

# PSIONICS AUGMENTED



## ◆ HIGHLORD II ◆

By Michael Shih





# PSIONICS AUGMENTED

## HIGHLORD II

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### FOREWORD

This started as just a pet project of mine. The first draft had a lot of promise, but clearly hadn't reached its full potential. Its core concept was sound, but its implementation was not the best and its identity was lacking. It's a little embarrassing to think about, but that's in the past.

After months of discussion, iterations, and partial rewrites: now the highlord has its own identity, and boy is it fabulous! I can see so many different ways to play a highlord, but I think each playstyle stays true to the overall theme and their own.

This has been a really fun project to work on. I hope you'll all have just as much fun or more playing it.

—Michael Shih, author

### USING THIS BOOK

The options in this book make use of the rules found in *Ultimate Psionics* and *Psionics Augmented: Highlord*. As such, these books, along with the *Pathfinder Roleplaying Game Core Rulebook*, are necessary to make full use of this product.

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## HIGHLORD ARCHETYPES

### ARCHETYPES AND CLASS OPTIONS

The first section of this book includes two new highlord archetypes. These archetypes have the following rules:

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.

### Cherished (Highlord Archetype)

*"How could you possibly strike me? I'm helpless!"*

—Evie, a cherished

A cherished is naturally drawn to others. Unlike a normal highlord, her power is not that of the ruler, but of a treasured ally. She uses the minds and hearts of their compatriots as a conduit, allowing her to support her protectors by inspiring them to fight harder and empowering them from afar.

There are cherished that captivate others naturally, with a genuine, sometimes innocent charm. More malevolent examples use their psionic powers as a tool to control others, rather than merely befriending them. Others still may even be unaware of their psionic manipulation, rallying their allies and manifesting her powers unconsciously in the hopes of aiding those around them. Regardless of how they use their powers, however, cherished tend to find themselves deeply ingrained in any group they take part in, quickly becoming a valued member of even the most antisocial teams.

**Weapon and Armor Proficiencies:** A cherished is proficient with all simple weapons, light and medium armor, and shields (except tower shields). This replaces the highlord's weapon proficiencies.

**Image of Innocence (Su):** The cherished's true motives, however benign or wicked they may be, are concealed behind a psionic veneer of innocence. As long as she is psionically focused, she is immune to any magical, psionic, and supernatural effects that may try to read her mind or detect her intentions. When such effects fail against the cherished, the cherished becomes aware of the attempt and may choose to still seem to be affected, displaying different surface thoughts or intentions than what she truly feels. This ability replaces guarded rulership.

**Way of the Cherished (Su):** A cherished does not choose a tenet to follow. Instead, she gains a unique set of abilities, described below. A cherished adds the following psionic powers to her power list, at the listed levels. She can select them normally as highlord powers.

- 1st—*Empathic connection, suppress compulsion*
- 2nd—*Compelling voice, read thoughts*
- 3rd—*Forced share pain, guarded sleep*
- 4th—*Geth's mind control, personality parasite*
- 5th—*Mind probe, psychic crush*
- 6th—*Aura alteration, mind switch*

This ability replaces tenet and alters the cherished's power list.

**Favor:** A cherished's base power points from the highlord class are halved (if this reduces her base to 0, she must have another source of power points, such as



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from having a high Charisma score). However, she gains a second pool of power points, equal to that a normal highlord of her level would gain. These power points are referred to as her favor pool, and may only be used to manifest psionic powers and use abilities that affect other allied members of her collective. She may still include herself in effects that allow multiple targets, but can never use these power points on an ability that targets only herself.

If the cherished gains bonus power points from having a high Charisma score, she adds them to both of her power point pools. For example, an 8th-level cherished with a Charisma score of 18 (+4 modifier) would have a normal pool of 26 (20 halved to 10, then +16 from her Charisma) and a favor pool of 36 (20 base, then +16 from her Charisma).

This ability alters power points and replaces tribute.

**Cherished's Gift:** Starting at 1st level, a cherished can always treat her highlord powers as having the network descriptor, but only for the purposes of manifesting them on allied collective members. When she manifests a power in this way, she can remove the mind-affecting descriptor from the power, and ignores the ally's power resistance (if any) against the power. This ability replaces conscription and gift of power.

