# PSionics Augmented





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### PSIONICS AUGMENTED: HIGHLORD

Design Lead: Michael Shih Additional Design: Forrest Heck Editing: Forrest Heck Interior Design: Forrest Heck Interior Layout: Jeremy Smith Artwork: Juan Diego Dianderas, Tithi Luadthong

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### HIGHLORD

### 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

### HIGHLORD

*"My will is the guiding light of the battlefield."* —Alva Sunblade, a highlord

There are those who are meant to serve, and those who are meant to *rule*. A highlord stands proudly as one of the latter, joining minds together in a powerful network driven by his will and goals above all else. His true power shows itself when fighting alongside his allies, but if deprived of followers, the highlord can still fight by invading the minds of his enemies and briefly bending them to his will.

Unlike other telepaths, a highlord's power runs far deeper into both his mind and those of others. For a highlord, the touching of minds is a two-way street just as he draws on the minds of his subjects, they get a glimpse into his thoughts and desires. The strong connection of a highlord's collective allows him to avail himself to the talents of both his allies and any enemies unfortunate enough to fall under his sway. When a highlord speaks, others obey. What a highlord decrees becomes fact, manipulating the course of battles, whether they take place in the mind or outside of it.

Each highlord chooses his own path, using the tenets they follow as a guideline to further their own goals. A highlord can drive his soldiers to seek victory at any cost, or exploit them for temporary advantages in combat. Those with evil in their hearts may treat their allies like pieces in the game of battle to be sacrificed if necessary. However, benevolent highlords may value the lives of those under his command, and consider them as friends or assets too valuable to discard. Instead, such highlords choose to use their talents to guide their allies towards a mutual goal. A highlord can drive his collective to step over the bodies of their fallen comrades, or to work together and persevere as one.

**Role:** The highlord is a battlefield leader who guides the minds of his allies and *grasps* the minds of his enemies. By forcing enemies into his collective, he can inconvenience or incapacitate them, or direct his allies with pinpoint precision. Through his psionic abilities, he can fight alone or strengthen his party, ruling the battlefield regardless of his choice in tenets.

**Alignment:** Any. Though certain alignments may gravitate toward different tenets, any given individual may channel the tenets of a highlord towards whichever goals they desire.

PSIOMICS AUGMENTED

**Starting Wealth:**  $5d6 \times 10$  gp (175 gp). In addition, each character begins play with an outfit worth 10 gp or less.

### Hit Die: d8

**Class Skills:** Autohypnosis (Wis), Bluff (Cha), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (Nobility) (Int), Knowledge (Psionics) (Int), Knowledge (Religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per level: 4 + Int modifier

#### **CLASS FEATURES**

Weapon and Armor Proficiencies: A highlord is proficient with all simple and martial weapons, light, medium, and heavy armor, and shields (except tower shields).

**Power Points/Day:** A highlord's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on

Table: Highlord. In addition, he receives bonus power points per day if he has a high Charisma score.

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

Choose the powers known from the highlord power list, which consists of the psychic warrior power list and all tactician powers of up to 6th level. (*Exception*: The feat Expanded Knowledge does allow a highlord to learn powers from the lists of other classes.) A highlord can manifest any power that has a power point cost equal to or lower than his manifester level.

The total number of powers a highlord can manifest in a day is limited only by his daily power points.

A highlord simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent powers.

	Des August		D. C.			Power	D	Maximum
Level	Base Attack Bonus	Save	Reflex Save	Will Save	Special	Points Per Day	Powers Known	Power Level Known
1st	+0	+2	+0	+2	Lifeblood resonance (1d8), collective, guarded rulership, highlord's tenets, open heart	1	1	1st
2nd	+1	+3	+0	+3	Bonus feat, skill affinity	2	2	1st
3rd	+2	+3	+1	+3	Gift of power, telepathy	4	3	1st
4th	+3	+4	+1	+4	Lifeblood resonance (2d8), Highlord's decree	6	4	2nd
5th	+3	+4	+1	+4	Highlord's mark, tribute	8	5	2nd
6th	+4	+5	+2	+5	Gift of power, lifeblood siphon	12	6	2nd
7th	+5	+5	+2	+5	Highlord's decree	16	7	3rd
8th	+6/+1	+6	+2	+6	Lifeblood resonance (3d8), highlord's mark	20	8	3rd
9th	+6/+1	+6	+3	+6	Bonus feat, gift of power	24	9	3rd
10th	+7/+2	+6	+3	+6	Highlord's decree, greater decrees	28	10	4th
11th	+8/+3	+7	+4	+7	Tribute (2)	36	11	4th
12th	+9/+4	+7	+4	+7	Lifeblood resonance (4d8), gift of power	44	12	4th
13th	+9/+4	+8	+4	+8	Highlord's decree	52	13	5th
14th	+10/+5	+9	+4	+9	Highlord's mark	60	14	5th
15th	+11/+6/+1	+9	+5	+9	Collective range (unlimited), gift of power	68	15	5th
16th	+12/+7/+2	+10	+5	+10	Bonus feat, lifeblood resonance (5d8), highlord's decree	80	16	6th
17th	+12/+7/+2	+10	+5	+10	Tribute (3)	92	17	6th
18th	+13/+8/+3	+11	+6	+11	Gift of power, highlord's mark	104	18	6th
19th	+14/+9/+4	+11	+6	+11	Collective range (planar), 116 19 highlord's decree		19	6th
20th	+15/+10/+5	+12	+6	+12	Lifeblood resonance (6d8), su- premacy	128	20	6th

#### **TABLE 1-1: HIGHLORD**

The Difficulty Class for saving throws against the highlord's powers is 10 + the power's level + the highlord's Charisma modifier.

**Maximum Power Level Known:** A highlord begins play with the ability to learn 1st level powers. As he attains higher levels, he may gain the ability to master more complex powers.

To learn or manifest a power, a highlord must have a Charisma score of at least 10 + the power's level.

**Talents (Su):** Highlords learns minor powers called talents that they can use at will. At 1st level, he gains two talents; one is chosen from the psychic warrior's talent list, and the other is based on his chosen tenet (see below).

**Collective (Su):** A highlord learns to use psionic power to connect willing minds through an internal network that strengthens their psychic bonds. As a standard action, a highlord can join any number of willing targets into his collective (up to his limit, see below). The highlord 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 medium range (100 feet + 10 feet per class level). The collective can contain up to his Charisma modifier or half his highlord level, whichever is higher. The highlord is always considered a member of his own collective, and does not count against this limit.

The highlord can choose to remove a member as a free action on his 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 the 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. A highlord is aware of the status of his 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 until higher levels (see telepathy below).

A highlord can manifest certain powers through his collective. If a highlord power specifies one or more willing targets (or is harmless) and has a range greater than personal, he can manifest this power on a member of his collective regardless of the range of the actual power. All other non-range restrictions still apply. He may manifest any power with the Network Descriptor this way, regardless of their actual ranges or targets. If he is capable of manifesting powers or casting spells from a different class (as is the case for a multiclass highlord), 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 highlord 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 15th level, a highlord's collective range is limitless on the same plane as the highlord.

At 19th level, a highlord's range reaches even across other planes and dimensions.

