PSIOMICS AUGINEMENTED





DREAMSCARRED PRESS

PSIONICS AUGMENTED: OCCULT LIVING LEGEND

Design Lead: Forrest Heck Additional Design: Kevin Ryan, Doug Haworth, Adam Boucher Editing: Forrest Heck Interior Design: Forrest Heck Interior Layout: Forrest Heck Interior Artwork: Christina Olszewski [kuri-hime]

Publisher: Jeremy Smith

Special thanks to the legions of fans who helped playtest the material in this book and offered new and innovative ideas to include.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

Psionics Augmented: Occult is published by Dreamscarred Press under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc.

© 2016 Dreamscarred Press

INTRODUCTION

I have always found magic systems fascinating. Class fluff; ability fluff; all of it. It's the little things I found the neatest, like the fact that divine spellcasters don't need to rest to get their spells like arcane spellcasters do, or how the 3.5 bard drew its magic from a completely different source from other mages.

This is part of why I've always loved psionics. As a subsystem it's mechanically interesting, and as a collection of fluff it provides further avenues for character creation and worldbuilding. Psionics' classes, feats, and powers create an environment that remains similar enough to the rest of the game to be approachable, but still feels different enough to be refreshing and new.

We wrote *Psionics Augmented: Occult* with this outlook in mind. It's not about replacing psychic magic with psionics, or creating psychic options for all the psionic classes—it's about exploring the differences between the two concepts. With this project, our goal was to find places where we could expand both occult concepts and psionic concepts, and to create something new and interesting in the process.

I hope that you find it as fun as we did.

—Forrest Heck

Design Lead, Psionics Augmented: Occult

THE TRUE POWER OF THE MIND

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

—Tecla, Oracle of Seven Eyes

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

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

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

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

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

POWER SOURCES

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

—Halford A. Last, Wizard of the Eighth Circle

You might look at the psionics subsystem published by Dreamscarred Press and wonder what the point of it all is. There are plenty of ways to achieve the same results, and psychic magic has major overlaps with psionics in thematics and abilities.

The chief difference between psychic magic and psionics is that psychic magic is largely external, while psionics is largely internal. At its core, psionics is about expressing one's self, and in doing so imposing that self on the world. A psionicist rejects reality and substitutes his own in the local area, fueling their abilities with internal power generated by his mind and soul, rather than drawing it from outside sources.

In contrast, psychic magic is defined by interacting with and manipulating emotional, spiritual, and conceptual connections between person and person, person and object, and even just the mage and some concept. A psychic mage is not imposing their self on the world, but taking the world and arranging it to fit their needs. Through their ability to utilize tethers between thing and thing, psychic mages gain power.

Mechanically, psionic power tends to be expressed through effects sustained by the personal power of the psionicist. It is often difficult for a psionicist to anchor their power to something other than themselves. Arcane, divine, and psychic magic, on the other hand, are much better at "leaving" power somewhere—a mage can easily imbue another with a spell or ability, especially regarding beneficial effects.

While the concepts of the subsystems may be similar, the way psionicists and psychic mages go about doing their respective businesses is evident in their classes, abilities, and descriptive text. When a psionicist does use their powers to trespass in the realm of psychic connections, it is generally in the micro-scale. In contrast, a psychic mage actively draws from external power sources and interacts with these connections on a daily basis. No psychic mage natively empowers themselves to bend reality; they have the natural or learned ability to tap into other sources. Unlike with a psionicist, the fuel comes from elsewhere.

Those in-between (such as the archetypes in *Psionics Augmented: Occult*) occupy the same space as characters such as bards, mystic theurges, and multiclassed characters. Through study and talent in both psionics and psychic magic, they can combine concepts from one with the other to become something new.

ROOM ENOUGH FOR TWO

"I've never met a mage who didn't think their brand of magic wasn't the pinnacle of sorcery. The trick is to just let them keep thinking that. Even if they're wrong, disabusing them of these notions tends to end explosively."

—Grandmaster Kent, War's End

Psionics and psychic magic can coexist within a campaign setting. Though they share similar effects, psionics is just as distinct from psychic magic as it is from arcane or divine magic, not only mechanically, but in the background and descriptive fluff. The concept of "power through meditation and self-improvement" is one that exists in many settings, and the psionics subsystem fills that role just as well as classes such as the monk.

Thematic overlaps between psionics and psychic magic should not be seen as a detractor from either system, but an opportunity to create interesting interactions and characters with the two systems. Every variety of magic has the sorts of abilities that are seen as "iconic psychic powers" in media: telepathy, telekinesis, divination, and the like. That both psychic magic and psionics have them is not a bad thing, nor should it be taken as a reason why one cannot exist if the other does.

However, that is not to say that the introduction of psychic magic or psionics to a setting should be done without thinking about how the two interact. There are possible confusions that might occur both in and out of character, thanks to some of the stronger overlaps between the two magic systems, compared to the overlaps between psionics and arcane or divine magic. On a superficial level, they seem similar in overall effects, which may mean that in a game world, the uneducated view them as the same power, or at the very least the same type of ability. A setting where the intricacies of the different types of supernatural effects are privy only to their practitioners, and for which those supernatural effects are collected under the umbrella of "magic" to the layman makes just as much sense as a setting where general knowledge about magic is more thorough, and the differences in power source between psionics and psychic magic come to the forefront.

Alternatively, a GM may want to rename and refluff one or both of these systems. Names are one of the surest ways to change something's meaning, and as such, altering the names of abilities within psionics (as outlined at the end of Chapter 4 of *Ultimate Psionics*) can help to solve the issues of thematic overlap. One may also decide to roll psychic magic into the other types of magic, fluffwise—it is easily depicted as "merely" a specialization of arcane or divine magic, similar to how different spellcasters have different focuses or spell lists.

In the end, what matters is that psionics and psychic magic can coexist with ease. We at Dreamscarred Press believe that psionics and psychic magic work well to complement each other, and hope that this product improves your game as much as it's improved ours.

ARCHETYPES AND CLASS OPTIONS

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

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

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

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

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

BOOKS NEEDED

The material in this book expands on the soulknife base class found in *Ultimate Psionics*. As such, that book, along with the *Pathfinder Roleplaying Game Core Rulebook*,. is needed to make the most of this release of *Psionics Augmented: Occult*. Further options for the soulknife class can be found in *Psionics Augmented: Seventh Path* and *Psionics Augmented: Soulknives*.

S

THE LIVING LEGEND

Living Legend (Soulknife Archetype)

"True power is telling a story so well that reality cannot bear it to be false."

—Florian, a living legend

Words have power. Through words, a storyteller can shape a mind. Through a narrative, a storyteller can change the world. Some soulknives take these truths and weaponize them, empowering themselves with the strength of the heroes of old, the subtlety of cunning rogues, and the hidden secrets of wizened mages. The warriors known as living legends hold these ideals in their minds and uses their bodies as a vessel for the powerful words of the past. Through their psionic power, they can bring reality to deeds that may have originated as mere fiction.

