# PSiorics Auguented

### MIND AND SOUL

By Adam Boucher and Doug Haworth





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# PSIONICS AUGMENTED: OCCULT MIND AND SOUL

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### INTRODUCTION

I am a big fan of the concepts introduced with the occult classes, especially the relationship between the spiritualist and their phantom. In writing these archetypes I wanted to introduce new takes on this relationship. It is my sincere hope that you all enjoy playing this material as much (or more!) than I enjoyed writing it.

#### —Adam Boucher

#### Freelancer, Psionics Augmented: Occult

I've long been fascinated with psychology. When the occult classes were released into the wild, bringing with them the mesmerist and the spiritualist, I jumped at the opportunity to make them my own, emphasizing the "mental" in these mentalists. From the bombastic, hyperbolic ringleader and the studious and terrifying mindrender, to the barely-controlled despair of the shadow aspect wilder and its self-negating phantom, I present some of what was missing. Now, go play some mind games.

—Doug Haworth

Freelancer, Psionics Augmented: Occult

#### THE TRUE POWER OF THE MIND

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

—Tecla, Oracle of Seven Eyes

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

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

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

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

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

#### **POWER SOURCES**

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

—Halford A. Last, Wizard of the Eighth Circle

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 base classes found in *Pathfinder Roleplaying Game: Occult Adventures* and *Ultimate Psionics*. As such, those books, along with the *Pathfinder Roleplaying Game Core Rulebook*, are needed to make the most of this release of *Psionics Augmented: Occult*.

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## **NEW ARCHETYPES**

### MESMERIST

The mindrender and ringleader are archetypes for the mesmerist base class detailed in Chapter 1 of *Pathfinder Roleplaying Game: Occult Adventures.* 

#### Mindrender (Archetype)

"True fear isn't the nightmare. True fear is knowing you're already awake."

—Grim Lucia, a mindrender

Some mesmerists deal in quiet control. Some deal in outrageous displays of mental might. The mindrenders deal in fear—pure, unadulterated fear. Their training and outlook closely resembles those of the dreads, but the end goal is different. Rather than *become* the things we fear, the mindrender draws them forth into the light, exploiting and manipulating them for his own, selfish gain. The most powerful of this clan can even become fear itself, living on through blows that would shatter their bodies and reforming in fashion most terrible.

**That Which Haunts You (Ex):** A mindrender adds 1/2 his mesmerist level as an insight bonus on Intimidate checks (minimum +1). A mindrender that successfully makes a Knowledge check to identify a creature in combat instead gains double this bonus against opponents of that creature's type for one minute. This ability replaces consummate liar.

**Towering Terror (Su):** At 2nd level, a mindrender gains a bonus equal to his Charisma bonus (if any) on Will saving throws against fear effects and non-harmless emotion effects. This ability replaces towering ego.

**Distressing Touch (Su):** This ability functions as a normal mesmerist's touch treatment, except that the mindrender can only cure the following harmful conditions:

Minor Conditions: Shaken.

Moderate Conditions: Frightened.

Greater Conditions: Cowering, panicked.

In addition, starting at 2nd level, a mindrender that has one or more uses of his distressing touch ability remaining can, as a standard action, make a melee touch attack on a living target. If the attack hits, it deals 1d6 points of damage plus the mindrender's class level, and he can expend one use of his distressing touch ability to cause that creature to lose any immunity it normally has to fear effects for a number of rounds equal to the mindrender's Charisma modifier (minimum 1)

Starting at 7th level, the mindrender can channel pure fear. He selects a terror from the Mindrender Terrors list. Using a terror is a swift action. If a terror specifies that it can be used with another action, the mindrender may activate it with either that action or a swift action. Some terrors are channeled through the mindrender's distressing touch or hypnotic stare class features. A terror channeled through his distressing touch charges the touch for one round, and is activated against the first target he hits after using the terror.

A mindrender can use his terrors a total number of times per day equal to his mindrender level + his Charisma modifier. Unless otherwise specified, a terror may only be chosen once. A mindrender of at least 7th level that gains access to terrors from another source gains additional benefits; his levels in mindrender stack with his levels in other classes that also grant terrors for the purposes of determining their effectiveness and which terrors may be selected. At 9th level and every two levels thereafter, the mindrender selects an additional terror to gain.