**Open Heart (Su):** A highlord's collective is more than just a link; when he touches the mind of another, he shares a part of himself, his core, driving goals and desires. To members of his collective, a highlord's psionic powers are unmistakably *his*, bearing sensory displays unique to the highlord instead of their normal appearances. The appearance of a highlord's powers is tied to what the highlord values—common displays are flowing streams of blood, coins, or other materials, sounds of the highlord's home and those he cares about, or similarly important things. Though these displays don't grant the highlord's collective members any unique insight into the effects of his powers, they do share knowledge of something important to the highlord.

**Guarded Rulership (Su):** At 1st level, a highlord gains Unwilling Participant as a bonus feat, except that its save DC is equal to 10 + 1/2 the highlord's manifester level + the highlord's Charisma modifier. When an unwilling member of the highlord's collective dies, the highlord does not need to make a save to avoid losing power points and being sickened.

**Highlord Tenets (Su):** Many of a highlord's abilities draw power from his mere presence. How these abilities develop, however, are based on the tenets that he follows. At 1st level, a highlord chooses a set of tenets to follow. This decision is made when a character takes their first level in highlord, and cannot be changed afterwards. A highlord's choice of tenet grants him the following class features at the specified levels:

Tenet Power (Su): At 1st level, the highlord gains a unique psionic power based on his chosen tenet. Each power is only available to highlords of that tenet, and gains additional functions once the highlord grows powerful enough to augment it with more power points.

Lifeblood Resonance (Su): A highlord's tenet grants him a means of punishing those who oppose him, assaulting their minds and bodies with his force of will. The exact details of a tenet's lifeblood resonance are detailed in the tenet's description, below, but in each case, this ability deals 1d8 points of damage plus an additional 1d8 points of damage per four class levels the highlord possesses (up to a maximum of 6d8 at 20th level).

*Conscription (Su)*: At 1st level, a highlord gains a unique way to force others into his collective. Regardless of the method, these abilities only function on creatures within the range of the highlord's collective, and this otherwise functions like the Unwilling Participant feat. A highlord can take Ability Focus (conscription), which increases both the save DC of this ability and the save DC of his Unwilling Participant feat.

*First Command (Su)*: At 1st level, a highlord gains a decree based on his chosen tenet. He later gains other decrees of his choice (see below), and the individual decrees are detailed in their section below.

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*Skill Affinity (Su)* At 2nd level, a highlord's choice of tenets enhances his own mind, granting him a bonus on checks with a single skill equal to 1/2 his class level, as well as an additional ability related to it.

**Highlord's Decrees (Su):** At 1st level, the highlord gains a decree based on his chosen tenet, granting him a special command he can issue. At 4th level and every three levels afterwards, a highlord learns an additional highlord decree.

In order to use a decree, the highlord must expend his psionic focus. He cannot regain that psionic focus until the decree ends (either by its duration running out or the highlord dismissing it).

When a decree's duration runs its course, the highlord recovers the psionic focus he spent to use the decree. In any round after the one he activated the decree in, the highlord can dismiss its effect as a move action, regaining the psionic focus he expended to use it. If the highlord possesses the Psionic Meditation feat, he can instead dismiss decrees as swift actions. A highlord who has multiple psionic focuses (such as through the Psicrystal Containment feat) can have multiple active decrees at once—one for each psionic focus.

Unless specifically noted, decrees are mind-affecting effects, and if a member of the highlord's collective is unwilling to be affected by one of his decrees (such as if it applies a negative condition, or directs them to take actions they're unwilling to take), the collective member can make a Will save (DC 10 + 1/2 the highlord's class level + the highlord's Charisma modifier) to resist the effect of the decree. This means that they forgo any actions that may have been granted and they ignore any benefits or conditions that may have been applied. A creature willing to be affected by a decree can voluntarily accept it; if they do, it ignores any immunity to mind-affecting effects they might possess. A highlord can take the Ability Focus (decrees) feat, in which case it affects the DC of saving throws made against any of the decrees the highlord uses.

The highlord's decrees are listed in their own section, below.

**Bonus Feats:** At 2nd, 9th, and 16th levels, a highlord gains a psionic feat he qualifies for as a bonus feat.

**Gift of Power (Su):** At 3rd level, the highlord is capable of sharing a portion of his power with his allies. The highlord chooses a power that he can manifest. This power gains the Network descriptor when manifested by the highlord. At 6th level, and every three levels thereafter, the highlord can choose an additional power of a different level that he can manifest to give the Network descriptor to. Whenever the highlord gains a level, he may change which powers to grant the Network descriptor to. However, any power that the highlord chooses must be the same level as the power he is changing it from.

**Telepathy (Su):** When a highlord reaches 3rd level, all willing members of his collective (including the highlord himself) can communicate with each other telepathically, even if they do not share a common language. Psionic

creatures who are willing members in a highlord's collective (including the highlord himself) may manifest unknown powers known by another willing psionic creature in the collective as if they were making physical contact.

**Highlord's Mark (Su):** At 5th level, willingly or unwillingly, a highlord's charismatic and psionic nature bleeds into the environment around him. The highlord can establish a location as his territory, after spending at least a week in the area around it. This location must be an area no larger in volume than a cube that is a number of feet per side equal to 10 feet per highlord level. If it is a public (or at least well known) area, it becomes widely regarded by others that the highlord controls or own it in some way. The highlord's power influences the appearance of the area through his open heart ability, though objects within it are not changed as to become unrecognizable.

If another creature is already considered the controller or owner of the area, that creature and the highlord make opposed Charisma checks. The character who succeeds in this check is considered the owner or controller of the area the highlord designates, though the original owner is free to contest this claim by confronting the highlord directly. After establishing an area as his territory, the highlord must return to it at least once every three days to renew his claim upon it. Otherwise, the effect disappears and other creatures may become considered the owner or controller of the area, as normal.

The highlord can also channel this power into one of his subjects. As a full-round action, the highlord can designate a willing member of his collective to bear his mark. As a result, that creature remains within the collective and can communicate with the highlord through telepathy, even if they were to leave the collective's normal range. As long as the creature is designated by the highlord's mark, the highlord can communicate through that creature and use Charisma-based skills as if he were occupying that creature's space, using his skill ranks and bonuses in place of the marked creature.

These marks can be dismissed as a free action. The highlord can only mark a single location or creature at a time. Affecting a location or a creature with his mark means he is unable to use this ability until he dismisses the first mark.

At 8th level, the highlord can maintain a mark on both a location and a creature at the same time. His followers also grow more vigilant in their defense of the highlord's territory. Members of the collective within the area of a marked location gain a +3 bonus to Perception, and creatures marked by the highlord gain a +3 bonus to Sense Motive.

At 14th level, while within areas the highlord controls, the highlord and his allies within the collective gain a +2 morale bonus to attack rolls and saves, and the DC to resist being forced into the collective increases by 2. In addition, the highlord can use his powers and class abilities from creatures that he has marked, treating the

range and effects of such effects as if he were the marked creature. Doing this requires the highlord and the creature he has marked to use the same action required to manifest the power or use the ability.

At 18th level, the highlord can maintain a number of marks equal to his Charisma modifier (minimum 1) at the same time. These marks can be on any combination of locations and creatures.