The living legend is an archetype for the soulknife base class detailed in Chapter 2 of *Ultimate Psionics*.

Class Skills: A living legend gains Knowledge (all), Linguistics, and Perform as class skills.

Scholar (Ex): A living legend uses his Intelligence instead of his Wisdom for any soulknife ability he gains, such as blade skills that rely on Wisdom for determining save DC. He also uses his Intelligence instead of his Wisdom for abilities gained from prestige classes that advance his mind blade.

Protagonist (Su): At 1st level, a living legend gains the ability to channel concepts through himself—sometimes echoes of souls from ages past, sometimes tales that have taken on lives of their own-and use them as a "template" for his psionic power. Each day, a living legend can meditate to accept these tales by undergoing a ritual called a seance, preparing his body and soul to take on the role of a character or archetype. A seance takes 1 hour to perform, and requires the living legend concentrate fully on his preparations; reading and recalling, meditating on a trinket or relic, or even going through combat drills or motions from more active tales. At the end of a seance, the living legend takes on roles given to him by his knowledge and power, inviting a role to take form within his mind. He chooses two of the seven legendary roles described on page 6 to inhabit him for the day. Although each role has a favored location or tale to be drawn out of, the living legend can find his roles wherever he looks if he can conceive of possible conceptual ties between them. He remains playing his roles for 24 hours or until he expels them as a full-round action. A living legend can only hold two roles in a given day; once he has completed a seance, he cannot start another one until the next day.

At any given time, the living legend has an active role and a passive role. He can switch which is which as a swift action. Regardless of whether or not a role is active or passive, the living legend falls under its influence, is beholden to one of its taboos (chosen when he completes his seance), and gains the benefits of its narrative.

In addition, he gains the powers of his active role. He gains access to a role's lesser power at 1st level, its intermediate power at 4th level, its greater power at 10th level, and its supreme power at 16th level.

If the living legend wishes, he may choose to have one or both of his roles not influence his behavior when he completes a seance. If he does so, he does not gain the benefit of those roles' narratives. He must still choose a taboo as normal.

The living legend is not magically prevented from breaking his taboos, but if he breaks a taboo for any reason, he takes a -2 penalty on attack rolls, damage rolls, ability checks, skill checks, and saving throws for 1 hour. This penalty is not cumulative; if the living legend violates the taboo again while taking the penalty, the duration of the penalty extends to one hour from the most recent violation. If he breaks a given role's taboo three times while it inhabits him, it leaves him (his other role becomes active if it was previously passive) and he loses the ability to play that role for one week.

This ability replaces psychic strike and the blade skills gained at 4th, 10th, 16th levels.

Storied Blade (Su): Unlike a normal soulknife, a living legend's mind blade changes its form based on what roles he is playing with his protagonist class feature, starting with the form of his active role's mind blade. Each role has its unique mind blade listed in its individual description. Unless otherwise noted, these mind blades function as a normal soulknife's mind blade, including the ability to choose its handedness and damage type. For example, a living legend could materialize the Sacred Relic of the Hierophant as a twohanded weapon, a one-handed weapon, or even two separate light weapons. However, if he was wielding the Mystic Might of the Archmage or Thousand Blades of the Champion, he could only use them in the ways listed in their individual descriptions, because they have special rules for their use. The soulknife has access to both of his current roles' mind blades, regardless of which is his active role. This ability replaces form mind blade, and otherwise functions as the soulknife's form mind blade class feature.

Shape Mind Blade (Su): As a full-round action, the living legend can reshape his mind blade to one of his current roles' mind blades. Alternatively, when he changes his active role, he can have his mind blade automatically reshape itself to that role's mind blade. In addition, the living legend can reassign the ability or abilities he has added to his roles' mind blades with his enhanced mind blade class feature when he completes a

PSÍODÍCS AUGMENTED: OCCULT

seance. After doing so, the mind blades materialize with the new ability or abilities selected by the living legend. This ability alters shape mind blade.

Protagonist's Portrayal (Su): When inviting roles to fill his mind, the living legend is at least in part playing a character, and with that character comes the knowledge needed to accurately portray it. Starting at 1st level, a living legend gains the benefit of one of the following feats, depending on his active role. He need not meet the prerequisites for these feats.

- Archmage: Precise Shot.
- Champion: Power Attack.
- *Guardian*: Combat Reflexes (using the higher of the living legend's Dexterity and Intelligence to determine the number of additional attacks of opportunity he can make).
- *Hierophant*: Enforcer.
- Marshal: Lookout.
- Overmind: Psionic Weapon.
- Trickster: Dirty Fighting.

This class feature counts as each of these feats for the purposes of prerequisites and requirements, although he only gains the benefit of feats and classes he used this ability to qualify for while he has is playing the role in question. If the living legend already has one of these feats, he may choose another feat to gain the benefit of while the appropriate role is his active role. This feat must be the same type as the feat it replaces (for example, if the living legend is replacing Power Attack, he must choose a combat feat), and the living legend must meet its other prerequisites as normal. This choice is made for each of his roles when he completes his seance, and cannot be changed until he completes another seance.

This ability replaces the bonus feat gained at 1st level. Blade Skills: A living legend cannot choose the Alter Blade, Discipline Blade Shapes, Empowered Fist, Emulate Melee Weapon, Emulate Ranged Weapon, Mind Daggers, Telekinetic Blade, or Telekinetic Bolt blade skills. Blade skills that change the form of his mind blade instead apply their effects to his storied sword without changing how the weapon functions. For example, a living legend with the Mindflayer blade skill would still gain the ability to expend his psionic focus for an added effect on an attack, but would not transform his mind blade into a whip. This ability alters blade skills, but does not cause the living legend archetype to be incompatible with other archetypes that alter the blade skills class feature.

Legendary Stunts: A living legend gains a number of unique blade skills, which may be selected any time the he would gain a blade skill. Unlike other blade skills, the living legend only gains the benefits of these abilities while he has roles inhabiting him; if he has not completed a seance or expels his roles, he loses access to these abilities. However, while they are tied to individual roles, he can use them regardless of which roles he has. A living legend must be at least 6th level to select any of these blade skills. This ability does not cause the living legend archetype to be incompatible with other archetypes that alter the blade skills class feature.