The save DC of any saving throw called for by a mindrender terror is equal to 10 + 1/2 the mindrender's class level + the mindrender's Charisma modifier.

This ability alters touch treatment.

**Mindrender Terrors:** The mindrender can choose from the following terrors with his distressing touch ability.

*Consuming Nightmare*: The mindrender's next distressing touch infects the target with nightmares so overwhelming it threatens to strike the creature dead. The target must succeed at a Will save or die. If the target succeeds, it becomes immune to this terror for 24 hours. This is a mind-affecting fear death effect. The mindrender must be at least 16th level to select this option. The mindrender may use this power once during his turn as a move action.

Incite Terror: The mindrender's next hypnotic stare incites fear in his target. The target must succeed at a Will save or become shaken for 1d4 rounds. This is a mind-affecting fear effect. The mindrender may use this power once per round as a move action.

*Invigorating Terror*: If one of the mindrender's allies reduces an enemy currently affected by his hypnotic stare to 0 or fewer hit points this round, that ally gains temporary hit points equal to the mindrender's Charisma modifier. As long as he is currently using his hypnotic stare, the mindrender may use this power once per round a move action.

Overwhelming Fear: The mindrender's next distressing touch stuns his target if the attack is successful. The target must succeed at a Fortitude save or be stunned for one round by waves upon waves of his greatest fears. If the attack misses, the effect is wasted. This is a mindaffecting effect. The mindrender may use this power once during his turn as a move action.

Paranoid Stare: The mindrender's next hypnotic stare causes the target to become intensely paranoid, making it fear even its friends. The target must succeed at a Will save or treat all creatures as opponents for one round per mindrender level. The target reacts violently to anyone who approaches and will use the most efficient means to disposing of its foes. The target also attempts a save against all effects he could, unless he makes a successful Spellcraft check to identify the effect. The condition lasts for one round per mindrender level. This is a mindaffecting fear effect. The mindrender must be at least 14th level to select this option. The mindrender may use this power once during his turn as a move action.

Sickening Terror: The mindrender's next distressing touch causes the target to become sickened for 1d6 rounds unless it succeeds at a Fortitude save. This is a mind-affecting effect. The mindrender may use this power once during his turn as a move action.

Steal Essence: The mindrender's next distressing touch works as a conduit between the target's subconscious and his own, transforming the target's pain into revitalization for the mindrender. The mindrender heals an amount of damage equal to the damage he deals with his distressing touch. The mindrender must be at least 8th level to select this option. The mindrender may use this power once during his turn as a move action.

*Terrible Trickery*: The mindrender can have two tricks implanted at a time. This terror may be selected one additional time at 11th level, and again for every four mindrender levels thereafter, to a maximum of four times at 19th level. Each time beyond the first increases the number of concurrent tricks he can implant, to a maximum of five tricks at 19th level. Each creature can still be the subject of only one trick at a time. If the mindrender implants a new trick while he already has his maximum number of concurrent tricks implanted, he must choose one implanted trick to dismiss without triggering (the dismissed trick still expends a daily use of the mindrender's tricks).

*Terrified Escape*: The mindrender's distressing touch causes the target to flee from the mindrender on its next turn unless it succeeds at a Will save. This is a mind-affecting fear effect. The mindrender may use this power once during his turn as a move action.

Weakening Terror: The mindrender's next hypnotic stare causes the target to be fatigued for one round per mindrender level unless it succeeds at a Will save. This is a mind-affecting fear effect. This terror has no effect on a creature that is already fatigued. Unlike with normal fatigue, the condition ends as soon as the terror's duration expires. The mindrender may use this power once during his turn as a move action.

Haunting Gaze (Su): At 5th level, a mindrender can implant more than minor annoyances with his stare. As a standard action, he can attempt to mindlock a target currently affected by his hypnotic stare. The target must



succeed at a Will save (DC 10 + 1/2 the mindrender's class level + the mindrender's Charisma modifier), or become mindlocked for 1 minute per mindrender level. A mindrender can use his distressing touch class feature against a mindlocked creature as a standard action as long as the creature is within 10 feet per mindrender level. He does not need line of sight or line of effect to use this ability once the mindlock is established, and his distressing touch automatically hits the target. A mindrender can sustain only one mindlock at a time. If the mindrender attempts to mindlock a new target while another mindlock is active, the older mindlock ends. The mindrender is aware if his mindlock otherwise fails or ends, although he gains no special knowledge about how or why it did so. This ability replaces manifold tricks.