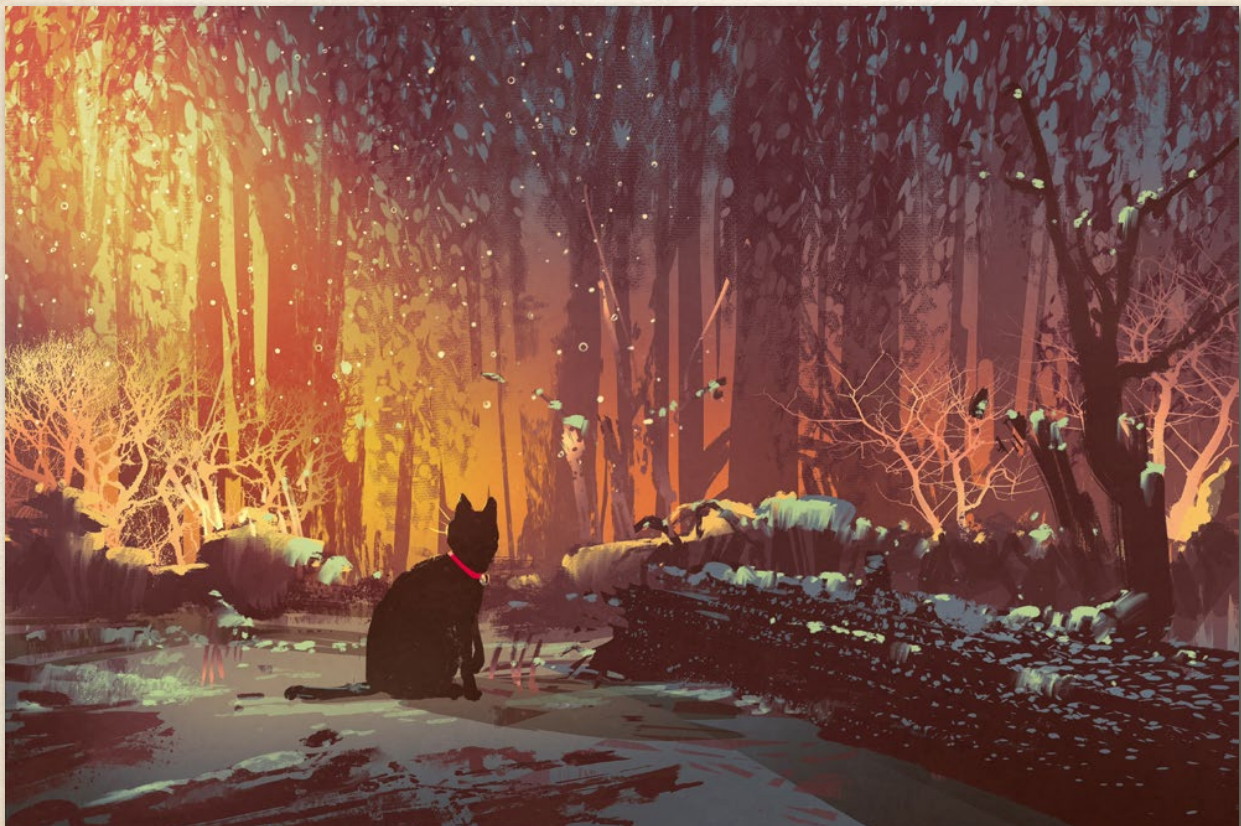
**Treasured by All (Su):** Whenever a creature attempts to damage or inflict a harmful condition upon the cherished with an attack or ability, the cherished can attempt to demoralize that creature as a free action. Instead of making an Intimidate check, the cherished rolls

1d20 and adds her manifester level and her Charisma modifier to determine the demoralize attempt result. If she normally gains any extra bonuses on Diplomacy checks (such as from Skill Focus or her first impression class feature), these bonuses are also added to the check. She may make this attempt regardless of the location of her assailant, and it occurs before the action that prompted it, (potentially causing the attacker to miss). If the cherished wishes, creatures who can perceive her get a sense that they should not attack the cherished. The exact details of this sense varies from cherished to cherished, and creature to creature, but generally, it creates a slight feeling that the cherished is innocent, nonthreatening, or heavily guarded, in spite of any evidence to the contrary. The cherished can only demoralize a creature with this ability once per action, regardless of whether or not they attacked her multiple times during it.

Regardless of the success or failure of this attempt, the cherished can then send a mental call for aid to an allied collective member as an immediate action. That ally is granted a standard action that they use immediately (even if it isn't their turn), as long as that the action affects or moves them closer to the cherished or her attacker. The member of the collective who takes this action becomes staggered for 1 round (even if they would normally be immune).

This ability replaces lifeblood resonance.

**Tenet Power:** At 1st level, a cherished gains *appointed champion* as a bonus power known (see the next page).





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## APPOINTED CHAMPION

**Discipline** psychometabolism; **Level** cherished 1

**Display** mental

**Manifesting Time** see text

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one member of your collective other than you

**Duration** concentration

**Saving Throw** none; **Power Resistance** yes

**Power Points** 1

You must be a highlord with the cherished archetype to manifest this power. You cannot learn this power with the Expanded Knowledge feat or similar abilities.

You grant one of your close companions your blessing, enhancing their body with your psionic power. The image of your ideal protector is made manifest, melding with the impressions and desires of your ally. With your psionic support, a willing member of your collective temporarily ascends to the status of your champion.

You can manifest this power as either a standard action or a move action; if you manifest it as a move action, concentrating on it is likewise a move action.

- **Standard Action:** You choose a choice from both Enhancement Menu A and Ability Menu A from the *minor metamorphosis* power. Your champion gains those effects for as long as you maintain this power.
- **Move Action:** You choose a choice from either Enhancement Menu A or Ability Menu A from the *minor metamorphosis* power. Your champion gains that effect for as long as you maintain this power.

You can use your treasured by all and air of fragility abilities to affect opponents who attack your champion, as well as yourself, though your air of fragility breaks for 1 round after using it once to protect your champion, regardless of whether or not it was successful. You may freely choose to not protect an ally with either of these abilities, if you wish, saving their defenses for yourself. In addition, choose a decree that you know. While you maintain this power, you can use that decree on your champion without expending your psionic focus.

