote Viewing</i> ^A – See, hear, and potentially interact with subjects at a distance. |

METUS, THE CEASELESS PARANOIA

Predatory shapeshifters breed a special kind of fear. Nothing and no one can be trusted, dread permeates an entire society. So it was with the city of Metus, once a beautiful city, which when beset by such predators became so enmeshed in fear that people move only in small groups, trusting each other barely more than strangers, and barricade themselves in whenever possible. They became so permeated with fear that they began to worship it, the greatest power in their lives.

Associated Events: Any terror lurking among a populace, one of its own secretly hunting them down one-by-one.

Compulsion: Hunt your own food; accept not the leftovers of others.

Goal: Kill and eat a creature with at least 5 Intelligence.

Seance Boon: Your spirit bonus applies on Intimidate and Survival checks.

Spirit Power: Whenever you manifest a power of the Psychometabolism discipline on any member of your collective (including yourself), creatures within 10 feet of you who are not part of your collective must succeed at a Will save (DC 10 + 1/2 your empath level + your Charisma modifier) or become frightened of the target of the Psychometabolism power for a number of rounds equal to your spirit power. Whether they succeed or fail on this save, they are immune to this effect, even from other targets receiving different Psychometabolism powers, for one hour.

| Level | Metus' Psionic Powers |
|-------|---|
| 2nd | <i>Animal Affinity</i> ^A – Gain a +4 bonus to one ability. |
| 2nd | <i>Metamorphosis, Minor</i> ^A – Change your physical form to a minor degree. |
| 3rd | <i>Metamorphosis</i> ^A – Change your physical form. |
| 4th | <i>Battle Transformation</i> ^A – You gain combat bonuses. |

PSIONICS AUGMENTED: OCCULT

NUMQUAM, THE LOST MOMENT

None know why, or when, or where, or how, but a moment—it could only have been a moment—has been excised from the multiverse. What had happened in that moment, what was undone by excising it, can only be speculation, but the psychic turmoil of every existing mind losing that moment can still be felt.

Associated Events: The removal of a moment from history, though it's unlikely to have happened twice.

Compulsion: Never break objects.

Goal: Save an important, dangerous object from destruction.

Seance Boon: Your spirit bonus applies on Craft and Disable Device checks.

Spirit Power: When you use a psychoporation power to teleport yourself (and others, if appropriate), you may add a temporal component to the power, as if all of the subjects were also subject to a time hop effect. You may choose the duration of this time hop effect, but it may not be longer than a number of rounds equal to your spirit bonus.

| Level | Numquam's Psionic Powers |
|-------|---|
| 2nd | <i>Dimension Swap</i> ^A – You and an ally switch places. |
| 2nd | <i>Time Hop</i> ^A – Subject hops forward in time 1 round/level. |
| 3rd | <i>Dimension Slide</i> ^A – Teleports you a very short distance. |
| 4th | <i>Fold Space</i> ^A – Teleports you and touched allies a short distance. |

SIDEREA, THE ETHER NOVA

Ether novas, massive explosions of potential and wonder, occur as massive collections of possibility in the Ethereal collapse in on themselves. Siderea is the memory of the awe, the fascination, and the terror of one such collapse. The light, force, and possibility of that moment inspired a thousand worlds—at the cost of the complete destruction of another.

Associated Events: Natural disasters on colossal scales, that nonetheless inspire with their might and terrible beauty.

Compulsion: You perceive all others as acting in awe of you, even if they are not, even if you do not believe yourself worthy of such awe. You can correct your perception for a number of minutes equal to your spirit bonus by risking enervation.

Goal: Be worshiped by someone who did not know you when you started your contract.

Seance Boon: Your spirit bonus applies on Fly and Perform checks.

Spirit Power: You radiate magical light, as a *daylight* spell but centered on you rather than a touched object. This effect's spell level for the purposes of interacting with darkness effects is equal to your spirit bonus. You can suppress or resume this light as a free action.

Other allies touched by this light gain a +1 morale bonus on all saving throws. You do not gain this bonus.

Level Siderea's Psionic Powers

| | |
|-----|--|
| 2nd | <i>Gravitational Well</i> ^A – Cause the target to draw attacks toward it. |
| 2nd | <i>Hustle</i> – Instantly gain a move action. |
| 3rd | <i>Concussive Onslaught</i> ^A – Pummel an area for 3d6 points of force damage each round. |
| 4th | <i>Energy Ball</i> ^A – Deal 7d6 energy damage in 20-ft. radius. |

GREATER ZEITGEISTS

ET PANEM, THE CHAMPIONSHIP

Games and sports by their very nature draw much attention, and have long been reflected in the cosmos by various zeitgeists (or one ever-changing zeitgeist). The current obsession seems to be a strange, high-speed, high-impact sport, the details of which seem to be difficult to describe.