**Horror Historian (Su):** Starting at 11th level, a mindrender has exposed himself to nearly everything terrible and frightening that the world has to offer. He becomes immune to fear effects and emotion effects. Whenever the mindrender would be affected by a fear effect or emotion effect, he can choose to treat himself as not immune to that effect. This does not require an action, and can be done even if the mindrender is not aware of the effect in question. Once he has given up his immunity to an effect, he must wait until the end of its duration for it to expire, as normal.

Whenever a mindrender is suffering from one or more fear effects or non-harmless emotion effects, he increases the DC of all mindrender abilities and effects he creates (including his mesmerist spells) by +1 for each such effect. He must actually be fully affected by the fear or emotion effect to gain this bonus—if he somehow reduces the penalty or resists one or more aspects of the effect, he gains no benefit from that effect.

This ability replaces glib lie.

**Fear Itself (Su):** At 20th level, the mindrender has fully realized his potential. He no longer simply creates fear, but instead becomes fear. The mindrender gains DR 10/– and spell resistance equal to 10 + his mindrender level against any attacks, spells, or effects created by a creature suffering from one or more of his fear effects or terrors.

In addition, as a last resort, the mindrender may allow himself to be reborn from the fear another feels. Once per week, if the mindrender would die while a creature is suffering from one or more of his fear effects, he can instead vanish in an explosion of raw terror and maddening smoke. Using this ability does not take an action, but the mindrender must be conscious to activate it. At any point during the next round, the mindrender can reappear in an unoccupied space adjacent to a creature suffering from a fear effect that originated from him (or the nearest unoccupied space, if no adjacent space exists). He appears exactly as he was before he would have died, except that he has full hit points. The creature suffering from his fear effects that he appeared next to must succeed at a Will save (DC 10 + 1/2 the mindrender's class level + the mindrender's Charisma modifier) or die instantly, its mind blasted with every nightmare and horror, both imaginable and unreal. This is a mind-affecting fear death effect.

This ability replaces rule minds.

#### **Ringleader (Archetype)**

"Ladies and gentlemen, boys and girls, children of all ages, witness now the most spectacular show—one so awesome, so terrible, that it cannot exist outside of your wildest imaginations!"

—The Magnificent Tribin, a ringleader

When mesmerists tire of the mundane, of the subtle, they evolve abilities more suited to hyperbole and control. These specialized mesmerists, known as Ringleaders, band together to form unique forms of collective thought, known as the Carnevale. Larger groups of like-minded ringleaders can combine their individual carnevales into the more powerful Troupe, and even the Troupes can be further combined into the almighty (and thankfully, quite rare) living Cirque. Ready your invitation—the show is about to begin.

**Hyperbolic:** A ringleader adds 1/2 his mesmerist level as a bonus on Diplomacy and Intimidate checks (minimum +1). At 3rd level, the ringleader's wild emotional fluctuations carve greater space in their carnevale for occupants, and he gains Expanded Collective as a bonus feat. This ability replaces consummate liar.

Carnevale (Su): The ringleader possesses a unique ability among mesmerists—the ability to draw allies into their personal thoughtspace, creating a powerful psychic network known as the carnevale. As a standard action, a ringleader can join any number of willing targets into his carnevale (up to his limit, see below). The ringleader 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 ringleader level). The carnevale can contain up to his Charisma modifier or half his mesmerist level, whichever is higher. The ringleader is always considered a member of his own carnevale, and does not count against this limit. In addition, all members of the ringleader's carnevale gain a +1 morale bonus on Will saves against mind-affecting effects not originating from the ringleader. This bonus increases by one for every 3 class levels the ringleader possesses, to a maximum of +6 at 18th level. This bonus does not stack with bonus gained from the towering ego class feature.