**Augment:** This power can be augmented in one or more of the following ways. Every 2 power points you spend augmenting this power adds +1 to the power's save DC (if any). This is in addition to the effects of the augments themselves.

- For every additional power point you spend, you gain a +1 bonus on concentration checks made for this power, except to manifest it defensively.
- If you spend 3 additional power points, your champion can choose to use your base attack bonus instead of their own for their attack rolls (including for gaining iterative attacks) during the duration of the power.
- You may spend additional power points to gain an additional choice from the Enhancement or Ability menus you have access to (so Menu A for the base power, Menu B if you augmented it to use

*metamorphosis'* menus, and so on). These additional choices cost 2 power points for Menu A, 4 power points for Menu B, and 6 power points for Menu C. You can use this augment multiple times for any combination of choices, but you cannot select the same choice more than once.

- If you spend 4 additional power points, choose from the Enhancement or Ability menus of the *metamorphosis* power.
- If you spend 10 additional points, choose from the Enhancement or Ability menus of the *major metamorphosis* power.

**First Command (Su):** A cherished gains highlord's command as her decree at 1st level. In addition, they gain an expanded use of this decree. While using its effect, the cherished can give a specialized command to an ally in their collective, allowing that ally to make a single attack with a weapon they are wielding, at their highest attack bonus. The ally does not gain any additional actions from this effect, but unlike other uses of the decree, this does not stagger them.

**Talents (Su):** A cherished gains *empathy* as a psionic talent at 1st level.

**First Impression (Su):** Starting at 2nd level, a cherished gains a bonus on Diplomacy checks equal to 1/2 her class level. Creatures' starting attitudes towards the cherished are improved by one step (from hostile to friendly, friendly to indifferent, and so on), up to a maximum of helpful. This ability replaces skill affinity.

**Air of Fragility (Su):** Starting at 6th level, the cherished is surrounded by an aura that forces those who attack her to second-guess their actions. Creatures susceptible to mind-affecting effects who attack or target the cherished with a hostile ability must succeed at a Will save (DC 10 + 1/2 the cherished's class level + the cherished's Charisma modifier) or become unable to follow through on their attack. The action is not lost, and resources are not spent, but until the end of the creature's turn, they cannot attempt to harm the cherished with their actions (though they may still attack the cherished's allies, so long as it doesn't harm the cherished).

This effect persists until it affects a creature with a number of Hit Dice greater than 1/2 the cherished's class level (regardless of their success or failure on the saving throw). When this occurs, the cherished's air of fragility shatters, ending this effect until the start of her next turn.

As a standard action, the cherished can focus her air of fragility on a specific creature within her sight. For 2 rounds, that creature takes a -2 penalty to Will saves against the cherished's air of fragility ability. Even if the air of fragility is broken for other creatures, it remains functional against this creature for that time.

This ability replaces lifeblood siphon.



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## Virtuoso (Highlord Archetype)

*"Come one, come all! The battlefield is my stage!"*

—Navarre, a virtuoso

A virtuoso engages in the art of energy manipulation, drawing upon his inner fire to create art from destruction. Rather than simply wishing to destroy those who stand in his way, he also seeks to cow them with fantastic displays of power. The virtuoso uses his dramatic shows of psychokinetic power in order to inspire his allies and terrorize his enemies.

Even the most jaded warrior or knowledgeable scholar may feel some awe upon seeing the raw displays of power that a kineticist or evoker may bring to bear on the battlefield. A virtuoso weaponizes the awe and wonder that one may feel when seeing such a force on their side—along with the dread and fear when forced to face off against them.

**Weapon and Armor Proficiencies:** A virtuoso is proficient with all simple weapons, light and medium armor, and shields (except tower shields). This replaces the highlord's weapon proficiencies.

**Powers Known:** A virtuoso begins play knowing one virtuoso power of his choice. Each time he achieves a new level, he unlocks knowledge of a new power.

Choose the powers known from the psion power list. (Exception: The feat Expanded Knowledge does allow a virtuoso to learn powers from the lists of other classes.) A virtuoso can manifest any power that has a power point cost equal to or lower than his manifester level.

This alters the highlord's powers known.

**Way of the Virtuoso (Su):** A virtuoso adds the following psionic powers to his power list, at the listed levels. He can select them normally as virtuoso powers.

- 1st—*Demoralize, energy ray*
- 2nd—*Energy missile, energy stun*
- 3rd—*Energy cone, energy retort*
- 4th—*Energy ball, incite passion*
- 5th—*Energy current, fiery discorporation*
- 6th—*Disintegration, energy wave*

The virtuoso adds the following augments to powers he knows of the psychokinesis discipline.

- If you spend 2 additional power points, you can use the inspire decree as part of the action of manifesting this power. You do not need to expend your psionic focus to use this decree.
- If you spend 2 additional power points, you can use the falter decree as part of the action of manifesting this power. You can target creatures who are not part of your collective if they are marked with your energy resonance.

This ability replaces tenet and conscription.

**Energy Resonance (Su):** Like a kineticist psion, a virtuoso is exempt from the restrictions of energy powers and may freely choose the energy type of his powers at the time of manifesting, as long as it is within the choices allowed by the power.