Defender's Oath (Su): As a swift action, the living legend can lay a powerful psionic mark on an opponent he can see. As long as he is psionically focused, that creature takes a -2 penalty on attack rolls for attacks that do not target the living legend, as well as an equal penalty to their saving throw DCs for any attacks and abilities that do not target him or otherwise include him in their effect (such as area spells). These penalties increase by -1 at 10th level and every five levels thereafter. In addition, while the living legend's active role is the guardian, he deals additional damage equal to 1/2 his living legend level on a successful attack with his mind blade against

an opponent marked with this ability. He can only have one such opponent marked at a time, although he can move his mark to another target as a swift action. A marked opponent remains marked for as long as the living legend can see them and one minute thereafter.

High Wizard's Fury (Su): As a standard action, the living legend can expend his psionic focus to detonate his mind blade, scattering it as a cone of fragmented mental energy. This cone has a range of 5 feet per 2 living legend levels and deals 1d6 points of piercing and slashing damage per living legend level to each creature caught within its area. A successful Reflex save (DC 10 + 1/2 the living legend's class level + the living legend's Intelligence modifier) halves the damage. Damage from this ability is subject to damage reduction, although it counts as an attack with the living legend's mind blade for the purposes of overcoming it. If the living legend's active role is the archmage, he can choose to deal damage of his active energy type instead (in which case it is not subject to damage reduction, but is affected by energy resistance and immunity as normal).

Mark of the Heretic (Su): As a standard action, the living legend can expend his psionic focus and make a single attack with his mind blade. If it hits, it deals weapon damage as normal plus additional damage equal to the living legend's class level and a painful brand sears itself onto the target's face. The exact shape of the brand is up to the living legend, but any creature bearing it takes a -2 penalty on attack rolls, damage rolls, ability checks, skill checks, and saving throws for 1 hour. The brand stays visible for 1 hour, after which it will disappear if the target receives magical healing of any sort. Once per day, if the living legend's active role is the hierophant, he may choose to make both the brand and the penalty permanent until the target receives a *remove curse* spell or similar effect (healing does not remove the brand).

Now You See Me (Su): While the living legend is psionically focused, he can hide himself from view in the open without anything to actually hide behind as long as he is within 10 feet of some sort of shadow. He cannot, however, hide in his own shadow. In addition, while the living legend's active role is the trickster and he is psionically focused, he can use the Stealth skill even while being observed.

Paint the Target (Su): The living legend can expend his psionic focus as a free action when he hits an opponent with his mind blade to place a mark on them that only allies can see. The mark lasts for a number of rounds equal to the living legend's Intelligence modifier. The next time another ally attacks that creature, they can trigger the mark as a free action. If they do, the mark erupts in a small cascade of psionic energy, empowering their strike and allowing it to be resolved against the target's touch AC. In addition, while the living legend's active role is the marshal, the mark also casts light as a torch. Opponents of the living legend cannot see this light, and the marked creature may be unable to use Stealth to hide from the living legend and his allies because of the light.

Secret Techniques (Su): When the living legend completes a seance, he chooses a combat feat he meets the prerequisites for and gains the benefit of that feat while he remains inhabited by his roles. In addition, if one of his roles is the champion, the living legend can change the feat selected by performing weapon drills for ten minutes. If a combat feat has a daily use limitation (such as Stunning Fist) or grants a resource (such as Extra Ki), any uses of that feat or its resource count towards that feat's limit, even if the living legend changes the feat and regains it later.

Tap Potential (Ps): The living legend gains a single power of up to 2nd level from the psion/wilder power list as a psi-like ability, with a manifester level equal to his living legend level. At 10th level, he gains a power of up to 3rd level, and at 15th level he gains a power of up to 4th level. He can use each of these psi-like abilities once per day. In addition, while the living legend's active role is the overmind, he increases his manifester level with these psi-like abilities by his mind blade's enhancement bonus. The living legend uses his Intelligence to determine the save DCs of these psi-like abilities.

Enhanced Mind Blade (Su): When a living legend chooses how he enhances his mind blade, each of his unique mind blades can be given their own combinations of enhancement bonuses and weapon special abilities. These abilities must be able to be applied to the mind blade in question (for example, Mystic Might of the Archmage is a projectile weapon, so it would not be allowed meleeonly weapon special abilities), and this ability otherwise functions as the normal soulknife's enhanced mind blade class feature, including the list of special abilities the living legend can draw from and the maximum enhancement bonus he can assign to his mind blades. This ability alters enhanced mind blade.

Quick-Change (Su): At 13th level, the living legend can more fluidly control his powers and the role he weaves. The living legend can switch his active role and passive roles as a free action a number of times per day equal to his Intelligence modifier (minimum 1). He can use this ability even if it isn't his turn.

Written Into History (Su): At 20th level, a living legend truly lives up to his name. He has made his mark on the world, and proves difficult to remove from it so long as his story remains told. If the living legend dies, his soul cannot be trapped or otherwise bound. In addition, as long as a spellcaster knows of the living legend's story and deeds, they can bring him back to life with raise dead, resurrection, true resurrection, or similar effects without needing expensive material components, his intact corpse, or a piece of his body. He does not gain

LEGENDARY ROLES

negative levels when returned to life in this way. This ability replaces mind blade mastery.

The stories invoked by a living legend are as countless as there are possible ideas. Some are the echoes of heroes and villains from the distant past, some potentially dreams of his contemporaries, and others still might be outright fabrications, a legend that grew out of rumor and circumstance to gain a life of its own. Regardless of the tale's nature, the roles a living legend can play and the characters they empower him to portray all arise from the following seven legends: archmage, champion, guardian, hierophant, marshal, overmind, and trickster.

Writing Your Own Story

At the GM's option, a player of a living legend can write custom legendary roles to play with their protagonist class feature. The mechanics should not change, but the influence and taboos of a given legend can and should be modified to fit your character, your setting, and your campaign. One possible idea would be to create influences and taboos for specific combinations of roles; for example, in one campaign, a living legend might take on the legend of a specific ancient lich (perhaps using the archmage and marshal roles together) into his body. The default influences and taboos could work, but if this dark lord had a unique pattern of behavior, then the living legend playing his role could be influenced by that instead, rather than the fluff that we at Dreamscarred Press have written.

Another possible change to these roles would be to modify them by culture; perhaps in one region in the setting, there is a legend of an incredibly honest thief who robs the rich to give to the poor—the default trickster influence and taboos involving lies and subtlety may not fit this story, so an alternate role should be written up for the character to use. These roles may potentially be used as rewards; a living legend might find a book detailing a legend he can use with its own influence and taboos, and possibly memories or details that can affect the characters and campaign. A living legend may even find himself being emulated by others, his story having become important enough that others seek to play his role.

LIVING LEGEND ACTIVE ENERGY TYPES

Every psionic character, regardless of whether or not they can manifest powers, has an active energy type (cold, electricity, fire, or sonic) that they choose when they become psionically focused. See Chapter 4 of *Ultimate Psionics* for more details.