Associated Events: Championships, particularly those that are somehow special above and beyond merely being the regular final round of a season.

Compulsion: Never give a competition anything less than your best effort.

Goal: Win a major championship in some game or sport.

Seance Bonus: Your spirit bonus applies on Acrobatics and Swim checks.

Spirit Bonus: While you are psionically focused, you do not provoke attacks of opportunity for movement or manifesting powers. You must maintain psionic focus throughout power manifestation to avoid provoking; if you expend your last psionic focus, for instance to apply a metapsionic feat, then the manifesting does provoke.

Level Et Panem's Psionic Powers

| | |
|-----|--|
| 3rd | <i>Psionic Lion's Charge</i> ^A – You can make a full attack in the same round you charge. |
| 4th | <i>Psychokinetic Charge</i> – Telekinetically launch an ally across the battlefield. |
| 5th | <i>Summoning Strike</i> ^A – Teleport a nearby creature to you and attack it. |

EVOL, THE STAR BEAST

The only zeitgeist possibly older than Cogito, Evol reflects the sheer will to survive, possibly from the very first moments when life struggled to do so, prior to any true minds. It is impossible to say for sure, as Evol continuously changes, and updates, and improves, becoming more and more fit for survival. The current 'Star Beast' moniker, for instance, is relatively new, and scholars still have not determined where it came from.

Associated Events: Literally every verb for survival augments Evol in a small way, but the birth of novel, effective evolutions and adaptations are most important to it.

PSIONICS AUGMENTED: OCCULT

Compulsion: Survive. Risks are part of life, but do not lay down your life for another or for a cause.

Goal: Discover, fight, and kill a new creature previously unknown to your people.

Seance Boon: Your spirit bonus applies on Heal and Survival checks.

Spirit Bonus: You gain a number of adaptation points equal to your spirit bonus. When you use *graft armor*, you may improve that armor as an aegis of your empath level customizes his astral suit, with each adaptation point counting as one customization point. When you use *graft weapon*, you may improve the target weapon as a soulknife of your empath level enhances his mind blade, using an adaptation point each +1-equivalent worth of weapon properties. In both cases these improvements are in addition to whatever typical benefit that armor or weapon provides. If this would cause the item's enhancement bonus equivalent to exceed +10, you must choose at most +10 worth of properties. You may change how these points are arranged each time you use *graft armor* or *graft weapon*, including removing points from the opposite power's target. The improvements to either weapon or armor last only as long as they remain grafted to you.

| Level | Evol's Psionic Powers* |
|-------|--|
| 3rd | <i>Graft Armor</i> – Your armor becomes an extension of your body. |
| 3rd | <i>Graft Weapon</i> – Your hand is replaced seamlessly by your weapon. |
| 4th | <i>Flight</i> – You fly at a speed of 60 feet. |
| 5th | <i>Parasitic Possession</i> ^A – Hide within the body of a creature, experiencing all of its activities. |

*Evol gains two 3rd-level powers, rather than one.

JAMMER, THE AGE OF EXPLORATION

A zeitgeist remade many times, Jammer has its origins in the first time primitive peoples took to the seas in ships. It was recreated as new technologies enabled further exploration and inspired new generations. It currently reflects the multiverse's interest in exploring the planes.

Associated Events: Any new development that opens up new places for exploration, or any explorer's return and stories of new lands becoming widely circulated.

Compulsion: Do not interfere with other cultures' internal affairs, or at all in the case of primitive cultures unaware of the outside world.

Goal: Go where no one has gone before, and bring back news of your travels.

Seance Boon: Your spirit bonus applies on Knowledge (planes) and Survival checks.

Spirit Bonus: A number of creatures equal to your spirit bonus may be included in your *astral caravan* without them needing to be affected by *astral traveler*.

You also gain a flight speed and a swim speed equal to your land speed, and a burrow speed equal to half that. Your flight has good maneuverability. You are also under continuous *spider climb* and *water walk* supernatural effects, and can use a supernatural *freedom of movement* for a number of rounds equal to your spirit bonus by expending your psionic focus.

| Level | Jammer's Psionic Powers |
|-------|--|
| 3rd | <i>Astral Caravan</i> ^A – You lead astral traveler-enabled group to a planar destination. |
| 4th | <i>Anchored Navigation</i> ^A – Establish a mishap-free teleport beacon. |
| 5th | <i>Planar Travel</i> – Travel to other planes. |

NIRVANA, THE BECOMING ONE

Becoming one with your surroundings is a goal in many philosophies and religions, but usually a goal or ideal, to approach without ever reaching. This constant striving, however, received a new fervor when, to all appearances, someone did.