In addition, the virtuoso marks creatures who are damaged by his energy powers. This mark lasts for one round, and detonates the first time the creature is



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damaged by a member of the virtuoso's collective. The detonation causes the affected creature to take 1d8 additional damage of that energy type. This ability deals an additional 1d8 points of damage per four class levels the virtuoso possesses (up to a maximum of 6d8 at 20th level). After detonation, the virtuoso's mark becomes dormant and remains on the creature for a minute.

While additional attacks will not detonate a dormant mark, this mark allows the virtuoso to affect the marked creature with his way of the virtuoso and performance manifesting abilities. Additional energy damage reactivates the mark (and changes its energy type to the activating power's, if they were different), allowing his collective's attacks to detonate it again.

This ability replaces lifeblood resonance, but counts as that ability for the purposes of meeting requirements and prerequisites, and replaces conscription.

**Tenet Power:** At 1st level, a virtuoso gains *showtime* as a bonus power known.

## SHOWTIME

**Discipline** psychokinesis; **Level** virtuoso 1

**Display** visual

**Manifesting Time** 1 swift action

**Range** personal

**Target** you

**Duration** 1 round/level (minimum 3 rounds)

**Saving Throw** none; Power Resistance no

**Power Points** 1

You must be a virtuoso to manifest this power. You cannot learn this power with the Expanded Knowledge feat or similar abilities.

You create a nimbus of energy around yourself. This aura reflects faint images of your power and how you perceive it, and flares up especially when you draw on more of your abilities.

When you manifest this power, note how many power points you spent on it. During its duration, whenever you manifest a highlord power that deals energy damage, you can charge yourself with an *encore* of that power.

An *encore* charge lasts until the end of your next turn, which has the following effects (see the next page).

If you manifest the same power as the one that charged the *encore*, you can expend the *encore* as part of the manifestation. If you do, you regain a number of power points equal to the lower of the following two values:

## REPRESENTING ENERGY RESONANCE

When using a virtuoso highlord at the table, we at Dreamscarred Press recommend using a coin to mark when a creature is marked by the virtuoso's energy resonance. Keeping the coins heads-side up when the mark is active, then flipping them over when the mark is dormant, is an easy shorthand for the virtuoso and his allies to keep track of what creatures are more vulnerable.

- The number of power points you spent on *showtime*.
- The number of power points you spent on the power that charged the *encore*.

You cannot regain more power points than you spent on the second manifestation, and for the purposes of this effect, a power's cost includes all expenditures of power points during its manifestation, including augments, metapsionic feats, and other abilities.

Manifesting a power while expending an *encore* cannot itself create a new *encore* charge, and you can only be charged with one *encore* at any given time. If you manifest a different valid power while charged, you can choose to either replace the *encore* with the new power or keep the old one.

If *showtime*'s duration ends while you are still charged with an *encore*, you still gain that *encore*'s effect, though you may not create new *encores* without manifesting this power again.

**Augment:** This power can be augmented in one or more of the following ways.

- For every additional power point you spend, you deal 2 additional points of energy damage with powers for which you expend an *encore* as part of their manifestation (dealt to each target before determining the results of their saves, if any).
- For every 2 additional power points you spend, you regain up to 1 power point the first time you manifest a highlord power that deals energy damage you manifest during this power's duration. You cannot regain more power points than you spent on that power.
- For every 4 additional power points you spend, you add 1 to the save DCs (if any) of powers for which you expend an *encore* as part of their manifestation (dealt to each target before determining the results of their saves, if any).

**First and Second Commands (Su):** A virtuoso gains either falter or inspire as his decree at 1st level. At 4th level, he gains the decree he did not choose at 1st level, instead of choosing a decree. This ability alters first command and decrees.

**Artistic Affinity (Su):** Starting at 2nd level, a virtuoso gains a bonus on all Perform checks equal to 1/2 class level. In addition, when the virtuoso uses psionic power to aid in a performance (or vice-versa), he uses his highest Perform ranks for any Perform checks he makes.

**Audience Participation (Su):** At 3rd level, a virtuoso is capable of conducting his power through his allies. When a virtuoso manifests a power from the psychokinesis discipline, he may treat the space of a member of his collective as his own when determining the power's range and line of effect.

This class feature replaces gift of power.

**Art Made Manifest (Su):** At 6th level, a virtuoso can manipulate his psionic abilities to manifest psychokinetic power in grand flourishes, to further afflict creatures who have suffered his wrath. This is unnecessary for simply manifesting powers, but the virtuoso intends



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for the performance itself to have an impact upon his enemies. As a full-round action, the virtuoso can simultaneously make a Perform check and manifest a psychokinesis power that deals energy damage, with a manifesting time of one standard action or less.