**Tribute (Su):** At 5th level, a highlord can draw upon the talents of his collective and use them as his own. As a move action, the highlord designates a single feat, item enhancement, power effect, or spell effect from among those belonging or affecting willing members of his collective as tribute. The highlord gains the effects of the selected tribute until he designates a new tribute, for as long as the effect remains active on the member that possessed. In addition, if a member of the collective leaves the collective, the highlord loses the effects of tributes from that member.

When he gains this ability, the highlord may only have one tribute designated at once. At 11th level, the highlord may have up to two tributes designated, and at 17th level, he may have up to three. Once the highlord gains the ability to have multiple tributes at once, he may choose his tributes from either the same or different members of the collective, and can choose a different type of effect for each tribute.

If the highlord selects a feat as one of his designated tributes, he must meet the prerequisites of that feat. He may use feats gained through other designated tributes to meet these prerequisites. If the highlord selects an item enhancement, he applies that item enhancement to a single qualifying item (such as a ranged weapon gaining the *distant* enhancement) that he is carrying or wielding. The normal caps on an item's enhancement bonus and special properties still apply. The item loses the designated property if the highlord ceases to carry and/or use it.

Lifeblood Siphon (Su): At 6th level, a highlord can siphon mental energy from the members of his collective, drawing on their goals and desires that they and he share. Whenever the highlord manifests a power, he may also designate another member of his collective to drain energy from. That member of the collective takes damage equal to the number of power points used on the power and becomes staggered until the highlord's next turn. In addition, the highlord regains half the total power points he spent on the power. The target can resist the staggering effect and deny the highlord the regained power points by succeeding at a Fortitude save (DC 10 + the power points that would be refunded + the highlord's Charisma modifier). This ability can only be used once per round, even if the highlord manifests multiple powers during that round.

In addition, a highlord's tenet grants him a specialized version of this ability, as listed in the tenet's description.

### TABLE 1-2: ADEPT ANALYSIS

Check Result	Bonus Granted
15 or lower	+1
16–25	+2
25–30	+3
31–35	+4
36 or higher	+5

**Greater Decrees (Su):** At 10th level, and every three levels thereafter, a highlord can choose one of the following greater decrees in place of a decree. Some greater decrees require the expenditure of power points in order to be used. The highlord cannot spend more power points on a single decree at once than his manifester level. Unless stated otherwise, greater decrees are treated as decrees for the purposes of abilities and feats such as Ability Focus.

The highlord's greater decrees are listed in their own section, below.

**Supremacy (Su):** Once per round, when a 20th level highlord would die or be destroyed, he may choose to have a member of his collective die or be destroyed in his stead. Loss of hit points and death effects simply fail to kill him, he suffers no change in Constitution score, and he ignores ongoing damage for a round. The highlord is healed for an amount equal to the current hit points of the member who died for him. If this amount of hit points is not enough to bring the highlord back above the threshold of death, then the highlord still dies. This is a death effect, and he may not choose a creature immune to death effects to die in his stead.

A member of the collective may attempt to resist this effect with a Will save (DC 20 + the highlord's Charisma modifier). If they succeed, the highlord dies as normal.

### **Caretaker (Tenets of Cultivation)**

"Servants are precious. Lives are not to be wasted."

A highlord who follows the tenets of cultivation is known as a caretaker. Caretakers highly prize their allies. They are highly protective, harshly punishing enemies who dare to strike at the members of their collective. Caretakers believe that their collective should be able to not simply exist and fight for them, but thrive under their protection and reach their full potential.

**Tenet Power:** At 1st level, a caretaker gains *caring hands* as a bonus power known.

#### **CARING HANDS**

Discipline psychometabolism; Level highlord (caretaker) 1 Display material, mental Manifesting Time 1 standard action Range collective (see text) Target one member of your collective Duration instantaneous Saving Throw none; Power Resistance yes Power Points 1

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

When you use this power, you can remove a condition or damage affecting a member of your collective, based on how many powers points were spent on the power. Choose one option from the following table to treat:

#### **Power Points**

Spent	Condition Treated
1	Compulsion or charm, up to 4 hit points
	+ 2 hit points per pp spent augmenting
	the power
3	Fatigue, paralysis, poison, up to 4 points
	of ability damage
5	Blindness, deafness, disease
7	Up to 2 points of ability drain, up to 1
	negative level
9	Curses, enchantment and telepathy ef-
	fects, transmutation and psychometab-
	olism effects
11	Lost limbs, petrification

In order to treat a magical effect, you must succeed at a manifester level check (1d20 + your manifester level) against a DC of 11 + the effect's caster level, and in order to treat a curse, disease, or poison, you must succeed at a manifester level check against the condition's save DC.

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

1. For every additional power point you spend, allies you affect with this power gain 2 temporary hit points. These temporary hit points last for 1 minute or until used.

2. For every 2 power points you spend, you gain a +1 bonus on your manifester level checks to remove conditions that require a check.

3. For every 2 power points you spend, you can affect an additional creature, curing them of the same conditions or amount of damage.

4. For ever 4 power points you spend, you can remove another condition. You may only choose a given type of damage once per use of this power (for example, if you spent 3 power points, you could heal 8 hit points and remove the ally's fatigue, but could not choose "hit points" twice to heal more hit points).

Lifeblood Shield (Su): A caretaker's lifeblood resonance allows him to send a psychic backlash at enemies who dare harm those under his care. Once per round, as a free action that can be taken whenever a member of the caretaker's collective is damaged by another creature (even if it isn't his turn), the caretaker may deal his lifeblood resonance damage to the offending creature. The member of the collective is healed for half of that damage, up to a maximum amount of healing equal to the damage taken from the triggering attack. At 8th level, the highlord can use this ability up to two times each round. At 15th level, the highlord can use this ability up to three times each round.

**Group Conscription (Su):** Members of the caretaker's collective can force creatures into the collective as if they had the Unwilling Participant feat. The DC to resist their use of the Unwilling Participant feat is DC 10 + 1/2 the member's Hit Dice + the highlord's Charisma modifier.

**First Command (Su):** A caretaker gains inspire as his decree at 1st level.

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

Affinity for Cultivation (Su): Starting at 2nd level, a caretaker gains a bonus on Diplomacy checks equal to 1/2 his class level. In addition, he gains the ability to make aid another attempts for members of his collective as a move action, and can do so regardless of distance, line of sight, and line of effect, so long as he is aware of the roll being made.

Nurture Lifeblood (Su): When used on willing members of the collective, the caretaker can choose not to damage or stagger creatures with his lifeblood siphon. Instead, the caretaker can heal them for a number of hit points equal to his Charisma bonus times 1/2 the number of power points spent on the power. If used in this way, the caretaker does not refund any power points expended by the power.

### **Despot (Tenets of Oppression)**

"None may stand against you."

A highlord who follows the tenets of oppression is known as a despot. Despots erode the will of his enemies until they cannot oppose them. They are experienced in destroying a foe's ability to fight, miring them in a struggle that seems hopeless long before the end truly comes.