Associated Events: Meditation of all kinds

Compulsion: Do not willingly accept morale bonuses.

Goal: Be recognized as having attained the highest form of enlightenment, as defined by at least one faith or philosophy.

Seance Bonus: Your spirit bonus applies on Perception and Survival checks.

Spirit Bonus: As a standard action, you can expend your psionic focus to become a purely psychic entity and meld with a willing ally within 30 feet. In this state, you can only take purely mental actions, originating from that ally's space. However, you are also impossible to target except by attempts to exorcise you (as if you were possessing your ally), or to dispel this effect (using your manifester level as the effect's caster level). The ally you meld with gains a +1 bonus to all saving throws and cannot be flanked for as long as you are melded. This effect has a visual display consisting of a spectral copy of yourself floating over the ally. It lasts a number of rounds equal to your spirit bonus, and once it ends you cannot use it again for an hour. When it ends, you appear in corporeal form adjacent to the ally. If the ally dies under this effect, it immediately ends with you appearing in the ally's space, and you risk psychic enervation.

| Level | Nirvana's Psionic Powers |
|-------|---|
| 3rd | <i>Touchsight</i> ^A – Your telekinetic field tells you where everything is. |
| 4th | <i>Steadfast Perception</i> – Gain immunity to illusory effects, +6 bonus on Perception checks. |
| 5th | <i>Clairtangent Hand</i> ^A – Emulate <i>far hand</i> at a distance. |

PSIONICS AUGMENTED: OCCULT

YUS, THE TORTURED TORTURER

Torture can have profound effects on the mind. The tortured eventually reaches a point where they will say or do anything to stop the pain. Yus reflects an entire religion obsessed with it, good people tortured into torturers themselves by an inquisition that stopped caring about their tenets and only about the "art."

Associated Events: Each time a mind breaks under the pressures of torture.

Compulsion: Reject reality, and substitute your own. Do not accept that there are any limitations on what you are capable of.

Goal: Break another being, completely reshaping its outlook.

Seance Boon: Your spirit bonus applies on Intimidate and Use Magic Device checks.

Spirit Power: Each time a creature takes damage from your *forced share pain* power, you gain a number of pain points equal to twice the amount of damage dealt. Each negative level you apply with *mindwipe* grants you a number of pain points equal to ten times the target's Hit Dice minus any negative levels it already had (for example, if 2 negative levels are applied to a creature with 10 Hit Dice, the first grants 100 pain points and the second grants 90). Each time you fatigue a creature with *induce nightmare*, you gain pain points equal to ten times its caster level or manifester level (minimum 50, including if the creature has no caster level or manifester level). You lose any pain points you may have when the contract with Yus, the Tortured Torturer ends. You may expend 1,500 pain points in order to use *bend reality* as a psi-like ability.

| Level | Yus' Psionic Powers |
|-------|--|
| 3rd | <i>Share Pain, Forced</i> ^A – Unwilling subject takes some of your damage. |
| 4th | <i>Mindwipe</i> ^A – Subject's recent experiences wiped away, bestowing negative levels. |
| 5th | <i>Induce Nightmare</i> ^A – Sends vision dealing 1d10 damage, fatigue. |

SUPREME ZEITGEISTS

ATHAME, THE FIRST FALLING

The fall of angels is a rare, awful event, full of pain and resentment and bitter disappointment on all sides. It captures the imaginations of mortals, as well, and it may well be that Athame reflects more the stories mortals imagine for these fallen than any particular historical event. Still, her epithet indicates she is the first to fall, which may have happened so long ago that no record of the event exists.

Associated Events: The falling of an angel.

Compulsion: Do not do anything you do not wish to because you are "supposed" to.

Goal: Save or revive someone evil and dangerous, but personally important to you.

Seance Bonus: Your spirit bonus applies on Bluff and Heal checks.

Spirit Bonus: You or members of your collective taken on an angelic appearance while under the effect of your *energy adaptation* or *sustained flight* powers. In addition to its superficial benefits, this effect grants the truespeech of angels, darkvision 60 feet and low-light vision, constant *magic circle against evil* and *magic circle against good* effects, resistance to acid and cold equal to your manifester level (or your manifester level + 10, if under the effects of *energy adaptation*), and immunity to petrification.