The virtuoso chooses a creature marked by his energy resonance ability, who can witness the display, to influence with the performance. The effect caused by the performance is determined by the energy type of the power. These effects are all mind-affecting, and the DC of any saves required is DC 10 + 1/2 the virtuoso's class level + the virtuoso's Intelligence modifier. In addition, the result of his Perform check adds a further bonus to the save DCs of both this ability and the power manifested, based on the following table:

Perform Check	DC Increase
1–14	+0
15–20	+1
21–25	+2
26–30	+3
31–35	+4
36+	+5

- **Cold:** The virtuoso confronts a creature with the cold of death with his performance. The virtuoso demoralizes the creature, using his Performance check to shake the enemy instead of an Intimidate check.
- **Electricity:** The virtuoso provides an electrical incentive for a creature to move, with the crack of lightning providing a substitute for a whip. Unless the creature makes a Reflex save, the virtuoso moves the chosen creature 5 feet for every damage dice of the power.
- **Fire:** The virtuoso enrages a creature by fanning the flames of the heart. Unless the creature makes a Will save, they become enraged, like the incite passion power. This effect lasts for a number of turns equal to the virtuoso's Charisma modifier.
- **Sonic:** The virtuoso's sonic blasts are twisted into music that captures the mind even as it breaks the body. The chosen creature is fascinated for a round unless they succeed at a Will save. This effect is extended for a round whenever the virtuoso manifests a power that deals sonic damage or creates sound. The fascinated creature does not observe the virtuoso and his actions as a threat unless they directly take damage from them.

This ability replaces lifeblood siphon.

## ENCORE REFUNDS

The *showtime* power allows a virtuoso to, after spending an initial amount of power points, begin to regain some of the power points he spends on later energy powers. For the power's main effect, refer to this example for clarifications on how it works:

- First, the virtuoso manifests *showtime*, spending 13 power points.
- The virtuoso then manifests *energy ball*, spending 8 power points. He charges himself with an *encore* of the *energy ball* power.
- On his next turn, the virtuoso manifests *energy ball* again, expending the *encore*. This time, he spends 10 power points on the power, and then regains 8 power points (the lower value of the 13 he spent on *showtime* and the 8 he spent on the first *energy ball*). If he had not manifested *energy ball* during this second turn, his *encore* of the power would have dissipated harmlessly, unused.

If he had instead spent 7 power points on his *energy ball*, he would only be able to regain a maximum of 7 power points from expending the *encore*, because he cannot be refunded more power points than he spent on the second power.



## HIGHLORD TENETS

A highlord can choose from the following tenets in addition to those presented in *Psionics Augmented: Highlord I*, gaining the listed abilities at the listed levels. With the exception of psionic talents, all of the abilities granted by tenets are supernatural abilities. Highlords who follow specific tenets are often referred to using a more specific title, depending on their philosophy.

### Ghost (Tenets of Guile)

*"All warfare is based on deception."*

A highlord who follows the tenets of guile is known as a ghost. Ghosts exploit the weakness of the mind when faced with unexpected situations, endeavoring to confuse and mislead their opponents. Ghosts are especially manipulative, capable of influencing battles from their hiding place in the minds of their collective.

**Tenet Power:** At 1st level, a ghost gains *parasitic mind* as a bonus power known:

#### PARASITIC MIND

**Discipline** telepathy; **Level** highlord (ghost) 1

**Display** mental

**Manifesting Time** 1 standard action

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one member of your collective

**Duration** See text

**Saving Throw** none; **Power Resistance** yes

**Power Points** 1

You must be a highlord following the tenets of guile to manifest this power. You cannot learn this power with the Expanded Knowledge feat or similar abilities.

When manifesting this power, you designate a member of the collective within range with Hit Dice equal to or less than your manifester level, possessing the target by transforming into telepathic energy patterns and infecting their body and mind.

While inside your host, you do not need to sleep, eat, or breathe and you see, hear, and feel everything the target experiences. Any time your host would take damage (even if it is prevented by immunity or damage resistance), you take half the damage they took. This does not reduce the damage the host takes, and cannot be reduced in any way. In addition, whenever your host fails a saving throw against a non-damaging effect that did not originate from you, you also suffer the effect (though you can make your own save against it, and if you wish, you may dismiss this power instead of making a save and potentially suffering the effect).

The only actions you can take while possessing a creature are activating highlord class features and psionic feats, manifesting highlord powers, using decrees, recovering

psionic focus, using the aid another action, and dismissing the ability.

For the purposes of your own abilities, your location is considered to be the location of your possession target. However, you cannot be directly targeted, or be affected by effects that target this space. Any actions you take seem to manifest from your host, ending effects such as cloud mind or the blind eye decree on your host if you take actions that would break these effects.

When you manifest a personal-range power or a power that includes you or your position as a target, you may choose for the creature you are possessing to gain the effect of the power instead. You may use the aid another action on your possession target and any relevant allies within range of them. Creatures possessed by this power automatically fail any Will saves made against your decrees.

When you possess a creature who is unaware of the power's effect (such as by failing their Spellcraft check to identify its manifestation), they receive a Perception check (DC 10 + 1/2 your manifester level + your Charisma modifier) to realize you've possessed them. If they succeed (or later become aware of the possession), they can attempt to force you out by making a Will save as a full-round action. If they succeed, the power ends. In addition, if your host leaves your collective for any reason, the power ends. You can otherwise dismiss this power as a free action.

If you are ejected from your host for any reason, you materialize at a location of your choosing within 5 feet of them. For every 4 levels you have, the range that you can materialize away from your host increases by 5 feet.

**Augment:** This power can be augmented in one or more of the following ways. Every 2 power points you spend augmenting this power adds +1 to the power's save DC (if any). This is in addition to the effects of the augments themselves.