**Tenet Power:** At 1st level, a despot gains *suppression link* as a bonus power known.

#### SUPPRESSION LINK

Discipline telepathy; Level highlord (despot) 1 Display mental Manifesting Time see text Range close (25 ft. + 5 ft./2 levels) Target one creature Duration concentration Saving Throw Will negates (see text); Power Resistance yes Power Points 1 You must be a highlord following the tenets of oppression to manifest this power. You cannot learn this power with the Expanded Knowledge feat or similar abilities.

You establish a short-lived telepathic bond with a creature within range, concentrating on shutting off the creature's ability to act against you or escape from you. 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: The target must succeed at a Will save or become entangled as long as you concentrate +

**1** round thereafter. On a successful save, they become entangled for 1 round instead.

*Move Action*: The target must succeed at a Will save or become entangled as long as you concentrate.

Creatures entangled by this power cannot willingly move in directions that would increase the distance between them and your location (including using abilities that would increase the distance between you and them, such as teleportation). Each turn you maintain this power, you can choose to drag creatures entangled by the power up to 10 feet (or 5 feet, if you are maintaining it as a move action) towards you.

You can drag entangled creatures when you move, by halving the distance you would normally move (to a minimum of 5 feet, even if halving it would result in a lower distance). You must still follow all the restrictions of your movement (such as where you can move, or where you must end your movement).

In both cases, if you would drag them into a space they cannot enter (such as a wall or that of another creature), you must either end this power's effect on them, change



direction, or stop moving. Otherwise, you can freely drag them along with you.

The movement of dragged creatures does not provoke attacks of opportunity, and your movement does not provoke attacks of opportunity from creatures you're dragging. If you would drag a creature into a space that can't support them or a hazardous location (such as the air for a nonflying creature or a pit of lava), they may make another saving throw against the power. If they succeed, they are not dragged, end the effects of the power upon them, and fall prone in their space.

**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.

1. For every additional power point you spend, you gain a +1 bonus on concentration checks made for this power, except to manifest it defensively.

2. If you spend 2 additional power points, the target becomes staggered for the duration of the power.

3. For every 3 additional power points you spend, you can drag creatures 10 additional feet (or 5 feet, if you are maintaining the power as a move action) each turn you maintain this power.

4. If you spend 4 additional power points, the target becomes dazed (standard action manifestation) or nauseated (move action manifestation) for 1 round on a failed saving throw.

5. If you spend 6 additional power points, the target becomes blinded for the duration of the power (if the power ends or has its duration reduced thanks to a successful save, so does the blind).

6. If you spend 6 additional power points, if you would have used a standard action to manifest and maintain the power, you can instead do so as a move action. If you would have used a move action to manifest and maintain the power, you can instead do so as a swift action.

Lifeblood Tithe (Su): A despot's lifeblood resonance allows him to freely drain away the life of those under his rule. Once per round as a free action, the despot can deal his lifeblood resonance damage to a chosen member of his collective within close range (25 feet + 5 feet per two class levels). The despot is healed for half the damage that they suffer, not including bonus damage from other sources. At 8th level, the despot can deal this damage to up to two members of the collective at once. At 15th level, the despot can deal this damage to up to three members of the collective at once.

Mass Conscription (Su): As a standard action, the despot can attempt to force a creature into his collective. He can force an additional creature into his collective for each damage die of his lifeblood resonance ability. He cannot exceed the normal limit of members of the collective with this ability.

**First Command (Su):** A despot gains falter as his decree at 1st level.

**Talents (Su):** A despot gains *telepathic lash* as a psionic talent at 1st level.

Affinity for Oppression (Su): Starting at 2nd level, a despot gains a bonus on Sense Motive checks equal to 1/2 his class level. After the despot successfully forces a creature into the collective, he can read the creature's surface thoughts freely, as if they had failed a save against a *read thoughts* power.

**Siphon Resolve (Su):** The despot siphons his enemy's very will to fight. When the despot uses his lifeblood siphon ability, if the siphoned creature is also affected by the psionic power manifested, a failed save against either effect causes the creature to be treated as if they failed their save against both.

### Sovereign (Tenets of Dominance)

"The only person you can truly count on is yourself."

A highlord who follows the tenets of dominance is known as a sovereign. A sovereign focuses on subjugating their foes in direct combat. Sovereigns exploit the mental connection they establish with their enemies to crush them utterly, and draw on the power of their collective to empower themselves.

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

### OMNIPRESENCE

Discipline psychoportation; Level highlord (sovereign) 1 Display mental, visual Manifesting Time 1 swift action Range personal (see text) Target you (see text) Duration 1 round/level Saving Throw none; Power Resistance no Power Points 1

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

You expand your presence, using the minds of your collective as psychoportive beacons. Even if you're standing in plain view, you seem to be everywhere and nowhere, appearing in the corner of a creature's vision, laying a reassuring hand on an ally's shoulder, pushing a blade through a foe's chest, or even all of these at once.

While under the effect of this power, you threaten all spaces within 5 feet of you, and can make attacks of opportunity against targets within this area with any weapon you are wielding, even if it isn't a melee weapon or can't reach that space. In addition, you can treat yourself as being within any of those spaces for the purposes of your vision, and for determining line of effect to targets of your psionic powers and highlord class features. During your turn, you can also treat yourself as within each of those spaces for the purposes of making attacks (including drawing line of sight and effect, and determining threatened area).

If a creature within your collective occupies a space in this power's area, this power's area expands to all spaces adjacent to that creature. This effect can chain through multiple collective members, allowing the power's area it continue to change as your collective repositions.

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

1. For every additional power point you spend, attacks against you suffer a 5% miss chance. This effect is cumulative with multiple power points spent, up to a maximum miss chance of 50%.

2. For every additional power point you spend, you can make 1 additional attack of opportunity in each round during the duration of this power.

3. For every 4 additional power points you spend, the distance this power reaches from you (and any collective members in the area) increases by 5 feet.

4. If you spend 6 additional power points, you gain the ability to switch positions with members of your collective within the power's area; doing so is a move action that does not provoke attacks of opportunity.

5. If you spend 8 additional power points, you can choose a single collective member to center this power's effect on, instead of yourself. You do not create the power's effect around yourself if you do so, but you can still act through the area of the power as normal. If you manifest the power in this way, you take half the damage the chosen collective member does. This damage cannot be reduced or nullified in any way.

**Lifeblood Scourge (Su):** A sovereign's lifeblood resonance empowers his own attacks against those under his rule. The first time in each round the sovereign hits a creature in his collective with a weapon attack from within 30 feet of his target, that creature takes his lifeblood resonance damage in addition to the attack. At 8th level, the sovereign can apply this extra damage to up to two attacks each round. At 15th level, the sovereign can apply this damage to up to three attacks each round.

**Conscripting Strike (Su):** By engaging his enemies in direct combat, the sovereign can overwhelm the minds of his foes with the force of his personality and force them into his collective. When the sovereign makes a weapon attack from within 30 feet of his target, he can choose to add his Charisma modifier (minimum 1) to his attack roll. If he does so, he strikes the target's mind, dealing damage equal to his lifeblood resonance damage with no additional bonuses (instead of his weapon's damage), and attempts to force them into his collective.