ARCHMAGE

"It's such a shame that both knowledge and power tend to find their way into the hands of those who don't appreciate them." —Halford A. Last, Wizard of the Eighth Circle

The archmage is a font of knowledge and arcane power.

Favored Locations: The archmage is often found within stories of clever wizards, dark overlords, and mystical arts. It is more easily played in locations such as arcane redoubts, libraries, schools, and areas of unusual magic, or when in the possession of a spellbook, staff, or other tool of a mage.

Influence: While inhabited by the archmage, a you find yourself thirsting for knowledge. You instinctively want to learn, a desire that sometimes conflicts with your other goals. In addition, you grow more arrogant of your abilities, especially those that are magical or psionic in origin.

Taboos: You choose one of the following taboos when you play this role.

- You eschew all faith in the divine; you must not be the willing target of divine spells or abilities, and must attempt a Will saving throw against even harmless divine spells and abilities.
- You must not pass up the opportunity to learn something new and significant (a nontrivial piece of information with a Knowledge check of DC 20 or higher) when that opportunity is directly present.
- You must use your own magical or psionic solution to a challenge if you can, even if a mundane solution that would require fewer resources is available.

Narrative: Knowledge fills your mind, drawn from ages past and the legends you recall. While you are psionically focused, you gain an insight bonus on Intelligence checks and Intelligence-based skill checks equal to the maximum enhancement bonus of your mind blade (see Table 2-8: The Soulknife in Chapter 2 of *Ultimate Psionics*). In addition, you can make Knowledge checks to identify creatures untrained with no limit to the DC.

Mystic Might of the Archmage (Mind Blade): Your mind blade disperses into flickers of elemental energy dancing around your body. You can no longer make melee attacks with your mind blade; instead, it becomes a ranged weapon with a range increment of 60 feet that deals 1d10 points of bludgeoning, piercing, or slashing damage (chosen when you complete your seance). You add your Intelligence modifier as a bonus on damage rolls with this mind blade, and it has a critical range of 19-20/x2. This damage is based on a Medium-sized creature; adjust the weapon damage as appropriate for a differently-sized living legend.

PSÍOMÍCS AUGMENTED: OCCULT

You need at least one hand free to attack with this mind blade. It treated as a projectile weapon, but you do not require ammunition for your mind blade; you can make as many attacks as you are able to in a round. You can only form a single Mystic Might of the Archmage mind blade at any given time, and cannot throw it with the throw mind blade class feature. If you have the Focused Offense blade skill, you can use your Intelligence modifier instead of your Dexterity modifier when making attacks with this mind blade while psionically focused.

Active Powers: You gain the benefits of the following abilities if the archmage is your active role and you are high enough level.

Wizardry (Lesser, Su): You can use spell completion and spell trigger items as if you were a wizard of your living legend level. In addition, while you are psionically focused, you can choose to have your Mystic Might of the Archmage mind blade deal damage of your active energy type, rather than its normal damage type. You make the choice to deal energy damage when you make an attack, and can alternate normal or energy damage if you so wish.

Adept Analysis (Intermediate, Su): When you make a Knowledge check to identify a creature, you gain an insight bonus on attack rolls and damage rolls (including damage rolls from spells, powers, and other abilities) against opponents of that creature's type for the duration of the encounter. The bonus granted depends on your Knowledge check result, as shown on Table 1-1: Adept Analysis.

You gain these bonuses even if you could not identify the creature in question, as long as you can discern the type of your opponents (through either visual cues or knowledge of their abilities). You only gain these bonuses while the archmage is your active role, although you can still gain them if the archmage isn't your active role when you make a Knowledge check to identify a creature (using your check result to determine the bonus gained when you switch your active role to the archmage).

If you fight multiple creatures during the same combat, you determine your bonus based on the highest roll you made to identify a creature of a given type. For example, if you face a zombie and an elf, you would make

TABLE 1-1: ADEPT ANALYSIS

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

a Knowledge (religion) check to identify the zombie and determine your bonus against undead creatures, and a Knowledge (local) check to identify the elf and determine your bonus against humanoid creatures. If another type of undead joined the fray, you would be able to roll Knowledge (religion) again, this time to identify that creature, and your bonus against all undead creatures this combat could potentially increase

this combat could potentially increase.

PSÍOMÍCS AUGMENTED: OCCULT

Arcane Artillery (Greater, Su): As a student of history, you know that the most emblematic examples of powerful mages are the ones who can level entire battlefields through sheer magical power. You can expend your psionic focus as a swift action to emulate them. For one round, each attack you make with your mind blade affects a 5-foot-radius burst within your maximum range. You take penalties as normal for attacking at more than one range increment. For each attack, make a single attack roll and compare it to the AC of each creature caught within the area to determine if an affected creature is hit. You must be wielding your Mystic Might of the Archmage mind blade to use this ability.

Legendary Archmage (Supreme, Su): You can twist the world to your liking, creating magical effects to suit your fancy. Once per day, you can cast any spell on the sorcerer/wizard spell list of a level up to your total bonus of your enhanced mind blade ability. Your caster level for this spell is equal to your living legend level, and you must provide any expensive material components for the spell as normal. You use the spell's normal casting time and components, although you do not suffer from arcane spell failure chances when you use this ability.

CHAMPION

"Magic and swordsmanship have one thing in common: a competent warrior needs neither, but uses both."

—Grandmaster Kent, War's End

The champion is a paragon of skill at arms.

Favored Locations: The champion is often found within stories of great warriors, grand battles, and heroic deeds. It is more easily played in locations such as arenas, battlefields, places of historic violence, and practice yards, or when in the possession of a weapon, piece of armor, or other remnant of a warrior.

Influence: While inhabited by the champion, you are quick to violence and prefer the solidarity of a weapon to spells or contemplation. Your behavior grows more aggressive, and although you realize the merits of patience, you find yourself less willing to wait.

Taboos: You choose one of the following taboos when you play this role.

- You become superstitious about arcane spellcasting; you must not be the willing target of arcane spells or abilities and you must attempt a Will saving throw against even harmless arcane spells and abilities.
- You must choose a weapon group to favor; if you make an attack with a weapon outside that group, you break this taboo. For the purposes of this ability, your mind blade counts as being in that weapon group unless it is currently shaped like an actual weapon (such as with the Thousand Blades of the Champion).
- You must accept any challenge to prove your prowess in battle, including challenges to single combat—if you breaks the terms of the challenge,

or if an ally does with your foreknowledge, you break this taboo.

Narrative: Your body strengthens to match your role, allowing you to move easier and fight better. While you are psionically focused, you gain an insight bonus on Strength checks and Strength-based skill checks equal to the maximum enhancement bonus of your mind blade (see Table 2-8: The Soulknife in Chapter 2 of *Ultimate Psionics*). In addition, you gain proficiency with a single melee weapon of your choice, selected when you complete your seance.