The ringleader can choose to remove a member as a free action on his turn, and any member can voluntarily leave the carnevale as a free action on their turn. Any member whose Wisdom drops to zero or who moves out of range of the carnevale is automatically removed. If a member enters an antimagic field, the connection to the carnevale is suppressed until that member leaves the field. A member who leaves the carnevale for any reason immediately loses any and all benefits that may have gained from being a member. A ringleader is aware of the status of his carnevale and can, roughly, sense the

presence of each member, although beyond telling if such a creature is a member and the rough status of each member, this has no mechanical benefit.

A ringleader can implant any tricks he knows via the carnevale, using its ranges instead, as long as he is targeting a willing member of his carnevale. However, it takes a full-round action to implant a trick in this way. He may still implant a trick by touching a willing creature, using a standard action to do so.

If a member of the carnevale dies, the member is removed from the carnevale and the ringleader must make a Fortitude save (DC 15) or become sickened for a number of rounds equal to the Hit Dice of the fallen member.

If a ringleader takes levels in a class that grants the collective supernatural ability, those levels stack for determining the number of members the carnevale can contain. In addition, a ringleader that has both a carnevale and a collective may apply any abilities they may have that specifically require one to the other, including, but not limited to, sharing psionic powers with the network descriptor, telepathy, and the spirit of many supernatural ability.

A ringleader's carnevale counts as a collective for the purpose of all feats, but does not grant him any psionic ability he does not already possess.

At 3rd level, all willing members of the ringleader's carnevale (including the ringleader himself) can communicate with each other telepathically, even if they do not share a common language. A ringleader may temporarily deactivate, and reactivate, this ability as a swift action.

At 15th level, a ringleader's carnevale range is limitless on the same plane as the ringleader.

At 19th level, a ringleader's carnevale reaches even across to other planes and dimensions.

This ability replaces painful stare.

**Carnevale Tricks (Su):** At 1st level or later levels, a ringleader can choose from the following tricks in addition to those normally allowed.

Leap/Launch: A spectral springpad and trapeze appear for a moment, launching the subject through the air. The ringleader can trigger this trick either when the subject is attacked in melee. The subject may, as a free action, make an Acrobatics check to jump, with a circumstance bonus equal to twice the ringleader's class level. If the subject ends its jump out of reach of the attacker, the attack automatically fails. Alternately, if an enemy is embedded with this trick, you may trigger this trick when they make a melee attack roll to catapult them, moving them up to 10 feet in a direction of your choice unless they succeed at a Reflex save. If the subject ends this movement with no enemies in reach, the attack automatically fails. The destination must be on solid ground, and the movement cannot end in a space that is by nature hazardous to the creature that you move. Movement made because of this trick does not provoke attacks of opportunity. The subject can't move farther

than their speed in this way. The movement from this trick doesn't count against the subject's movement speed for that round.

Razzle/Dazzle: The subject is treated to an incredible pyrotechnic show that only they can see and hear. The ringleader can trigger this trick when the subject attempts a saving throw against a fear, despair, or language-dependant effect, or an effect that requires sight (such as a gaze or appearance-based effect). The subject gains a morale bonus on all saving throws against these effects equal to 1/2 of your ringleader class level. Alternately, if an enemy is embedded with this trick, you may trigger this trick at any time as a swift action. When you do, the enemy must succeed at a Will save or be dazed for one round. If the ringleader is 12th level or higher, the enemy is stunned for one round instead if they fail the saving throw. Enemies that fail this save are dazzled for one round instead. This is a mind-affecting illusion effect.

**Carnevale Casting (Su):** At 2nd level, the ringleader is able to cast spells through his carnevale. Twice per day, as a swift action, the ringleader may enhance the next mesmerist spell of up to 1st level that he casts this turn. If the spell specifies one or more targets and has a range greater than personal, he can cast this spell on one or more members of his carnevale regardless of the range of the actual spell. All other non-range restrictions apply.

At 5th level and every three ringleader levels thereafter, the ringleader may enhance spells of the next higher level, and may use this ability one additional time each day, to a maximum of 6th level spells 8 times per day at 20th level.

This ability replaces the mesmerist trick gained at 2nd level and the masterful trick gained at 12th level.

**Step Right Up (Su):** At 3rd level, the ringleader gains the ability to draw enemies into his carnevale. As a standard action, the ringleader may target a single creature he can see that is currently affected by his hypnotic stare. That creature may attempt a Will save (DC 10 + 1/2 mesmerist level + Charisma modifier) to resist. If the target fails the save, it may attempt another Will save at the same DC every 12 hours thereafter, but it is otherwise unable to leave the carnevale unless the ringleader allows it.