**First Command (Su):** A sovereign gains damage distribution as his decree at 1st level.

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

Affinity for Dominance (Su): Starting at 2nd level, a sovereign gains a bonus on Intimidate checks equal to 1/2 his class level. When the sovereign successfully uses Intimidate to influence the attitude of a creature in his collective, that creature will remain friendly towards the highlord for as long as they remain in the collective, and can be influenced to take actions that may endanger them.

**Siphon Strength (Su):** A sovereign that successfully siphons a member of the collective gains a bonus on attack and damage rolls equal to 1 + 1/4 of the power points he used on the power, until the end of his next turn.

### **HIGHLORD DECREES**

Highlords can choose from the following decrees.

**Bear My Burden:** Whenever the highlord suffers from any of the following conditions, he may activate this decree as an immediate action, even if the condition would prevent him from taking an immediate action: Bleed, Blinded, Confused, Cowering, Dazed, Dazzled, Deafened, Energy Drained, Exhausted, Fascinated, Fatigued, Frightened, Nauseated, Panicked, Paralyzed, Petrified, Shaken, Sickened, Staggered, Stunned

The highlord designates another member of the collective who has at least half the Hit Dice of the highlord and is not immune to the condition. This member of the collective begins to suffer the effects of the condition instead of the highlord. If the member of the collective succeeds at resisting the decree, the highlord suffers the condition as normal.

However, if they accept the exchange or fail to resist it, the highlord is no longer affected by the condition and the member of the collective suffers it in the highlord's place for its remaining duration. The duration of the decree is identical to the duration of the condition. If they leave the collective or the highlord ends this decree, they are freed from the condition, and the highlord suffers the condition for the remainder of its duration. A highlord must be 7th level or higher to choose this decree.

**Blind Eye:** As a swift action, the highlord can temporarily erase the presence of a member of his collective from the minds of the others. The targeted member of the collective gains total concealment against other members of the collective for a number of rounds equal to the highlord's Charisma modifier (minimum 1 round). This concealment even applies to creatures who enter the collective after this decree was used. If that member of the collective takes an action that would grant an additional save against *cloud mind* (such as attacking), they lose the effects of this decree until the beginning of their next turn.

**Countermand:** When a member of the highlord's collective fails a saving throw against a mind-affecting effect, the highlord can activate this decree as an immediate action. The collective member can reroll their save with a bonus equal to the highlord's Charisma modifier

(minimum +1). If they succeed, this decree ends, and the highlord's psionic focus is expended as normal. If they fail, then this decree continues to affect them; in the highlord's first turn after using the decree, maintaining it is a move action, and the collective member can make another save at the end of the highlord's turn. Maintaining this decree in further rounds is a swift action, and it ends when the collective member succeeds on their save or the highlord fails to maintain it. If the highlord is under a mental control effect, he may still spend the actions to maintain the decree and continue to make saves, even if ordered not to.

**Damage Distribution:** The highlord can activate this decree as an immediate action when a member of the collective takes hit point damage. When he does so, each member of his collective can make a Will save to avoid having damage distributed to them (either by the initial effect or its later duration). The highlord then transfers up to half of the damage that would have been dealt to that member of the collective to other members of his collective, distributed however he wishes. After activating this decree, it continues to last for a number of rounds equal to the highlord's Charisma modifier (minimum 1 round). Whenever the chosen member of the collective is damaged during this duration, he can distribute half of it as an immediate action, just like the initial activation.

Devour the Weak: As a standard action, highlord can make a coup de grace attempt against a member of the collective. This still provokes attacks of opportunity, and must follow the normal rules of a coup de grace, such as being made with a melee weapon. If this kills a creature, the highlord heals an amount of hit points equal to triple the total Hit Dice of the slain target, and gains temporary power points equal to the number of Hit Dice the slain target had. These power points last a number of rounds equal to the highlord'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. A highlord must be 7th level or higher to choose this decree, and unlike other decrees, it does not last beyond its initial use (and as such, cannot be dismissed to refund the highlord's psionic focus). This decree is not a mind-affecting effect.

**Expanded Grasp:** Activating this decree is a free action, and it lasts for a number of rounds equal to the highlord's Charisma modifier (minimum 1 round). During this duration, the highlord can empower a use of his conscription ability or Unwilling Participant feat by expending a swift or immediate action as part of it. That conscription attempt can target an additional creature; if the ability adds a creature within a certain range to the highlord's collective, then the highlord affects a second creature within range. If the ability adds a creature to the highlord's collective as part of an attack, then the highlord affects a creature within the reach of the attack

### **TABLE 1-3: DECREES**

Name	Prerequisites	Benefits
Bear My Burden	7th level	Force another to take on a condition affecting you.
Blind Eye		Member of your collective become <mark>s invi</mark> sible to other members.
Countermand		Grant a member of your collective another save against a mind-affect- ing effect.
Damage Distribution		Transfer damage taken by a member of your collective to other mem- bers of your collective.
Devour the Weak	7th level	Coup de grace a member of your collective and gain power.
Expanded Grasp		Force additional targets at once into your collective.
Falter		Apply a number of penalties to members of your collective.
Forceful Tribute	7th level	Demand tribute from a member of your collective.
Highlord's Command		Give a member of your collective an order, which they carry out im- mediately.
Inspire		Enhance a member of your collective's abilities.
Living Shield		Force a member of the collective to take a hit for you.
Menacing Presence		Intimidate your collective and make it easier to strike them.
Movement Command		Command a member of your collective to move immediately.
Pack Mentality	1000	Improve your collective's ability to work together.
Persistent Conscription		Make it harder to resist your conscription methods.
Restraining Order		Stop a member of your collective from moving.
Stand Together		Direct a member of the collective assist in making a save against an effect targeted at another member of the collective, or have them share an effect.
Steal the Show		Redirect an attack or ability aimed at a member of your collective to yourself.
Tactical Upload	Teamwork feat	Distribute teamwork feats that you know to members of your collec- tive.
Tempting Target	7th level	Make a member of your collective an easy target.
Upload Betrayal	Tactical upload, betrayal feat	Members of the collective who receive a betrayal feat through tactical upload can be treated as abettors.

(whether the attack comes from him or another collective member). At 7th level, the highlord can affect up to two additional creatures with his empowered conscriptions, at 13th level, he can affect up to three, and at 19th level, he can affect up to four.

**Falter:** As a swift action, the highlord chooses a member of the collective to suffer one of the following penalties for a number of rounds equal to the highlord's Charisma modifier (minimum 1 round):

- –2 penalty on attack rolls, and double that penalty on skill checks.
- –1 penalty to armor class and on saving throws.
- -1 penalty to the save DCs of the creature's abilities (including spells and powers).

When the highlord has this decree active, as a swift action, he can inflict an additional penalty to a member of the collective for the same duration as the original decree. Successive uses of this ability for the same penalty do not stack; however, the highlord can afflict a creature with multiple penalties at once, if he uses this decree on a target multiple times. At 7th level and every six highlord levels thereafter, these penalties increase by 1. This decree is not a mind-affecting effect.

**Forceful Tribute:** The highlord gains the ability to choose tribute from unwilling members of the collective. In order to do so, he must properly identify the nature of the feat, item enhancement, power effect, or spell effect that he wishes to declare tribute through either a successful Knowledge check, or by scanning that member of the collective with this decree.