Level Athame's Psionic Powers

| | |
|-----|---|
| 4th | <i>Energy Adaptation</i> ^A – Your body converts energy to harmless light. |
| 5th | <i>Psionic Revivify</i> ^A – Return the dead to life before the psyche leaves the corpse. |
| 6th | <i>Sustained Flight</i> – You fly at a speed of 40 feet and can hustle over long distances. |

MAC DEX, THE MARCH OF PROGRESS

Technological progress opens up new possibilities, expands horizons, even invites new dreams. Mac Dex is the reflection of all the passion that goes into attempting to create something new, all of the reaction to the new opportunities and all of the frustration and fear that come with change.

Associated Events: World-changing inventions.

Compulsion: Never stop an experiment, no matter how risky.

Goal: Invent something new.

Seance Bonus: Your spirit bonus applies on Knowledge (engineering) and Use Magic Device checks.

Spirit Bonus: You gain a series of powerful devices. These are similar to magic items, but somehow they work even in places magic won't, such as within an *antimagic field*. They require no special features or Use Magic Device check to operate. These items may be lent to others, but disappear if you end your contract with Mac Dex or die.

Atmospheric Waveform Spiral Driver: This device, similar to a wand, allows its wielder to use the following spells at will, with a caster level equal to your manifester level: *arcane lock*, *arcane mark*, *dimensional anchor*, *knock*, *light*, *message*, *open/close*, and *prestidigitation*. Activating this item is a standard action that provokes attacks of opportunity, and does not require any knowledge of the spells or magical ability.

Gate Bolter: This device appears to be a strange, sleekly-designed crossbow of sorts. The *gate bolter* is treated as a light crossbow, except that it generates its own ectoplasmic ammunition, does not need to be reloaded, and deals no damage on a successful hit. Instead, an attack with it creates a small circular portal with a radius of 5 feet on any solid, flat surface large

PSIONICS AUGMENTED: OCCULT

enough to contain it (such a surface has an AC of 5). When two portals have been created, they connect to create a gate, allowing creatures, objects, spell effects, and so on to pass through one portal and exit from the other. Persistent emanations and similar effects (such as auras), however, do not pass through these portals. If the *gate bolter's* wielder creates a third portal, one of the existing portals of her choice winks out, and the remaining portal links with the new one. Though the *gate bolter* itself seems to be nonmagical and functions in an *antimagic field*, the portals themselves are supernatural in nature, and as such are suppressed by an *antimagic field*. Furthermore, they can be dispelled as if they were spell effects with a caster level equal to your manifester level. Portals created by the *gate bolter* cannot connect across planar boundaries.

Walker's Cloth: This sheet of ectoplasmic cloth is soft, fairly warm, and reasonably absorbent. More importantly, however, it is somehow a universally-recognized status symbol. Intelligent and civilized creatures who are indifferent or friendly towards you improve one step in attitude (to friendly or helpful,

respectively) when they first learn you have it, and everyone, even those hostile towards you, will respect you as a capable adventurer who knows exactly what he or she is doing. Even if you later lose it, that first impression will always remain. Summoning the cloth is a standard action. You can summon the cloth even if it is held by another creature or across a planar boundary.

Level Mac Dex's Psionic Powers

| | |
|-----|---|
| 4th | <i>Quintessence</i> – You collapse a bit of time into a physical substance. |
| 5th | <i>Ectoplasmic Creation, Major</i> – As <i>ectoplasmic creation</i> , plus stone and metal. |
| 6th | <i>Temporal Acceleration</i> ^A – Your time frame accelerates for 1 round. |

SLASH, A TEAR IN SPACE

A brutal, but sophisticated culture discovered a tear in reality. A jagged line, curving upwards almost in a smile. They built a temple around it, worshiped it, conquered far and wide in search of people to sacrifice to it. And were eventually driven mad by it. It was no god, just an impossible slice in the fabric of reality. But the savage zeitgeist borne of their intense fervor and faith certainly thinks itself a god.

Associated Events: The sacrifice of intelligent beings for religious reasons.

Compulsion: Do not show mercy.

Goal: Sacrifice a member of your own race to Slash, as if it were a deity.

Seance Bonus: Your spirit bonus applies on Bluff and Intimidate checks.