Creatures forced into a ringleader's carnevale in this way are considered willing members for any carnevalerelated effects unless they succeed on another Will save at the same DC to resist being forced into the carnevale. A successful save means the creature resisted the special effect but is still a member of the carnevale. In addition, the ringleader becomes better able to transfer effects within his carnevale, moving his psychic "attractions" to where they are needed. As an immediate action, when he or a member of his carnevale would be subjected to a fear or emotion effect with a duration longer than instantaneous, the ringleader may expend one or more uses of his guided meditation feature to move the effect to one or more other members of his carnevale.

The number of those affected must remain the same. The cost in uses is equal to the number of affected to be changed - if the ringleader has insufficient uses of guided meditation remaining, then he must choose a lower number of affected.

As a free action, when a creature that has been forced into the ringleader's carnevale succeeds on an attack roll or skill check, the ringleader may remove that creature from the carnevale to force them to reroll, taking the new result (even if it is lower).

At 11th level, the ringleader may instead target a creature unaffected by his hypnotic stare, as long as it is within 30 feet of the current target of his hypnotic stare. The ringleader must still be able to see the new target.

This ability replaces the bold stare improvements gained at 3rd and 11th level.

**Guided Meditation (Su):** This ability functions as touch treatment, except that the ringleader may target any member of his carnevale, regardless of range, and using this ability is a full-round action (or a swift action, if the ringleader uses it on himself).

At 14th level, using this ability is a standard action (or a swift action, if the ringleader uses it on himself).

This ability alters and replaces touch treatment.

**Flimflam:** At 7th level or later levels, a ringleader can choose the following bold stare improvement. He cannot select the psychic inception bold stare improvement. This ability alters bold stare.

*Flimflam (Su)*: The hypnotic stare and its penalty can affect creatures that are mindless or immune to mind-affecting effects (such as an undead and vermin). The mesmerist can also partially affect such a creature with his mind-affecting spells and abilities, including adding the creature to his carnevale (whether it is willing or if it is added by another ability) if it's under the effect of his hypnotic stare; it gains a +2 bonus on its saving throw (if any), and if affected, it still has a 50% chance each round of ignoring the effect. Ignoring the effect doesn't end the effect or remove the creature from the carnevale, but does allow the creature to act normally for that round.

**Come One, Come All (Su):** Even when a person leaves the carnevale, the carnevale never truly leaves the person. Starting at 11th level, the ringleader may, as a free action, use his hypnotic stare on any enemy that is removed from his carnevale for any reason. This special use of hypnotic stare does not have any range limitations, but can only be maintained for a number of rounds equal to the ringleader's Charisma modifier (minimum 1). The ringleader must still be able to see the target. He may still only maintain his hypnotic stare on one creature at a time, and using this hypnotic stare automatically ends any other active hypnotic stares he may have.

In addition, if the ringleader chooses to use his hypnotic stare on the target, he may also give them a mental suggestion (as the spell) telling them to approach their allies, extolling the incredible sights and sounds within the carnevale. The target may attempt a Will save (DC 10 + 1/2 mesmerist level + Charisma modifier) to resist. This is a mind-affecting compulsion effect.

This ability replaces glib lie.

Wicked Tricks (Su): At 10th level or later levels, a ringleader can choose from the following masterful tricks in addition to those normally allowed.

Mock/Block: You temporarily transform the enemy into something both hilarious and ineffective. The ringleader can trigger this trick when the subject is attacked or targeted by a single-target spell or ability that deals hit point damage. The subject ruthlessly mocks the attacker, causing them to doubt themselves. If the attacker fails a Will save, they must roll an additional dice and take the lower result whenever they make an attack roll, saving throw, or skill check for one minute, or until they successfully confirm a critical hit on the subject. Alternately, if an enemy is embedded with this trick, you may trigger this trick when they make an attack, cast a spell, or use an ability that targets you or your allies. The enemy must succeed at a Fortitude save or be transformed into a mockery of itself for a number of rounds equal to the ringleader's Charisma modifier (minimum 1 round). While affected, the enemy deals nonlethal damage instead of lethal with any of its attacks, spells, powers, or abilities that deal hit point damage. All of an affected enemy's attacks transform to appear both comedic and harmless; for example, an attack with a sword may become slapping with a rubber chicken, or a disintegration spell could become a medium-pressure stream of seltzer. None of the enemy's abilities, gear, or statistics change in any other way. This is a mindaffecting compulsion effect if embedded in an ally, or a polymorph effect if embedded in an enemy.