As a move action, the highlord can analyze an unwilling member of the collective. If they fail their Will save against this decree, the highlord becomes aware of the available feats, item enhancements, power effects, or spell effect belonging to them. He does not need to make checks in order to understand their use and effects. This means, among other things, that he knows the prerequisites of the feats possessed by that member of his collective. A highlord must be 7th level or higher and possess the tribute class feature to choose this decree.

**Highlord's Command:** Activating this decree is a free action, and it lasts for a number of rounds equal to the highlord's Charisma modifier (minimum 1 round). When the highlord activates this decree, he chooses a member of his collective, and during this duration, he can give that creature orders as a standard action.

When the highlord gives an order, he specifies a course of action (such as "attack your leader!"). Then the affected collective member takes a standard or move action to fulfill that order to the best of their abilities, even though it isn't their turn. A creature unwilling to follow the highlord's order can make a Will save to resist the orders and forgo actions granted by the highlord, ignoring the order and ending the decree on a success. Even if they fail the save against this ability, such a creature cannot be forced to use abilities with daily usages during this action, such as spells or class abilities such as wild shape. After taking an ordered action, the collective member becomes staggered until the start of the highlord's next turn.

**Inspire:** As a swift action, the highlord chooses a member of the collective to gain a +1 competence bonus to attack rolls and damage rolls for a number of rounds equal to the highlord's Charisma modifier (minimum 1 round). In addition, while this decree is active, the member of the collective affected gains temporary hit points equal to 4 + the highlord's class level at the beginning of each of their turns. These temporary hit points do not stack with themselves; only the newest number applies. All the temporary hit points gained from this decree vanish when the decree ends. At 7th level and every six highlord levels thereafter, the competence bonuses increase by +1, to a maximum of +4 at 19th level.

Living Shield: The highlord can command his collective to protect him from assault at any cost. Activating this decree is an immediate action, and it lasts for a number of rounds equal to the highlord's Charisma modifier (minimum 1 round). The highlord can activate this decree when an attack roll is made against him. He must also designate a member of the collective that is adjacent to him. The attack is instead made against that member of the collective, even if they were not in range of the attack before. As long as this decree is active, the highlord can continue to redirect attacks that are made against him as immediate actions, just like when he first activated the decree.

**Menacing Presence:** Activating this decree is a swift action, and it lasts for a number of rounds equal to the highlord's Charisma modifier (minimum 1 round). While this decree is active, the highlord gains a bonus on attack rolls equal to his Charisma modifier (minimum 1) against other members of the collective. In addition, whenever the highlord damages a member of his collective with a melee attack, he can make a Intimidate check to demoralize the target as a free action. If he succeeds, the target is shaken for the duration of this decree. This decree overlaps with other fear effects. It cannot in-

crease a creature's fear level, nor can another effect be combined with it to increase a creature's fear level.

**Movement Command:** Activating this decree is a free action, and it lasts for a number of rounds equal to the highlord's Charisma modifier (minimum 1 round). During this duration, as a swift action, the highlord can direct a member of the collective to move. That collective member may immediately move up to their speed as a free action, even though it isn't their turn.

The highlord determines the direction of the movement. A creature unwilling to follow the highlord's orders can make a Will save to resist the orders and forgo actions granted by the highlord.

Pack Mentality: The highlord can enhance his collective's skill at working together to take down their enemies. Activating this decree is a free action, and it lasts for a number of rounds equal to the highlord's Charisma modifier (minimum 1 round). If two or more allies within the highlord's collective are threatening the same opponent, they can be treated as flanking that opponent. The collective can gain this benefit against multiple opponents at the same time. When an allied collective member (including the highlord) successfully uses the aid another action on another allied collective member, the bonus granted is increased by +1. If multiple allies aid the same creature, this increase is only added once. At 7th level and every six highlord levels thereafter, the bonuses increase by a further +1, to a maximum increase of +3 at 19th level. This decree is not a mind-affecting effect.

**Persistent Conscription:** As a swift action, the highlord can empower his collective's grasp for a number of rounds equal to his Charisma modifier (minimum 1 round). During this duration, whenever the highlord attempts to force creatures into his collective (such as through the Unwilling Participant feat), those creatures roll two d20s for their Will saves and take the lower result.

**Restraining Order:** Activating this decree is a free action, and it lasts for a number of rounds equal to the highlord's Charisma modifier (minimum 1 round). During this duration, as a swift action, the highlord can direct a member of the collective to halt. For 1 round, that collective member cannot willingly leave their space. Unlike most decrees, the collective member does not receive a save against this decree.

**Stand Together:** The highlord can activate this decree as an immediate action when a member of the collective is subject to an effect that allows a saving throw. The highlord designates two members of the collective to link together temporarily. Both members of the collective can attempt a saving throw against the effect, applying the more favorable result. When rolling, each subject uses their own save bonus and modifiers. If both saving throws fail, both members of the collective suffer the consequences of a failed save, even if the effect that prompted the saving throw only affected one of the members of the collective.

Alternatively, both members of the collective can choose to accept an effect even if it does not require a saving throw, and share it for its normal duration.

Unlike other decrees, this decree does not last beyond its initial use (and as such, cannot be dismissed to refund the highlord's psionic focus).

**Steal the Show:** The highlord can demand the attention of a creature attempting to focus on a member of his collective, shifting their gaze from that member to the highlord. Activating this decree is an immediate action, and it lasts for a number of rounds equal to the highlord's Charisma modifier (minimum 1 round). The highlord can activate this decree when a creature attempts to target a member of his collective with an attack or ability. The attack or ability is instead made against the highlord if he is an eligible target. The protected member can make a Will save to resist this decree, recapturing the attention of the attack or ability.

As long as this decree is active, the highlord can continue to redirect attacks or abilities made against a member of his collective towards himself as immediate actions. The highlord gains a +2 circumstance bonus to AC and his saves against attacks redirected in this way. At 4th level, and every 3 levels thereafter, these bonuses increase by +1.

**Tactical Upload:** As a swift action, the highlord can quickly distribute his knowledge of tactics directly to chosen members of his collective. Each chosen member of the collective temporarily gains a teamwork feat known by the highlord, even if they don't qualify for them normally. At 5th level and every 4 class levels thereafter, the highlord can share an additional teamwork feat that he knows with each chosen member of the collective.

This decree lasts for a number of rounds equal to the highlord's Charisma modifier. When the decree ends, the highlord's teamwork feats cease being shared. The highlord must know at least one teamwork feat in order to choose this decree.

**Upload Betrayal:** The highlord can use his tactical upload to sow the seeds of betrayal. Creatures who receive a betrayal feat through the highlord's tactical upload decree can be treated as abettors for betrayal feats for the duration of the decree (unlike other effects, which normally only allow granted betrayal feats to be used as initiators, not abettors). Each member of the collective who receives a betrayal feat in this manner are allowed a Will save to nullify this effect. The highlord must know the tactical upload decree and at least one betrayal feat in order to choose this decree.

### **GREATER DECREES**

Highlords of at least 10th level can choose from the following greater decrees.