Spirit Bonus: As a move action, you can form a warp blade—a weaponized tear in reality. This is a light weapon that deals 1d12 points of damage (for a Medium creature) and has a critical range of 20/x4, and has an enhancement bonus on attack and damage rolls equal to your spirit bonus. You use your Charisma in place of your Strength (or Dexterity, if you have the Weapon Finesse or Deadly Agility feats) for attack and damage rolls with this weapon. If it leaves your hand, it dissipates entirely, and it cannot be broken.

Your warp blade counts as any one type of weapon for the purposes of determining which effects and feats apply to its use, chosen each time it is formed. It is still a light weapon, no matter what weapon it counts as.

Your warp blade always deals lethal damage that cannot be mitigated in any way; it automatically overcomes damage reduction and ignores hardness. If it damages a creature with regeneration, that creature's regeneration is suppressed for one round. A creature slain with this weapon cannot be brought back to life except by *miracle* or *wish*.

As a full-round action, you can expend your psionic focus and 15 power points to use the warp blade to slice an opening to another plane, as if by the planar travel option of the *gate* spell. This cannot replicate the calling creatures use of that spell.



PSIONICS AUGMENTED: OCCULT

Level Slash's Psionic Powers

| | |
|-----|--|
| 4th | <i>Aura Sight</i> ^A – Reveals creatures, objects, powers, or spells of selected alignment axis. |
| 5th | <i>Pierce the Veils</i> – See all things as they really are. |
| 6th | <i>Aura Alteration</i> ^A – Repairs psyche or makes subject seem to be something it is not. |

TESSA, THE REGAL ADMINISTRATION

The zeitgeist Tessa reflects an epic battle to save a world, in which an extremely powerful empath named Tessa played a pivotal role. In the end, it was less Tessa's personal power, but rather more her ability to bring together and coordinate large numbers of heroes that saved the day.

Associated Events: Saving the world.

Compulsion: Never yield to force; never yield to the apparently overwhelming might of the enemy.

Goal: Save the world.

Seance Bonus: Your spirit bonus applies on Appraise and Sense Motive checks.

Spirit Bonus: You can allow the members of your collective to be much more effective: by expending your psionic focus and 15 power points as a full-round action, you can allow a single member of your collective to immediately take a single standard action.

Level Tessa's Psionic Powers

| | |
|-----|---|
| 4th | <i>Sense as One</i> ^{A, N} – You and another share extraordinary senses. |
|-----|---|

Level Tessa's Psionic Powers

| | |
|-----|--|
| 5th | <i>Metaconcert</i> ^A – Mental concert of two or more increases the total power of participants. |
| 6th | <i>Technique as One</i> ^{A, N} – You and another share the use of one feat between you. |

YOU

No name can be associated with this zeitgeist, because in everyone's mind its name is their own. Even when just talking about it, even without any connection to it, you will use your own name to refer to it but listeners will each hear their own. In seances, too, participants feel like they are talking themselves. Its associations and compulsions imply there is something more, something sinister, to this zeitgeist than merely being a mirror, but it works very hard to make itself impossible to learn about.

Associated Events: Well-known mysteries that still remain unsolved.

Compulsion: Do not volunteer any personal information to anyone.

Goal: Impersonate a world leader and issue a major decree, order, or ruling with international repercussions.

Seance Bonus: Your spirit bonus applies on Bluff and Disguise checks.

Spirit Bonus: You may change your physical appearance at will, to appear as any sort of creature within your size category and body plan (e.g. for a humanoid, no more limbs or heads than you have). This operates like *disguise self* except that it applies only to your body, can take on the appearances of other types so long as they look similar to you, and is a Psychometabolism effect rather than an illusion. Changing is a free action.

You can use this ability to perfectly mimic members of your collective, as the link between you allows them to be subconsciously aware of what you are doing, and you to subconsciously read and mimic their reactions. You can even learn facts this way, if a situation prompts a reaction from the creature you are mimicking that involves that fact.

If you use your *major metamorphosis* power, you can extend this ability to any creature of any type of body plan. You must use the *major metamorphosis*'s power to replicate any special abilities of the creature you wish to copy, which may mean your copy cannot be quite perfect.

Level Your Psionic Powers

| | |
|-----|---|
| 4th | <i>Control Body</i> ^A – Take rudimentary control of your foe's limbs. |
| 5th | <i>Prowess as One</i> ^{A, N} – You and another share the use of the highest base attack bonus between you. |
| 6th | <i>Metamorphosis, Major</i> ^A – Radically change your physical form. |

VINUM VERUM, THE ALTERED EXPERIENCE

A zeitgeist that changes frequently—often enough in the middle of seances—it seems to tap into every person whose mind is in a chemically or magically altered state. It reflects the highs and hallucinations, the calms and depressions, the crashes and the addictions.