Something Wicked (Su): After seeing the wonders of the carnevale, everything else in the world seems plain by comparison. At 20th level, the ringleader masters his carnevale. Enemies that have been removed from the ringleader's carnevale for any reason suffer a penalty equal to the ringleader's Charisma modifier (minimum 1) to any future Will saves made to resist being forced into his carnevale. Any enemy currently suffering from this penalty may not attempt any future saves to leave the carnevale of that particular ringleader, effectively being trapped forever, or until the ringleader releases them as a free action. The DC to resist any mesmerist or ringleader effects the ringleader creates (including mesmerist spells) is increased by 1 against each such enemy for as long as they are in the carnevale. The ringleader's death frees all enemies trapped within his carnevale.

In addition, whenever an enemy is forced into his carnevale, the ringleader may, as a free action, attempt to force any number of other targets within 30 feet of it into the carnevale as well. These targets receive saves as normal, and the ringleader must still be able to see the targets.

This ability replaces rule minds.

### **SPIRITUALIST**

The athanatic channeler and crystalline binder are archetypes for the spiritualist base class detailed in Chapter 1 of *Pathfinder Roleplaying Game: Occult Adventures.* 

#### Athanatic Channeler (Archetype)

"Good dreams aren't the only ones that come true." —Exorciser Milene, an athanatic channeler

Athanatic channelers are capable of manipulating the energy of death, capable of turning the dark energies of the dead against them in an almost ironic form: Fear. Furthermore, their familiarity with the powers of death—and with their own fear of mortality—allows them to create a phantom wholesale from their own minds.

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

**Powers Known:** An athanatic channeler begins play knowing one athanatic channeler power of her choice. Each time she achieves a new level, she unlocks the knowledge of a new power.

Choose the powers known from the dread power list in chapter 5 of *Ultimate Psionics*. (*Exception*: The feat Expanded Knowledge does allow an athanatic channeler to learn powers from the lists of other classes.) An athanatic channeler can manifest any power that has a power point cost equal to or lower than her manifester level.

The total number of powers an athanatic channeler can manifest in a day is limited only by her daily power points.

An athanatic channeler simply knows her powers; they are ingrained in her mind. She does not need to prepare them (in the way that some spellcasters prepare their spells), though she must get a good night's sleep each day to regain all her spent power points.

The Difficulty Class for saving throws against athanatic channeler powers is 10 + the power's level + the athanatic channeler's Wisdom modifier.

This ability replaces spells.

**Talents:** Athanatic channelers learn minor powers they can use at will to aid them in a variety of ways. At 1st level, an athanatic channeler gains two talents from the dread talent list. This ability replaces knacks.

**Psionic Bond (Su):** At the athanatic channeler's option, she can have any power (but not any psi-like ability) she manifests on herself also affect her phantom. The phantom must be within 5 feet of her at the time of the

	Power	Powers	Maximum Power
Class Level	Points/Day	Known	Level Known
1st	1	1	1st
2nd	2	2	1st
3rd	4	3	1st
4th	6	4	2nd
5th	8	5	2nd
6th	12	6	2nd
7th	16	7	3rd
8th	20	8	3rd
9th	24	9	3rd
10th	28	10	4th
11th	36	11	4th
12th	44	12	4th
13th	52	13	5th
14th	60	14	5th
15th	68	15	5th
16th	80	16	6th
17th	92	17	6th
18th	104	18	6th
19th	116	19	6th
20th	120	20	6th

manifestation to receive the benefit. If the power has a duration other than instantaneous, it stops affecting the phantom if the phantom ends its movement more than 5 feet away from the athanatic channeler.

This ability replaces the share spells ability of the athanatic channeler's phantom. If the athanatic channeler does not have a phantom, they can still gain this archetype, although they do not gain this ability.