**Absolute Command:** To use this decree, the highlord must expend 10 power points as a standard action. This decree acts like *Geth's mind control*, targeting a member of his collective. Unlike that power, he can target the collective member regardless of line of sight, line of effect, or range. This decree ends if the creature leaves

the highlord's collective. A highlord must know the highlord's command decree in order to learn this decree.

**Ape Your Betters:** As a swift action, the highlord can share some of his exclusive power with one of his underlings for a number of rounds equal to the highlord's Charisma modifier (minimum 1 round). Select a tribute or power effect affecting the highlord. A member of the collective gains the benefits of the selected tribute or power effect as well, for as long as the highlord is affected by it. This decree can only affect one member of the collective at the time. Additional uses of this decree end any previously existing uses of it.

Die for Me: To use this decree, the highlord must expend 8 power points. As a standard action, the highlord can attempt to kill a living member of his collective. That creature must make a Will save (DC 10 + 1/2 the highlord's class level + the highlord's Charisma modifier) or die instantly. This is a death effect. If this kills a creature, the highlord heals an amount of hit points equal to triple the total Hit Dice of the slain target, and gains temporary power points equal to the Hit Dice the slain target had. These power points last a number of rounds equal to the highlord'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. Unlike other decrees, this decree does not last beyond its initial use (and as such, cannot be dismissed to refund the highlord's psionic focus).

**Execution Order:** As a standard action, the highlord directs a member of the collective to make a coup de grace as a free action against a helpless creature adjacent to them. This still provokes attacks of opportunity. A creature ordered to carry out an execution order becomes stunned afterwards, until the start of the highlord's next turn, regardless of whether or not they carried out the order. Unlike other decrees, this decree does not last beyond its initial use (and as such, cannot be dismissed to refund the highlord's psionic focus).

**Formal Challenge:** As an immediate action, the highlord can cause a successful melee attack by a member of his collective to become an insult that must be answered. Both the member of the collective and the recipient of the attack must make a Will save or be forced into one on one combat with one another. If both creatures fail their saves against this decree, the only creatures either of them are able to attack or affect with harmful abilities are each other. They cannot knowingly attack or affect another creature with abilities for the duration of the decree. This decree lasts for a number of rounds equal the highlord's Charisma modifier (minimum 1 round) or until one of the creatures becomes helpless.

This decree becomes inactive if a creature affected moves out of close range (25 feet + 5 feet per 2 class levels) from their opponent. If the highlord maintains the decree in spite of this, the decree's effect resumes if the creature re-enters the range of their opponent. A creature under the effect of this decree cannot be affected

Name	Prerequisites	Cost	Benefits
Absolute Command		8 power points	Mind control a member of your collective.
Ape Your Betters			Share a tribute or power effect with a member of your collective.
Die For Me		8 power points	Kill a member of your collective and gain a large amount of power.
Execution Order			Command a member of your collective to coup de grace a helpless creature.
Formal Challenge			Initiate a duel between a member of your collective and their foe.
Hand of Intervention			Stop a member of your collective from dying and stabilize them.
Highlord's Greed	Forceful tribute		Deny an enemy access to the tribute you take from them.
Move the Masses	Movement command	2 power points each	Command multiple members of your collective to move.
Stay of Execution			Send creatures killed by a member of your collective into stasis.
Word of Law		8 power points	Forbid everyone within range from taking a specified action.

### TABLE 1-4: GREATER DECREES

by another use of it (either from the highlord or another creature capable of using decrees).

**Hand of Intervention:** As an immediate action, the highlord can prevent a member of his collective from dying. Any damage that would have killed them is prevented, and any death effects are nullified. Their hit points become –1, and they stabilize automatically.

**Highlord's Greed:** When the highlord uses the forceful tribute decree, the member of the collective targeted by the decree loses the effects of the designated tribute unless they make a Will save (DC 10 + 1/2 the highlord's class level + the highlord's Charisma modifier). The member of the collective regains the effects of the tribute if the forceful tribute decree ends. A highlord must know the forceful tribute decree to learn this greater decree.

Move the Masses: When the highlord gives a command through the movement command decree, the highlord can expend power points to direct additional members of the collective to move by spending power points. For every 2 power points that the highlord spends, he can command an additional member of the collective with his swift action. A highlord must know the movement command decree to learn this decree.

**Stay of Execution:** Activating this decree is an immediate action, and it lasts for a number of rounds equal to the highlord's Charisma modifier (minimum 1 round). The highlord can activate this decree when a member of the collective would deal an amount of damage to a creature that would slay it outright. After taking the damage, the creature enters a state of suspended animation for one minute.

While in this state, the creature is unaware of its surroundings. Outside forces can damage their body, but as long as their head remains attached to their torso and their brain remains intact, the physical damage can be healed. A coup de grace still forces them to make a Fortitude save or die. Healing can still affect them, but the stasis will remain even after they have been healed.

If the creature has negative hit points equal to or exceeding their Constitution score when the effect ends, they die. Otherwise, they stabilize. This effect can continue even after the highlord ends this decree, but he can dismiss this effect as a free action. As long as this decree is active, the highlord can continue to use this decree as an immediate action, sending defeated creatures into stasis instead of death.

Word of Law: In order to use this decree, the highlord must expend 8 power points. The highlord can issue a mental command to all those within range as a standard action. They may declare one of the following action to be forbidden to others: attack (melee), attack (ranged), attack (unarmed), activate a magic item, aid another, cast a spell or manifest a power, charge, grapple, interact with a specified item or object, move, perform combat maneuvers, ready an action, total defense, use a specified skill, use a specified ability.

All creatures within 60 feet of the highlord must make a Will save (DC 10 + 1/2 the highlord's class level + the highlord's Charisma modifier) or become unable to perform the specified action. This decree lasts for a number of rounds equal to the highlord's Charisma modifier (minimum 1). If an affected creature is currently involved in the action (such as grappling, or casting a spell), they are unable to continue the action on later turns. At the end of each turn after the first, creatures that failed the initial save is allowed another Will save at the same DC to free themselves from the effect.

### **Racial Favored Class Options**

These rules allow each race to take alternate rewards when a member of that race gains a level in her favored class. Each of these replaces the normal reward for having a level in a favored class—either gaining 1 extra hit point or 1 extra skill rank each time a member of the race takes a level in that class. Unlike those general rewards, the alternate favored class options usually speak directly to the features and options of the class in question. Most of them are plays on the flavor of the race, such as a dromite's natural proclivity for hive minds.

When choosing one of these favored class options, the reward is gained on a level-by-level basis. Unless otherwise noted, these benefits always stack with themselves. For example, a halfling fighter adds +1 to his CMD when resisting a trip or a grapple each time he gains a level; choosing this benefit twice increases the bonus to a total of +2, choosing it 10 times increases the bonus to a total of +10, and so on.

In other cases, these rewards may have a fixed numerical limit, after which selecting such a favored class reward again has no effect. In these cases you can always select the standard reward for taking a level in a favored class.