Thousand Blades of the Champion (Mind Blade): Your mind blade takes the form of any melee weapon you are proficient with except for technological weapons. Your mind blade functions as the chosen weapon in all ways, and you can change the weapon it emulates once per round as a free action. You can only have a single one of these mind blades materialized at any one time (if you transform your mind blade into a double weapon, its enhancement bonuses and abilities apply to both ends of the weapon).

Active Powers: You gain the benefits of the following abilities if the champion is your active role and you are high enough level.

Grounded (Lesser, Ex): You gain a bonus on saving throws against magical effects (including powers, psilike abilities, spells, spell-like abilities, and supernatural abilities) equal to 1/4 your living legend level (minimum +1). In addition, you can expend your psionic focus as a free action at the end of your turn to make a second saving throw against a magical effect affecting you. You can only attempt one additional save against any given effect using this ability, and can use it even if the effect in question would normally make you unable to take the action.

Combat Mastery (Intermediate, Su): Once per round, when you hit a creature with a melee attack with your mind blade, you can make a bull rush, disarm, sunder, or trip attempt against that creature as a free action. This combat maneuver attempt does not provoke attacks of opportunity.

Lightning Rush (Greater, Su): While you are psionically focused, you gain the ability to move up to your speed as a swift action. This movement provokes attacks of opportunity as normal. You can expend your psionic focus to use this ability as a free action, rather than a swift action. If you do, you don't provoke attacks of opportunity during the movement. You can only use this ability once per round, regardless of whether or not you expended your psionic focus.

Legendary Champion (Supreme, Su): As a paragon of martial superiority, you can invoke a semblance of reality around yourself, temporarily rending magic into nothingness. Once per day, you can expend your psionic focus as an immediate action to create a zone of dead magic around you. This functions as a *nullpsionics field* power centered on you, except that it lasts

for a number of rounds equal to 1/2 your living legend level, and you are unaffected by it. Your magical and psionic equipment continues to function within the field, your abilities are not impeded, and magical effects of your choice currently affecting you are not suppressed. Hostile effects on you are suppressed as normal, unless you allow them to remain.

GUARDIAN

"Dying is for people who have time to rest."

—Arada Valard, the Unbowed

The guardian is an exemplar of protection and defense.

Favored Locations: The guardian is often found within stories of sealed artifacts, perilous rescues, and heroic last stands. It is more easily played in locations such as city walls, forts, gates, and keeps, or when in the possession of a something precious to be protected.

Influence: While inhabited by the guardian, you become incredibly cautious and guarded in all things, and your caution sometimes gets in the way. You fiercely defend people, places, and things that are important to you, and try to not take risks if it would affect them.

Taboos: You choose one of the following taboos when you play this role.

- You must always protect others from danger when you can (including defeated enemies, but not enemies that are an active threat to you and others).
- You will never let your comrades die, and break this taboo every time an ally you can see drops below zero hit points.
- You must defend a specific group or type of people (such as a race, the residents of a nation, or the adherents of a religion), based on the role you are playing. You break this taboo if you work against or betray this group.

Narrative: You become more durable, allowing you to defend your charges more successfully. While you are psionically focused, you gain temporary hit points equal to twice your living legend level. These temporary hit points stack with other temporary hit points as normal, and reset to twice your living legend level each time you gain psionic focus.

Dependable Steel of the Guardian (Mind Blade): Your mind blade functions as a normal soulknife's mind blade, except that its melee reach is increased by 5 feet (regardless of your natural reach or size). You can still attack adjacent creatures as normal, and can reshape your mind blade as a full-round action, as if you possessed the normal soulknife's shape mind blade class feature.

Active Powers: You gain the benefits of the following abilities if the guardian is your active role and you are high enough level.

Unyielding Shield (Lesser, Su): While you wield your mind blade, a shield of psionic energy appears in the air next to you. You gain a shield bonus to your AC equal to 2 + your mind blade's enhancement bonus. Unlike a normal shield bonus, this bonus also applies to your touch AC. You do not need a free hand to wield this shield; it moves itself to deflect blows on its own.

Absorb Blow (Intermediate, Su): You gain damage reduction/– and resistance to acid, cold, electricity, fire, and sonic equal to 1/2 your living legend level. In addition, you can expend your psionic focus as an immediate action to grant this damage reduction and these resistances to an ally within 30 feet for one round.

Interpose (Greater, Su): Whenever an ally you can see would be hit by an attack or effect (including targeted effects and effects that affect an area), you can expend your psionic focus as an immediate action to move up to your speed towards that ally. This movement does not provoke attacks of opportunity. If you end your movement adjacent to them, the attack or effect targets you instead. If the effect was an attack, then compare it to your AC, potentially causing it to miss. If the effect allowed a saving throw, you can make your own saving throw, as appropriate.

Legendary Guardian (Supreme, Su): Your indomitable willpower grants you an unbreachable defense. Once per day as an immediate action, you can ignore the effects of a single attack against you, including magical effects targeting you or whose area or effect includes you. If the attack affects an area or has multiple targets, you can choose to allow each other affected creature to ignore its effects as well. If you used the interpose greater power this round, you can activate this ability as a free action (even if it isn't your turn), rather than an immediate action. This ability may be used after you know the success or failure of the attack or effect and how much damage it would deal, but it cannot be used after the effect has resolved.

HIEROPHANT

"You say you see a garden? I say that I witness a miracle, cunningly made to perpetuate itself."

—Tristana the Pantheon

The hierophant is a being of true and pure faith.

Favored Locations: The hierophant is often found within religious texts, or stories of gods, outsiders, or people of faith. It is more easily played in locations such as altars, churches, sacred groves, shrines, or when in the possession of a holy symbol or relic.

Influence: While inhabited by the hierophant, you try not to deal lethal blows. Whether playing your role means you offer a chance for redemption or that you sacrifice your enemies later on a dark altar, you prefer to take them down without killing them.

Taboos: You choose one of the following taboos when you play this role.

- You must follow a code of conduct appropriate to a deity or philosophy tied to the role you are playing (such as the paladin or antipaladin code, a deity's dogmas, or a druid's oaths about metal armor).
- You may not deliberately speak any lies, including exaggerating, stating half-truths with intent to

deceive, lies by omission, and so on. If you know the answer to a question that someone asks you, you must give the answer.

• You must not tolerate blasphemy, regardless of what god is being blasphemed. While you need not respond with violence, your disapproval must be voiced or otherwise conveyed.

Narrative: You gain a spiritual connection to the world around you. While you are psionically focused, you gain an insight bonus on Wisdom checks and Wisdombased skill checks equal to the maximum enhancement bonus of your mind blade (see Table 2-8: The Soulknife in Chapter 2 of *Ultimate Psionics*). In addition, your spiritual connection grants you a touch of the divine, giving you an aura of alignment like a cleric does. When you take on this role during a seance, choose chaotic, evil, good, or lawful. You appear to be that alignment to effects that detect alignments for as long for as the hierophant inhabits you.