Associated Events: Anyone voluntarily using chemical or magical mind-altering effects.

Compulsion: When presented with an opportunity to apply a mind-affecting effect on yourself that you have not experienced before, you must do so at the first safe moment.

Goal: Discover a new enjoyable mind-affecting effect.

Seance Bonus: Your spirit bonus applies on Craft (alchemy) and Use Magic Device checks.

Spirit Bonus: When you succeed at a saving throw against a non-harmless mind-affecting effect, you can choose to accept it anyway. If you do, the source of that effect is affected just the same as you are.

Level Vinum Verum's Psionic Powers

| | |
|-----|--|
| 4th | <i>Memory Modification</i> – Changes 5 minutes of subject's memories. |
| 5th | <i>Shatter Mind Blank</i> ^A – Cancel target's mind blank effect. |
| 6th | <i>Barred Mind, Personal</i> ^A – You are immune to scrying and remote viewing and gain a bonus to mental effects. |

CHAPTER 3: VARIANT RULES

Ultimate Psionics discusses some house rules for psionics that may make them a better fit for your game. Such variants also have implications for the empath.

TRANSPARENCY VARIANTS

By default, psionic powers and magic spells are treated very similarly by the rules, interacting with one another equally well (e.g. a dispel magic spell can dispel an animal affinity power), as discussed in Chapter 4 of *Ultimate Psionics*. There are some variant campaigns where psionics is very different from magic, and the two do not interact, as discussed at the end of Chapter 4. If your campaign uses such a variant, consider these variant rules for the empath to match that campaign.

As in *Ultimate Psionics*, however, the authors must warn you that using such variants has far-reaching effects and can mean a lot of extra work for the GM. Use the house-rules considered here and in *Ultimate Psionics* at your own risk.

The Psionic–Psychic Empath: The powers that an empath accesses through the volksgeist and zeitgeists come from connections and history, the hallmarks

of psychic magic. When playing a campaign where psionics are different from magic, the empath effectively manifests psychic spells, rather than psionic powers. She still has the same power list, spends power points, and does not require psychic components (the power points tap her connection to the cosmic collective, which is the source of the necessary thought and emotion), but the result interacts with spell resistance rather than power resistance, *antimagic field* rather than *null psionics field*, and so on.

The empath herself is still a manifester with a manifester level, and counts as capable of manifesting powers. She still takes psionic and metapsionic feats, and applies them to her manifesting. It is only the result of that manifesting that is treated as a spell effect (even if it has been improved with e.g. a metapsionic feat) for the purposes of interacting with other effects. The empath is not considered a spell caster or capable of casting spells.

Any powers she learns through multiclassing, Expanded Knowledge, or the like are psionic powers as normal.

RUNE MAGIC VARIANT

As outlined at the end of Chapter 4 of *Ultimate Psionics*, renaming psionics as “rune magic” can help issues of thematic overlap. In this case, the empath has these changes.

Empath: Rename the empath to “rune seer,” emphasizing the reading of history hidden in runes. Consider even changing its manifesting and class features to be based on Intelligence rather than Charisma.

Seance: Rename to runic vision. Instead of reaching out to thought constructs, the rune seer undergoes a ritual in which she sees runes everywhere, detailing each object’s history.

Collective: Now formed by the rune seer applying a magic rune to each member.

Zeitgeists: Rename to ancient runes. By emulating history and applying these runes of history, a rune seer can make history repeat itself and apply the “runic” powers and spirit power each ancient rune grants.

Volksgeist: Rename to modern runes. These are the topmost runes, most recent events written out.

EMPATHS AND ZEITGEIST BINDERS

If your campaign also uses *Pathfinder Roleplaying Game: Ultimate Intrigue*, the spiritualist class has an archetype called zeitgeist binder. Empaths and other scholars point out that the spiritualist’s “zeitgeist” is more properly a manifestation of a certain “volksgeist,” but the name has stuck.

Nonetheless, empaths are interested in this practice, and some may choose to use it to strengthen their connection to the volksgeist of a community with the Volksgeist Binder feat.

Volksgeist Binder

Your connection to a particular settlement enhances your connections to the volksgeist wherever you are.

Prerequisites: Settlement avatar class feature, volksgeist class feature.