Some of these alternate class rewards only add  $\pm 1/2$ ,  $\pm 1/3$ ,  $\pm 1/4$ , or  $\pm 1/6$  on a roll (rather than  $\pm 1$ ) each time the reward is selected. When applying this type of result to a die roll, always round down (minimum 0). For example, a half-orc with gunslinger as her favored class adds a  $\pm 1/4$  bonus on attack rolls and a  $\pm 1/2$  bonus on damage rolls when using the pistol whip deed each time she selects that favored class bonus, though this means the net effect is  $\pm 0$  on each after selecting it once (because both  $\pm 1/4$  and  $\pm 1/2$  rounds down to 0). After 20 levels, this benefit gives the half-orc a  $\pm 5$  bonus on attack rolls and a  $\pm 10$  bonus on damage rolls when using the pistol whip deed (in addition to the base value from being a 20thlevel gunslinger).

**All:** Gain 1/6 of a bonus psionic feat. Any race can choose this favored class option.

**Aasimar:** Creatures in the highlord's collective take a –1/4 penalty on attack rolls against the highlord.

**Blue:** The highlord gains a +1/3 bonus on saving throws against mind-affecting effects.

**Catfolk:** Add a +1/2 bonus to the highlord's Perception and Stealth checks made to perceive or hide.

**Changeling:** Whenever the highlord manifests and augments a highlord power with a range of personal, he regains 1/6 of a power point. He cannot regain more power points than he spent augmenting the power.

**Dhampir:** The highlord's lifeblood resonance deals 1 point of additional bleed damage. Damage from multiple selections of this favored class option is treated as a single instance of bleed damage.

**Dromite:** Add 1/2 to the maximum number of creatures allowed in the highlord's collective.

**Drow:** Gain a +1/2 bonus on damage rolls with the highlord's lifeblood resonance.

**Elan:** Whenever the highlord manifests and augments his tenet power, he regains 1/6 of a power point. He cannot regain more power points than he spent augmenting the power.

**Fetchling:** Add +1/4 to the highlord's Unwilling Participant and conscription ability DCs when the target is in dim light or lower.

Gnome: The highlord gains one psionic talent.

**Half-Elf:** Add +1/2 to the maximum number of creatures allowed in the highlord's collective.

**Half-Orc:** Whenever a creature successfully saves against the highlord's Unwilling Participant feat or conscription ability, the highlord deals 2 points of damage to them.

**Human:** Increase the duration of decrees that have a duration greater than 1 round by 1/3 of a round.

**Ifrit:** The highlord's lifeblood resonance deals 1 point of additional fire damage.

**Kitsune:** Add +1/5 to the highlord's Unwilling Participant and conscription ability DCs.

**Maenad:** The highlord gains a +1/2 on damage rolls against members of his collective.

**Ophiduan:** The highlord's Charisma is treated as 1 point higher when calculating bonus power points.

**Sylph:** The highlord's lifeblood resonance deals 1/2 of a point of additional electricity damage.

**Tiefling:** Creatures in the highlord's collective suffer a –1/4 penalty to AC against the highlord.

**Xeph:** Whenever the highlord is subject to a bonus to his land speed, he also grants 1 foot of that bonus to each ally in his collective. This option has no effect unless the highlord has selected it 5 times (or another increment of 5); a bonus to movement of +4 feet is effectively the same as a bonus of +0 feet.

### **New Feats**

Though the following feats are intended to synergize well with highlords, any character who meets the prerequisites can take them.

### **Alternate Conscription (Psionic)**

Prerequisites: Conscription class feature.

**Benefit:** When you take this feat, you choose a method of conscription from a different set of highlord tenets. By expending your psionic focus as a free action, even if it isn't your turn, you may use the conscription ability of that tenet as if you were a highlord of that tenet for a round.

#### **Blood Reveler (Psionic)**

You delight in the pain inflicted by your lifeblood resonance.

Prerequisites: Lifeblood resonance class feature.

**Benefit:** Once per round, when you deal damage to a creature with your lifeblood resonance, you may add your Charisma modifier to the damage of the ability and gain temporary hit points equal to the damage dealt by

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it. At 8th and 15th levels, you can apply this effect to an additional use of your lifeblood resonance each round.

#### **Collective Focus (Psionic)**

You can store a psionic focus within your collective's minds for your use.

**Prerequisites:** Collective class feature.

**Benefit:** You can psionically focus your collective itself, in the same manner in which you gain psionic focus normally. At any time when you need to expend your psionic focus on an ability that would affect a member of your collective (including you), you can expend this psionic focus instead. At any time when you need to maintain psionic focus for an ability that affects a member of your collective (including you), you can use your collective's psionic focus instead. Psionically focusing your collective works just like focusing your own mind.

**Special:** You cannot benefit from this feat at the same time as Psicrystal Containment or Deep Focus. If you have more than one of these, you may only have a single additional psionic focus at any given time.

#### **Communal Overchannel (Psionic)**

You burn the life force of others to strengthen your powers.

**Prerequisites:** Overchannel, collective class feature.

**Benefit:** When you use the Overchannel feat, you can instead have a member of your collective take the damage. They are allowed a Will save to resist this effect (DC 10 + 1/2 manifester level + your manifesting ability modifier), in which case you take the damage as normal.

#### **Extra Decree (Psionic)**

Prerequisites: Highlord's decree class feature.

Benefit: You learn an extra decree.

**Special**: You may take this feat multiple times. Each time, you learn a new decree.

#### **Extra Gift (Psionic)**

Prerequisites: Gift of power class feature.

**Benefit:** Choose another power that you know and add the Network descriptor to it, as if by your gift of power class feature.

**Special**: You may take this feat multiple times. Each time, you choose another power you know.

#### Looming Presence (Psionic)

Your mental presence pressures those under your dominion.

**Prerequisites:** Unwilling Participant, collective class feature.

**Benefit:** Members of your collective take a –2 penalty to their attack rolls and AC against you.

#### Mind Trace (Psionic)

You can create an imprint of the abilities of a member of your collective within your mind.

**Prerequisites:** Collective class feature, tribute class feature.

**Benefit:** Once per day, as a full-round action, you can select a feat possessed or power known by another mem-

ber of your collective. You must meet the prerequisites for a feat chosen this way. You gain that feat or learn that power until you use this feat again, in which case you switch the feat or power previously gained by mind trace for the new one. Unlike feats granted through the tribute ability, or powers usable through contact in the collective, you retain feats or powers known from mind trace even if all other creatures that possess them leave your collective.

#### **Opportunistic Conscription (Psionic)**

You can quickly exploit any weakness in the mental state of your enemies.

Prerequisites: Unwilling Participant.

**Benefit:** When a creature within the range of your Unwilling Participant feat fails a save against an effect created by another member of your collective, you can use the Unwilling Participant feat on them as an immediate action.

#### **Punisher** (Psionic)

You are quick to spot and punish the failures of those who fall under your dominion.

Prerequisites: Highlord tenet class feature.

**Benefit:** Whenever a member of your collective attacks and misses, you may deal your lifeblood resonance damage to them as an immediate action.

#### Sadism (Psionic)

The pain of your collective reinvigorates you.

**Prerequisites:** Collective class feature, character level 5th.

**Benefit:** Whenever another member of your collective takes damage, you may expend your psionic focus as an immediate action in order to gain temporary hit points equal to half the damage dealt. These temporary hit points fade at a rate of 1 per round, and stack with temporary hit points gained from this feat. You may only gain temporary hit points in this way to a limit of up to half of your normal maximum hit points.

### OMICS

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