Sacred Relic of the Hierophant (Mind Blade): Your mind blade functions as a normal soulknife's mind blade, except that it deals automatically deals nonlethal damage rather than lethal damage against creatures that are not immune to nonlethal damage. You can reshape your mind blade as a full-round action, as if you possessed the normal soulknife's shape mind blade class feature.

Active Powers: You gain the benefits of the following abilities if the hierophant is your active role and you are high enough level.

Power of Faith (Lesser, Su): Choose a single cleric domain or subdomain. You gain that domain's granted powers as a cleric of your living legend level. You use your Intelligence instead of your Wisdom or Charisma for these domain powers, as appropriate.

Energy Font (Intermediate, Su): You can channel energy as a cleric of your living legend level a number of times per day equal to 1 + your Intelligence modifier. You choose whether you channel positive or negative energy each time you take on a hierophant role, and use your Intelligence in place of your Charisma for determining its effects. Your mind blade is treated as a holy symbol for the purposes of using this and other abilities while the hierophant is your active role.

Denounce (Greater, Su): Your holy words allow you to disrupt a trespasser's connection with the planes. Three times per day, you can expend your psionic focus as a standard action to attempt to send an extraplanar creature within 30 feet back to its home plane. That creature must succeed at a Will save (DC 10 + 1/2 your living legend level + your Intelligence modifier) or be whisked away, as if by a dismissal spell. The target of this ability must be able to hear you speak to be affected by this ability, although it need not understand your words.

Legendary Hierophant (Supreme, Su): Regardless of your actual faith, your psionic power allows you to become a beacon through the spiritual planes. When you reach out and entreat aid, you know that you can expect someone to be listening. Once per day you can request a minor miracle. This request must be in line with the options for the miracle spell that don't cost powdered diamond. As usual for a miracle, the deity or other being granting the miracle chooses whether or not to grant the request, at its whim. You should work with your GM to determine what sort of beings are inclined towards aiding you when you take on the hierophant role during a seance.

MARSHAL

"Power is self-evident. If you have it, the world will see it." —Ribault August, the Pristine Hands

The marshal is a towering presence and an inspiration to others.

Favored Locations: The marshal is often found within stories of brilliant tacticians, inspiring leaders, and rousing speeches. It is more easily played in locations such as council rooms, stages, theaters, and throne rooms, or when in the possession of powerful stories themselves.

Influence: While inhabited by the marshal, the time you spend concentrating on your allies often prevents you from attending to other important matters. In addition, you find yourself pushing for a leadership position; it feels slightly wrong for you to not at least nominally in charge of your present allies.

Taboos: You choose one of the following taboos when you play this role.

- You may not allow yourself or your allies to prevent a fleeing enemy from escaping, since an at-large villain makes a better tale (this applies only to enemies seeking to escape, not to those retreating to alert others or falling back to fight from a better position).
- You may never leave an ally behind or allow yourself or your allies to sacrifice another ally, even a summoned creature.
- You must embrace any opportunity to spread the legend of yourself and your allies, even when a low profile would be helpful.

Narrative: Your words carry immense weight, allowing you to influence others more easily. While you are psionically focused, you gain an insight bonus on Charisma checks and Charisma-based skill checks equal to the maximum enhancement bonus of your mind blade (see Table 2-8: The Soulknife in Chapter 2 of *Ultimate Psionics*). In addition, you can use the aid another action as a move action.

Brilliant Banner of the Marshal (Mind Blade): Your mind blade functions a normal soulknife's mind blade, except that it glows with a supernatural light that only allies can see. For the purposes of determining if you or your allies can see, your mind blade casts light as a torch. Opponents cannot see this light, and you do not take any penalties on Stealth checks from this light. In addition, allies within 20 feet of you gain a bonus on saving throws

against mind-affecting effects equal to your mind blade's enhancement bonus. You can reshape your mind blade as a full-round action, as if you possessed the normal soulknife's shape mind blade class feature.

Active Powers: You gain the benefits of the following abilities if the marshal is your active role and you are high enough level.

The "I" in Team (Lesser, Su): Choose one teamwork feat you possess. Your allies within 30 feet are treated as having that feat while you are psionically focused, gaining its benefits and allowing them to use the feat with each other (even if they don't meet the prerequisites). Each time you gain psionic focus, you can change your choice, selecting a different feat to share. At 10th level, you can share two teamwork feats while psionically focused instead of one, choosing both when you gain psionic focus.

Inspiring Call (Intermediate, Su): As a standard action, you can grant all allies who can see and hear you a competence bonus equal to 1/2 the maximum enhancement bonus of your mind blade (see Table 2-8: The Soulknife in Chapter 2 of *Ultimate Psionics*) on either saving throws or to attack and damage rolls. You choose which bonus to grant each time you use this ability, and the bonus lasts for one round. At 10th level, you can use this ability as a move action, and at 16th level, you can use it as a swift action.

Decisive Strike (Greater, Su): Three times per day, you can expend your psionic focus as a swift action to allow an ally within 30 feet who can see and hear you to make a single melee or ranged attack during your turn. You can use this ability as a standard action to instead allow the ally to take a standard action.

Legendary Leader (Supreme, Su): You can inspire even those who lay dying to get up and fight, and your commands can be heard from beyond the grave. Once per day as a standard action, you can order a deceased ally to return to the battle. This ability functions as a *resurrection* spell, except that it does not require any material components and the ally can have been dead for no longer than one day. You need not touch the ally's remains; as long as they are within earshot, they will hear your call.

OVERMIND

"It's not about 'mind over matter.' 'Matter' isn't even in the running."

—Tecla, Oracle of Seven Eyes

The overmind is a being of immense psionic power.

Favored Locations: The overmind is often found within stories of powerful psionicists, brilliant minds, and battles of will. It is more easily played in locations that are either devoid of other sapient beings or full of them, or when in the possession of psionic items and crystals.

Influence: While inhabited by the overmind, you become slightly detached from reality. Whether it's because the role causes you to become contemplative and introspective, or

because it causes your emotions to run rampant, your perception of the world is fundamentally changed.

Taboos: You choose one of the following taboos when you play this role.

- You must let your emotions flow freely, and break this taboo if you repress your thoughts and don't speak your mind when you feel strongly about something.
- You must have great confidence in your mental abilities, and cannot back down from a battle of wills or contest of minds.
- You must not hide your powers; if prompted, you use your psionic abilities to their fullest when able.

Narrative: Your spark of psionic power brightens, granting you the benefits of the Unlocked Talent feat (even if you don't meet the prerequisites), except that you use your Intelligence instead of your Charisma to determine its effects. You choose the power learned when you complete your seance.