- For every additional power point you spend, you gain 2 temporary hit points. These temporary hit points last for as long as you're possessing a creature or until used. Every 6 temporary hit points gained from this augment, you gain a +1 bonus on saves against effects that targeted your host.
- For every 3 power points that you spend, you can choose an additional member of the collective as a secondary target; secondary targets of this power must succeed at a Will save or you can treat them as if you were possessing them for the duration of this power. You do not take damage when they do, but as long as you remain in the primary target, you can use decrees and powers through them as listed above, and they automatically fail Will saves made against your decrees.





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- If you spend 8 additional power points, you inflict the effect of the control body power on the primary target of this power. The target may make a Will save to negate this effect, though you still possess them even on a successful save. You do not need to concentrate on this effect, but it ends automatically when you stop possessing the target.

**Lifeblood Trickery (Su):** A ghost's lifeblood resonance makes those within his collective keenly aware of the weak points of the others within the group. Each round, members of the collective deal the ghost's lifeblood resonance damage as extra damage with their first attack made against another member of the collective anytime they would be denied their Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when they flank their target.

**Deceptive Conscriptio (Su):** By exploiting the element of surprise and the momentary weakness in will it brings, the ghost can suddenly force a creature into his collective. Once per round, as a free action that can be taken even if it isn't his turn, the ghost may attempt to force a creature into his collective. He can only use this conscription method on creatures that are flat-footed, or creatures that are denied their Dexterity bonus to AC against an attack made against them by a member of the collective.

**First Command (Su):** A ghost gains blind eye as his decree at 1st level.

**Talents (Su):** A ghost gains *distract* as a psionic talent at 1st level.

**Affinity for Guile (Su):** Starting at 2nd level, a ghost gains a bonus on Bluff checks equal to 1/2 his class level. If the ghost forces a creature into the collective, they are not aware that they have been forced into the collective. They cannot communicate with other members of the collective through telepathy, though others are free to communicate to them through it. In addition, the ghost doubles the bonus to Bluff he gains from this ability against members of his collective.

**Thieving Siphon (Su):** The ghost's lifeblood siphon can be used on creatures that are not in his collective within close range (25 feet + 5 feet per two highlord levels), and leave the siphoned target flat-footed for as long as they are staggered.

## Shepherd (Tenets of Unity)

*"Stand together, or fall apart."*

A highlord who follows the tenets of unity is known as a shepherd. A shepherd coordinates with his subjects in order to destroy their enemies. Shepherds focus on guiding and protecting their allies in combat, and ensure that their strength is available to each member of their collective.

**Tenet Power:** At 1st level, a shepherd gains *champion the flock* as a bonus power known:

### CHAMPION THE FLOCK

**Discipline** telepathy; **Level** highlord (shepherd) 1

**Display** mental, visual

**Manifesting Time** 1 standard action

**Range** see text

**Duration** 1 round/level

**Saving Throw** none; **Power Resistance** no

**Power Points** 1

You must be a highlord following the tenets of unity to manifest this power. You cannot learn this power with the Expanded Knowledge feat or similar abilities.

You become capable of representing your collective in battle, channeling their supernatural power through the mental link that you establish, and forming temporary ectoplasmic versions of their weaponry and forms if they choose to attack through you.

At the end of each of your turns, you choose an ally in the collective within close range of you. Until the end of your next turn, that ally becomes capable of using your location as if it were their own for the purposes of determining line of sight and range of their attacks.

If you manifest this power while you are still under its effects, then the duration of the oldest manifestation of this power ends.

**Augment:** This power can be augmented in one or more of the following ways.

- For every additional power point you spend, the first time in each round that an ally deals damage while attacking or using an effect through you, they deal 1 additional point of damage. This damage is doubled for effects that did not require an attack roll.
- If you spend 3 additional power points, creatures affected by this power can use your location as if it were their own as long as they remain within long range (400 feet + 40 feet per level) of you.
- If you spend 4 additional power points, whenever a creature makes use of this power to act through your location, you gain temporary hit points equal to their Hit Dice until this power ends. These hit points do not stack with themselves; only the highest number applies.
- For every 4 additional power point you spend, you can choose an additional ally to affect at the end of each of your turns.

**Lifeblood Bond (Su):** The shepherd's lifeblood resonance allows him to empower a member of the collective, and allows his flock to pool their power to aid the chosen target. Once per round, when a member of the shepherd's collective successfully damages another member of the collective, the shepherd can deal his lifeblood resonance damage to the damaged member as a free action, even if it isn't his turn.

By expending a move action, any member of the collective with at least half as many Hit Dice as the shepherd can amplify the damage of the shepherd's lifeblood bond for 1 round. The first member of the





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collective to do so increases the damage of the lifeblood resonance by half, including bonuses to its dice rolls. Any further members of the collective who do so add 1 damage for each damage die of lifeblood resonance ability.

At 8th level, the shepherd can use this ability twice per round. At 15th level, the shepherd can use this ability three times per round.

**Fall in Line (Su):** When another member of the collective strikes a creature, the shepherd may attempt to force that creature to join the collective as an immediate action.