Benefit: Your medium and spiritualist levels stack for the purposes of your settlement avatar class feature, your volksgeist class feature, and your caster and/or manifester levels in each class. You do not gain any other benefits that more levels in either class would have granted, including a stronger phantom, higher tier zeitgeists, higher power or spell level, additional powers or spells known (aside from those granted by the volksgeist), or additional powers points (aside from bonus power points for having a higher manifester level) or spells per day.

REFERENCE MATERIALS

The following material is content from other publications that is relevant to playing an empath.

FEATS

Several feats relating to collectives are of note to an empath, and because the empath expands her collective at a different rate than previous classes, some of these feats need special notes for her. In addition, we reprint the feats granted by the volksgeist class feature here, one of which also needs a new special note for the empath.

Cosmopolitan

Living in large, exotic cities has put you in touch with many diverse civilizations, cultures, and races.

Benefit: You can speak and read two additional languages of your choice. In addition, choose two Intelligence-, Wisdom-, or Charisma-based skills. Those skills always count as class skills for you.

Endurance

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Enlarge Collective (Psionic)

Your collective has a longer range than normal.

Prerequisites: Manifester level 3rd, collective class feature.

Benefit: The range of your collective is now long range (400 feet + 40 feet per class level). Additionally the range of your collective becomes unlimited at 12th level and planar at 16th level. At 19th level, if a member of your collective would be removed from the collective due to dying or their Wisdom being reduced to 0, they remain in the collective for 24 hours, although they are still dead or have a 0 Wisdom and remain unconscious, as appropriate. However, you do not suffer any penalties while they remain in your collective.

Normal: The range of your collective is medium range (100 feet + 10 feet per class level), and the level at which your collective increase to unlimited and planar ranges are level 15 and level 19 respectively.

Special: If you have the Expansive Collective feat, use your total hit dice instead of your class level.

An empath medium normally gains unlimited and planar collective ranges at 7th level and 14th level, respectively. With this feat, those abilities come at 5th level and 10th level instead, and dead or 0 Wisdom creatures remain in the collective starting at 15th level.

Expanded Collective (Psionic)

You are able to include more creatures in your collective.

Prerequisites: Collective class feature.

Benefit: You may add two additional creatures into your collective.

Normal: Your collective can contain a number of creatures equal to half your class level or your key ability modifier, whichever is greater.

Special: You may take this feat multiple times; its benefits stack.

Expansive Collective (Psionic)

The power of your collective is unaffected by your other dabbings.

Prerequisites: Collective class feature, spirit of many class feature.

Benefit: When calculating the range and number of creatures which may be joined to your collective, use your total Hit Dice instead of your class level.

Special: The empath's collective seance class feature counts as spirit of many for the purpose prerequisites and requirements, including this one.

Fleet

You are faster than most.

Benefit: While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Special: You can take this feat multiple times. The effects stack.

Racial Heritage (Human)

The blood of a non-human ancestor flows in your veins.

Prerequisites: Human.

Benefit: Choose another humanoid race. You count as both human and that race for any effects related to race. For example, if you choose dwarf, you are considered both a human and a dwarf for the purpose of taking traits, feats, how spells and magic items affect you, and so on.

Special: An empath can receive this as a bonus feat from the volksgeist class feature, even if she is not human. When she does, she does not get to choose the race for this feat. Instead, the chosen race is the dominant race of the community she is in, even if that race is not humanoid. A human empath may still select this feat as one of her usual feats; if she does so, she chooses a humanoid race as normal.

PSIONICS AUGMENTED: OCCULT

PSIONIC POWERS

In addition to the powers from *Ultimate Psionics*, the empath gains access to a few powers from *Psionics Augmented: Seventh Path*. For your convenience, we have reproduced them here.

CLUTCHING THE SHROUD

Discipline: Athanatism; **Level:** Cryptic 2, empath 2 (Aicanique, the Eternal Martyrdom), psion/wilder 2

Display: Material and mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 3

You bridge the gap between life and death, counting temporarily as one of the undead. You detect as an undead creature (such as with *detect undead*, but not with magic that reveals your true form) and are treated as undead for the purposes of channeled energy, cure spells, and inflict spells, but not for other effects that specifically target or react differently to undead.

Augment: You may spend an additional 2 power points to gain a +2 bonus on saves against mind-affecting effects, disease, poison, sleep, and stunning.

GUIDANCE OF THE ANCESTORS

Discipline: Athanatism; **Level:** Conduit 1, cryptic 1, empath 1 (Imperator, the Foundation of Civilization), psychic warrior 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 1

By questioning the spirits of your ancestors, you gain vast knowledge. You may make Knowledge skill checks untrained. When you manifest this power, choose one Knowledge skill. You gain a +2 insight bonus on skills checks made using that skill.