Pristine Brand of the Overmind (Mind Blade): Your mind blade functions as a normal soulknife's mind blade, except that it readily absorbs psionic power. As a swift action, you can charge your mind blade as if by the psychic strike class feature. If you do not have that class feature, your mind blade does not deal any additional damage, although it still counts as charged for the purposes of blade skills and other abilities. This ability counts as psychic strike for the purposes of meeting prerequisites. You can reshape your mind blade as a fullround action, as if you possessed the normal soulknife's shape mind blade class feature.

Active Powers: You gain the benefits of the following abilities if the overmind is your active role and you are high enough level.

Mentalism (Lesser, Su): You can use power completion and power trigger items as if you were a psion of your living legend level. In addition, you gain the telepathy ability, allowing you to mentally communicate with any other creature that has a language within 5 feet per living legend level. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Telekinetic Blade (Intermediate, Su): You gain the benefits of the two-handed throw blade skill (see below). If you already have that blade skill, you instead increase the range increment of your thrown mind blades by 50%. In addition, while you are psionically focused, your mind blade is wreathed in a field of telekinetic force, causing it to deal damage as if it was one size category larger. At 10th level, you can expend your psychic strike as a free action to

TWO-HANDED THROW (BLADE SKILL) The soulknife gains the ability to throw his mind blade if it is in a two-handed form, with a range increment of 10 feet.

increase your mind blade's critical multiplier by 1 for one round. You can use this ability even after you know if you hit or missed, although it must be used before damage is rolled. You can only use this ability once per round.

Mind's Eye (Greater, Su): While you are psionically focused, you can detect the presence of creatures with an Intelligence score of 3 or higher within the range of your telepathy. If you have line of effect to such a creature, you automatically pinpoint its location (although if you cannot otherwise perceive them, they still have total concealment against you). A creature that is immune to mind-affecting effects or under the effect of a mind blank spell or similar effect cannot be detected with this ability.

Legendary Overmind (Supreme, Su): For a brief moment, you represent the pinnacle of mental power, completely denying the world's effects on you. Once per day, when you would be killed or knocked unconscious, either through damage reducing you to 0 or fewer hit points or by an effect that kills you outright (such as a death effect or a *vorpal* weapon), you can activate this ability as an immediate action. You do not take the damage and are completely unaffected by the effect, and reconstruct yourself in any unoccupied space within 100 feet. You regain hit points equal to half your normal maximum when you do so.

TRICKSTER

"If you can't win the day, steal it."

-The Suicide King

The trickster is a savvy and manipulative master of skills.

Favored Locations: The trickster is often found within stories of cunning thieves, villainous scoundrels, and secret conspiracies. It is more easily played in locations such as alleys, mazes, taverns, and trap-filled dungeons, or when in the possession of something you have stolen.

Influence: While inhabited by the trickster, you become a protean manipulator, and begin to see the possibility that everyone around you might have ulterior motives as well. In addition, you feel a need to obfuscate your true identity to strangers, even if that might cause problems for you.

Taboos: You choose one of the following taboos when you play this role.

- You can't abide revealing your true identity, and you break this taboo when forced to reveal that you're disguised. If you wear no disguise, you must answer to a false name rather than your real one.
- You can never tell the whole truth, and must hide information compulsively.
- You can never pass up a more lucrative offer than one you've already accepted, even if it causes you to appear to switch sides.

Narrative: Your body becomes more agile and you gain training in bypassing deadly traps. While you are psionically focused, you gain an insight bonus on Dexterity checks and Dexterity-based skill checks equal to the maximum enhancement bonus of your mind blade (see

Table 2-8: The Soulknife in Chapter 2 of *Ultimate Psionics*). In addition, you can use Disable Device to disarm magic traps like a rogue can.

Invisible Blade of the Trickster (Mind Blade): Your mind blade takes the form of one or more light or onehanded weapon mind blades (functioning as a normal soulknife's mind blade), except that they are transparent and nearly invisible. While wielding this mind blade, you can make Bluff checks to feint in combat and dirty trick combat maneuver attempts as move actions. If you can already use one of these abilities as a move action, you can also choose to do so as a swift action.

Active Powers: You gain the benefits of the following abilities if the trickster is your active role and you are high enough level.

Trickster's Edge (Lesser, Su): Choose any two skills. These skills count as class skills for you, and you are treated as if you had an additional number of ranks in those skills equal to your living legend level (to a maximum of your character level). You may choose different skills each time you complete a seance.

Sneak Attack (Intermediate, Su): You gain the sneak attack ability. Whenever you attack a creature that's denied its Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when you flank your target, you deal extra damage. This extra damage is 2d6 at 4th level, and increases by 1d6 for every three living legend levels thereafter. This otherwise functions as the rogue ability of the same name.

Transfer Magic (Greater, Su): Three times per day, you can make a melee touch attack with your mind blade in place of a normal attack (including during a full attack or an attack of opportunity). If it hits, you randomly steal one of the harmless spells of the highest spell level active on that creature, ending the effect for the original creature and gaining its remaining duration for yourself. This ability does not work on personal-range or instantaneous-or permanent-duration spells. You can only use this ability once per round.

Legendary Trickster (Supreme, Su): Your attunement to the tale of the trickster is such that you can trick the world itself, taking any form you wish. Once per day, instead of rolling for a skill check, you can choose your d20 result. In addition, you gain the ability to change form at will as if using the *greater polymorph* spell, except that you can mimic the form of a specific individual. You can only remain transformed with this ability while the trickster is your active role; if you change to another active role, you return to your normal form.

- 113

REFERENCE MATERIALS

NEW ITEM

Like all soulknives, a living legend can empower himself with psionically-imbued crystals. The following is the crystalline focus item for living legends.

CRYSTAL BOOKMARK		PRICE varies
+1 Bonus		11,200 GP
+2 Bonus		44.800 GP
+3 Bonus		100,800 GP
SLOT none	ML 3 × bonus	WEIGHT —
AURA faint psychokinesis		

A crystal bookmark looks like a small, thin rectangle of crystal. A soulknife with the living legend archetype, or anyone else with the ability to manifest a storied sword, channels their mind blade through the crystal bookmark when summoning it. This does not otherwise alter the action needed to summon a storied sword; the summoner must simply be holding the crystal bookmark and choose to manifest their weapon through the crystal. Crystal bookmarks have 45 hit points and a hardness of 15.

When a storied sword is manifested in this fashion, the enhancement bonus and the maximum enhancement bonus of the storied sword is increased by the enhancement bonus of the crystal bookmark, although any enhancement bonus above +5 is lost. The *crystal bookmark* affects all of the wielder's storied blades, regardless of which role is his active role or if he is wielding multiple weapons. Throwing a storied blade while wielding a *crystal bookmark* does not require the bookmark be thrown.