**First Command (Su):** A shepherd gains highlord's command as his decree at 1st level.

**Talents (Su):** A shepherd gains *empathy* as a psionic talent at 1st level.

**Affinity for Unity (Su):** Starting at 2nd level, a shepherd gains a bonus on Sense Motive checks equal to 1/2 his class level. In addition, the shepherd can concentrate as a standard action to use detect hostile intent as a psi-like ability, except the area emanates from a chosen member of his collective. The duration of this ability lasts as long as the shepherd concentrates, and ends when he stops concentrating.

**Sacrificial Siphon (Su):** If a shepherd uses lifeblood siphon on a willing ally, the shepherd may forgo the staggering effect of the ability to grant the ally the effects of the physical acceleration power for 1 round. In addition, the ally gains a number of temporary hit points equal to twice the amount of damage they took from the ability.

## Strategist (Tenets of Adaptation)

*"Why stand against the rising tide, when you could move with it?"*

A highlord who follows the tenets of adaptation is known as a strategist. Strategists are malleable, following the shifting tides of battle and guiding their allies to its flow. As the name would imply, highlords of adaptation are flexible in combat, capable of adjusting to situations and repositioning faster than highlords of other tenets. Strategists pursue self-improvement, and often encourage their allies to do the same.

**Tenet Power:** At 1st level, a strategist gains *fractal schism* as a bonus power known.

### FRACTAL SCHISM

**Discipline** telepathy; **Level** highlord (strategist) 1

**Display** mental

**Manifesting Time** 1 standard action

**Range** personal (see text)

**Duration** concentration + 1 round/2 levels (up to a maximum of 1 minute/level of concentration)

**Saving Throw** none; Power Resistance no

**Power Points** 1

You must be a highlord following the tenets of adaptation to manifest this power. You cannot learn this power with the Expanded Knowledge feat or similar abilities.

In a manner similar to the much more sophisticated *schism* power, you split your mind in two, creating a pair of fragments that then split again, repeating until you have one fragment for each other member of your collective. Unlike its namesake, the minds created by a *fractal schism* are not truly autonomous, and do not gain their own actions. Instead, they communicate with each other, forming a single gestalt consciousness that can efficiently split its attention across your whole collective. You can perceive through the senses of your collective members, allowing you to draw line of sight (but not line of effect) from their spaces in addition to your own. This even allows you to use those creatures' special senses, such as blindsight, though only from the space of the creature in question.

Your assistance allows allies to coordinate with each other far more effectively; you and your allies in the collective gain a +2 bonus on attack rolls when attacking a creature flanked by allied collective members (even if they themselves aren't flanking the target), and likewise increase the save DCs of their abilities by 2 against such creatures.

**Augment:** This power can be augmented in one or more of the following ways.

- For every additional power point you spend, you gain a +1 bonus on concentration checks made for this power, except to manifest it defensively.
- For every 3 additional power points you spend, the bonus granted by this power on attack rolls against flanked opponents increases by +1.
- For every 5 additional power points you spend, the bonus granted by this power to save DCs against flanked opponents increases by +1.
- If you spend 6 additional power points, your fragmented minds form a defensive barrier against mental assaults; when an allied collective member fails a Will save, you can roll a Will save using your own bonus against the same effect. If you succeed, the ally is treated as having succeeded on their save, but loses the benefits of this power until you end it and manifest it again.
- If you spend 8 additional power points, you gain the benefits of the *schism* power in addition to this power's normal effects. This *schism* remains for this power's duration, and can concentrate on this power for you, if you wish.

**Lifeblood Flow (Su):** A strategist's lifeblood resonance grants a versatile boon that can be used for additional power or mobility. At the beginning of the strategist's turns, the strategist can choose a member of his collective to charge with psionic power. That member of the collective deals the sovereign's lifeblood resonance damage as extra damage with their next successful attack against another member of the collective. As a swift action, the member of the collective can choose to give up any number of lifeblood resonance damage dice in order to move 10 feet per expended damage die. This movement does not provoke attacks of opportunity.

This effect lasts until discharged by a successful attack, or until the strategist's next turn. At 8th level, the



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strategist can choose up to two members of the collective to empower in this way. At 15th level, the strategist can choose up to three members of the collective to empower in this way.

**Accelerated Conscription (Su):** A strategist has the ability to use his Unwilling Participant feat as a move action. In addition, he can expend his psionic focus to use Unwilling Participant as a swift action.

**First Command (Su):** A strategist gains movement command as his decree at 1st level

**Talents (Su):** A strategist gains far hand as a *psionic talent* at 1st level.

**Affinity for Adaptation (Ex):** Starting at 2nd level, a strategist gains a bonus equal to 1/2 his class level on a skill of his choice. He can change this selection as a full-round action. The strategist is considered a trainer for all purposes of retraining, using his highlord class level in place of any class levels required for training. He also halves the time and cost of retraining for himself and any allies he chooses to assist in retraining as a trainer.

**Siphon Momentum (Su):** When a strategist successfully siphons a member of the collective, he can move 5 feet for every 3 power points he spent, as a free action. This movement does not provoke attacks of opportunity. The speed of that member of the collective is reduced by that much for their next turn.

## Tyrant (Tenets of Slaughter)

*"Others may fall, but you will remain."*

A highlord who follows the tenets of slaughter is known as a tyrant. A tyrant draws power from those who fall while within his collective. Tyrants are masters of escalating conflicts, freely gambling with lives for temporary advantages. The tyrant demands blood: be it from friend or foe.