Augment: This power may be augmented in one of the following ways.

- For every additional power point you spend, you increase the bonus you gain to skill checks from this power by 1, to a maximum of +10.
- You may spend an additional 4 power points and expend your psionic focus to gain one armor or weapon proficiency of your choice.
- You may spend an additional 2 power points to choose a language you do not speak. You may read, write, and speak it.

For every 4 power points you spend augmenting this power, you may choose another Knowledge skill.

GUIDE THE WILLING

Discipline: Athanatism; **Level:** Dread 2, empath 1 (Aicanique, the Eternal Martyrdom), psion/wilder 1

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 feet + 5 feet per two levels)

Target: One conscious, willing, and living target

Duration: Instantaneous

Saving Throw: None and Fort negates; see text

Power Resistance: No and yes; see text

Power Points: 3 (dread), 1 (empath and psion/wilder)

Your powers can grant the final mercy to those suffering. The target dies immediately. Any triggered effects that would normally activate on the target's death do not activate, and the target cannot be raised from the dead by any means. A target killed by this power does not become undead when it dies. If the target is coerced or compelled in any way, this power fails.

Augment: This power may be augmented in one of the following ways.

- You may expend your psionic focus to have only effects of your choice trigger when the target dies.
- By spending an additional 10 power points, the target does not have to be willing or conscious. This power has a range of touch, and the target receives a Fortitude save to resist its effects (as well as power resistance, if applicable).
- By spending an additional 4 power points, the target can be a willing undead creature. The target is completely destroyed, releasing its soul to be raised as normal.

In addition, for every two power points spent augmenting this power, increase the power's save DC by 1.

RELEASE DEATH'S HOLD

Discipline: Athanatism; **Level:** Empath 3 (Aicanique, the Eternal Martyrdom), psion/wilder 3

Display: Mental and olfactory

Manifesting Time: 5 minutes

Range: Touch

Target: One undead creature

Duration: 1 round/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

You temporarily infuse an undead creature with life energy. The undead creature touched must succeed at a Will save or it becomes infused with life, no longer undead. The target loses the undead type (do not change its HD, skills, or saves), regaining whatever its type was in life (if its original type is uncertain, it instead becomes a magical beast). Its Constitution score becomes 10 temporarily, but it continues to use Charisma to determine hit points and bonus added to Fortitude saves. If it was mindless, it remains mindless. It also loses all undead immunities, channel resistance, and any energy drain abilities it may have possessed. If it was incorporeal, it loses the incorporeal subtype and grows a temporary body similar to the one it had in life, except that it has a Strength score of 10. It also becomes sensitive to pain. Whenever it suffers an amount of damage equal

PSIONICS AUGMENTED: OCCULT

to or greater than its HD, it must succeed at a Will save or become sickened for one round.

Augment: By spending an additional 6 power points and expending your psionic focus, you may allow this power to become contagious. The next undead creature that the target touches is subjected to a second manifestation of this power, including all augments and other enhancements. This second manifestation costs you no additional power points and does not require you to expend your psionic focus.

Special: If this power is manifested on a willing target, the duration becomes 10 minutes/level and they do not suffer sensitivity to pain.

SHUNNING OF THE MATERIAL

Discipline: Athanatism; **Level:** Empath 1 (Aicanique, the Eternal Martyrdom), psion/wilder 1

Display: Mental

Manifesting Time: 1 standard action

Range: Touch

Target: One object no larger than 2 cubic feet/level

Duration: 1 min./level

Saving Throw: Will negates; see text; **Power Resistance:** Yes; see text

Power Points: 1

You send an object into the Ethereal Plane, making it ethereal. While it is ethereal, the object cannot affect or be affected by any force on the Material Plane, except those that can normally interact with the ethereal (such as through *ghost touch*). Any creatures inside the object must succeed at a Will save, or be transported along with it. Any creatures transported this way become fully ethereal, not incorporeal until they leave the object—at which time they immediately return to the Material Plane. If the object was part of a larger object, or interacted with another object in a significant way (such as the support beam or keystone for a building, or a single part of a complex weapon), the structure of the other objects that interact with the target is unchanged.

Augment: You may augment this power in one of the following ways.

- By spending an additional 6 power points, you may shift an area instead of an object. You may shift up to 3,000 sq. ft./level with this augmented use of this power. Any creatures inside the area to be transported gain Will saves as described above.
- By spending an additional 4 power points, increase the duration of this power to 1 hour/level.

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