Crystal bookmarks may only be made with a + 1, +2, or +3 enhancement bonus.

CONSTRUCTION REQUIREMENTS	COST varies
+1 Bonus	5,600 GP
+2 Bonus	22.400 GP
+3 Bonus	50,400 GP

Craft Crystalline Focus, ability to manifest a storied blade

PROTAGONIST PORTRAYALS

We've reproduced the feats a living legend can gain with his protagonist portrayal class feature here, for ease of reference during play.

Combat Reflexes (Combat)

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round. A living legend soulknife whose active role is the guardian uses the higher of his Dexterity and Intelligence modifiers to determine the number of additional attacks of opportunity he can make.

Dirty Fighting (Combat)

You can take advantage of a distracted foe.

Benefit: When you attempt a combat maneuver check against a foe you are flanking, you can forgo the +2 bonus on your attack roll for flanking to instead have the combat maneuver not provoke an attack of opportunity. If you have a feat or ability that allows you to attempt the combat maneuver without provoking an attack of opportunity, you can instead increase the bonus on your attack roll for flanking to +4 for the combat maneuver check.

Special: This feat counts as having Dex 13, Int 13, Combat Expertise, and Improved Unarmed Strike for the purposes of meeting the prerequisites of the various improved combat maneuver feats, as well as feats that require those improved combat maneuver feats as prerequisites.

Enforcer (Combat)

You are skilled at causing fear in those you brutalize.

Prerequisites: Intimidate 1 rank.

Benefit: Whenever you deal nonlethal damage with a melee weapon, you can make an Intimidate check to demoralize your target as a free action. If you are successful, the target is shaken for a number of rounds equal to the damage dealt. If your attack was a critical hit, your target is frightened for 1 round with a successful Intimidate check, as well as being shaken for a number of rounds equal to the damage dealt.

Lookout (Combat, Teamwork)

Your allies help you avoid being surprised.

Benefit: Whenever you are adjacent to an ally who also has this feat, you may act in the surprise round as long as your ally would normally be able to act in the surprise round. If you would normally be denied the ability to act in the surprise round, your initiative is equal to your initiative roll or the roll of your ally –1, whichever is lower. If both you and your ally would be able to act in the surprise round without the aid of this feat, you may take both a standard and a move action (or a full-round action) during the surprise round.

Power Attack (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon.

Precise Shot (Combat)

You are adept at firing ranged attacks into melee.

Prerequisites: Point-Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Psionic Weapon (Psionic)

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13.

Benefit: While you maintain psionic focus, your attacks with a melee weapon deal an extra 1 point of damage. Additionally, if you expend your psionic focus as part of an attack with a melee weapon, that attack instead deals an extra 2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

Unlocked Talent

You have discovered your psionic ability, granting you limited manifesting ability.

Prerequisites: Wild Talent.

Benefit: You gain 2 power points. In addition, when you take this feat, select any one 1st level power. You treat this power as a power known and can manifest this power with a manifester level of 1 as long as you have a Charisma score of at least 11. Use your Charisma modifier to determine any applicable save DCs. If you have manifester levels from a psionic class, you may instead use the manifester level from that class when manifesting the power gained from this feat, as well as the appropriate key ability modifier.

Special: The manifester level when manifesting the power granted from this feat is not a true manifester level and does not count as a manifester level for purposes such as bonus power points, feat, item creation, or prestige class prerequisites.

HIGH-PSIONICS SOULKNIVES

As noted in *Psionics Augmented: Soulknives*, some GMs running higher-magic and psionics campaigns may find it reasonable to add the manifesting and power progression of the gifted blade archetype to all soulknives by default, to create a more a more "psionic" soulknife. This gives the soulknife more of a competitive edge in a world where manifesting and/or magic is highly dominant, without compromising the combat focus of the class. The gifted blade archetype adds some additional flexibility both in and out of combat, and lets the soulknife stand as both a combative and psionic equal to classes like the psychic warrior and marksman.

In games with higher levels of expertise, powerful classes and abilities, or just generally better toys available to characters, we at Dreamscarred Press recommend adding the gifted blade archetype's manifesting abilities to the soulknife as well.

When using this variant, levels in prestige classes that advance a soulknife's gifted blade manifesting also advance their enhanced mind blade ability as if they had gained a level in soulknife. The inverse is also true; levels that advance a soulknife's mind blade advance the soulknife's gifted blade manifesting at an equal rate (if the character possesses manifesting from another source, it is not advanced by such prestige classes).

If a class advances both the soulknife's manifesting and their mind blade (such as the dark tempest in *Ultimate Psionics*), then the soulknife's manifesting and mind blade are advanced independently. If the soulknife possesses levels in another manifesting class, they may still choose to advance that class' manifesting, and also progress their mind blade abilities (but not their gifted blade manifesting) as normal.

For example, a soulknife/psychic warrior who took levels in dark tempest would add their dark tempest level to their soulknife level for the purposes of determining the effectiveness of their mind blade. Then, at each level of the prestige class, they would have to choose whether that level added its manifesting progression to their gifted blade manifesting or psychic warrior manifesting.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate

which portions of the work that you are distributing are Open Game Content. 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
COPYRIGHT NOTICE

Open Game License v 1.0a, © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide, © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors:

John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Player Companion: Dirty Tactics Toolbox © 2015, Paizo Publishing, LLC;; Authors: Alexander Augunas, Mikko Kallio, Anthony Li, Luis Loza, and Andrew Marlowe.

The Book of Experimental Might, © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR

Unearthed Arcana, © 2004, Wizards of the Coast, Inc.; Authors Andy Collins, Jesse Decker, David Noonan, Rich Redman

The Iconic Bestiary: Classics of Fantasy, © 2005, Lions Den Press; Author Ari Marmell

Hyperconscious: Explorations in Psionics, © 2004, Bruce R Cordell. All rights reserved

If Thoughts Could Kill, © 2001–2004, Bruce R. Cordell. All rights reserved.

Mindscapes, © 2003-2004, Bruce R. Cordell. All rights reserved.

Unearthed Arcana, © 2004, Wizards of the Coast.

Mutants & Masterminds © 2002, Green Ronin Publishing.

Swords of Our Fathers, Copyright 2003, The Game Mechanics

Modern System Reference Document, © 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker

Psionics Unleashed, © 2010, Dreamscarred Press.

Ultimate Psionics. © 2011, Dreamscarred Press; Authors: Jeremy Smith and Andreas Rönnqvist.

Psionics Augmented: Soulknives, © 2015, Dreamscarred Press

Psionics Augmented: Occult Living Legend, © 2016, Dreamscarred Press

* EXPANDED

PATH "F UAR

By Chris Bennett and Jade Ripley