**Tenet Power:** At 1st level, a tyrant gains *lifeblood brand* as a bonus power known.

### LIFEBLOOD BRAND

**Discipline** psychometabolism, **Level** highlord (tyrant) 1

**Display** material, mental, visual

**Manifesting Time** 1 standard action

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature

**Duration** 1 round/level

**Saving Throw** none (see text); **Power Resistance** yes

**Power Points** 1

You must be a highlord following the tenets of slaughter to manifest this power. You cannot learn this power with the Expanded Knowledge feat or similar abilities.

You brand the target with your power, warping their form and bringing their weaknesses to the forefront of your collective's minds. If the target dies or is destroyed while branded, they activate your join the slaughter ability. The brand fades and the power ends if the target leaves the power's range.

A *lifeblood brand* on a creature causes them to become more vulnerable to your collective's predation. When your collective acts against them, their body begins to break down, slowly changing to a weaker, easier to hurt form. When you use this power on a creature, choose Mounting Weakness or Crumbling Resistance; you apply the chosen effect to the target until you detonate the brand or the power otherwise ends.

**Mounting Weakness:** When a member of your collective damages the branded creature, they take an additional 3 points of damage. This additional damage can only be dealt once by a given collective member per round, but each time it triggers, the additional damage dealt the next time they are damaged by a collective member is increased by 3, up to a maximum increase equal to three times the number of power points spent on this power.

For example, if you've branded a creature, the first time they are damaged by a collective member, they'd take an additional 3 points of damage. Then, if another collective member damaged them, they'd take 6 additional points of damage, 9 points the time after that, and so on.

**Crumbling Resistance:** When the branded creature succeeds on a saving throw against an ability originating from a member of your collective, they take a -1 penalty on further saving throws against your collective members' abilities. This effect is cumulative, but can only be triggered to increase the penalty once per round by a given collective member.

**Brand Detonation:** As a full-round action that provokes attacks of opportunity, you can detonate any number of your lifeblood brands on creatures within range. When you do, the brands sear their way into the targets' flesh; they must succeed at a Will save or take damage equal to twice your manifester level or the amount of damage that Mounting Weakness would deal to them (whichever is higher), and become permanently branded with a unique scarring or warping of their bodies. This scarring resonates in their mind, inflicting a -2 penalty on skill checks until it is removed by a remove curse spell or similar effect.

**Augment:** This power can be augmented in one or more of the following ways. Every 2 power points you spend augmenting this power adds +1 to the power's save DC (if any) This is in addition to the effects of the augments themselves.

- For every additional power point you spend, the range of this power increases by 10 feet and the duration increases by 1 round.
- For every 3 additional power points you spend, the initial amount of damage dealt by Mounting Weakness increases by 2, and the amount it increases on each trigger increases by 1.
- For every 4 additional power points you spend, the penalty inflicted by each trigger of Crumbling Resistance increases by -1.
- For every 5 additional power points you spend, you can target another creature with this power; each *lifeblood brand* is treated as a separate power for the



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purposes of ending when a creature leaves its range, and its effects on the targets. If you wish, you can target a creature twice with this power, inflicting both Mounting Weakness and Crumbling Resistance on them.

- If you spend 8 additional power points, you more thoroughly debilitate a creature who fails their save against their brand's detonation, reducing one of their physical ability scores of your choice by 6, or two by 4 each, until the brand is removed.

**Bloodbath (Su):** A tyrant's lifeblood resonance drives his collective to kill or be killed. The first time in a round that each collective member deals damage to another member of the collective, they deal the tyrant's lifeblood resonance as extra damage. If they deal damage to multiple members of the collective at once, they choose one of the damaged creatures to take the additional damage.

**Join the Slaughter (Su):** Once per round, whenever a member of the collective dies or is destroyed, the tyrant can immediately attempt to force another creature within range into the collective as a free action that can be made at any time.

**First Command (Su):** A tyrant gains expanded grasp as his decree at 1st level.

**Talents (Su):** A tyrant gains *telekinetic punch* as a psionic talent at 1st level.

**Affinity for Slaughter (Su):** Starting at 2nd level, a tyrant gains a bonus on Intimidate checks equal to 1/2 his class level. In addition, the tyrant doubles this bonus to Intimidate checks for a number of rounds equal to his Charisma modifier (minimum 1 round) after a creature in his collective dies. This effect does not stack with itself.

**Siphon the Slaughtered (Su):** In addition to his normal siphon ability, the tyrant can siphon energy from the fallen. When a member of the highlord's collective dies or is destroyed, the tyrant can create a psychic imprint on the space where the creature died as a free action, even if it isn't his turn. The imprint simply denotes the space where the creature died, but the tyrant can select it as his target when he uses lifeblood siphon. If he does so, the imprint disappears, and the highlord gains temporary power points equal to half the Hit Dice of the creature the mark represented, in addition to the normal power point refund of lifeblood siphon.

These temporary power points last a number of rounds equal to the tyrant's Charisma modifier (minimum 1 round) and do not stack with each other or other temporary power points. The duration of any power manifested with these power points is equal to the remaining time on the power points, or that power's original duration, whichever is shorter.

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