Nightmares Made Real (Sp): At 4th level, an athanatic channeler can detect beings who are normally impervious to common fears, and show them the full reality of their mortality. This ability functions as the normal spiritualist's *detect undead* spell-like ability, except that it detects creatures that are immune to mind-affecting and/or fear effects rather than undead. Whenever an athanatic channeler detects a creature with this ability, she can treat that creature as if it was not immune to such effects for the purposes of being affected by her athanatic channeler powers for a number of rounds equal to her Wisdom modifier. This ability alters detect undead.

#### **TABLE 1-1: ATHANATIC CHANNELER POWERS**

#### **Crystalline Binder (Archetype)**

"I want to give her rest, but the blasted thing is hiding somewhere in my minds!"

-Khair the Soul Prism, a crystalline binder

Sometimes, when a phantom binds itself to the material plane, it binds to a spiritualist's psicrystal, instead of to the spiritualist.

**Crystalline Possession (Su):** The crystalline binder loses her ability to harbor her phantom in her consciousness. Instead, she harbors her phantom in her psicrystal's consciousness. The crystalline binder gains Psicrystal Affinity as a bonus feat, even if she doesn't meet the prerequisites. She uses the higher of her manifester level (if any) and her class level to determine the power of her psicrystal. This ability otherwise functions as the phantom class feature. This ability alters phantom.

**Shared Wills (Su):** At 1st level, while a phantom is confined inside the crystalline binder's psicrystal (but not while it's fully manifested or banished to the Ethereal Plane) and while the psicrystal is within arm's reach of the crystalline binder, it grants the crystalline binder a +2 bonus with two skills determined by the phantom's emotional focus. It also grants a +2 bonus on saving throws against mind-affecting effects. These bonuses increases to +4 at 12th level.

Lastly, once per day, when the crystalline binder fails a saving throw against a mind-affecting effect, as an immediate action she can shunt that effect into her psicrystal's consciousness instead of her own. When she does so, she is not affected by the mind-affecting effect, but for the normal duration of that effect, the crystalline binder loses the bonuses on saving throws against mind-affecting effects, the skill bonus, granted by her phantom, psicrystal personality benefits, and can't use this ability to shunt a mind-affecting effect into the psicrystal's consciousness or manifest her phantom in any way. When a mind-affecting effect is shunted into the psicrystal's consciousness, spells such as dispel magic and break enchantment can be cast on the crystalline binder to end the effect's duration as if the crystalline binder were affected by the mind-affecting effect.

This ability alters shared consciousness.

**Crystalline Bond (Su):** At 3rd level, as a swift action, a crystalline binder can merge her psicrystal and phantom into one, heavily armored creature of crystal and ectoplasm. In order to use this ability, the phantom

#### **Psicrystal Affinity (Psionic)**

You have created a psicrystal.

Prerequisites: Manifester level 1st.

**Benefit:** This feat allows you to gain a psicrystal. Should your psicrystal be destroyed, you gain a new one after 24 hours. A new psicrystal must have the same personality as the original. See chapter 3 of *Ultimate Psionics* for more details on how psicrystals function. must be either confined in the psicrystal's consciousness, or the psicrystal must be within reach of the phantom.

During a crystalline bond, the psicrystal can't be damaged in any way, is not able to be targeted, and shares its location with your phantom. A crystalline binder can use crystalline bond a for number of rounds per day equal to 3 + her crystalline binder level. The rounds need not be consecutive. She can dismiss the effects of a crystalline bond as a free action, but even if she dismisses a crystalline bond on the same round that she used it, it counts as 1 round of use. When a crystalline binder uses this ability, her phantom immediately takes ectoplasmic form if it has not already. If the phantom was previously not in ectoplasmic form, it appears in ectoplasmic form adjacent to the crystalline binder's psicrystal.

In addition to all the benefits a phantom receives in ectoplasmic form, while under the effects of crystalline bond the phantom receives a +2 natural armor bonus to its AC, and its damage reduction 5/slashing becomes damage reduction 5/– during a crystalline bond. At 8th level, the phantom gains a bite attack, as it grows a crystalline jaw. This bite is a primary natural attack that deals 1d6 points of damage plus the phantom's Strength modifier. At 13th level the natural armor bonus gained from crystalline bond is increased to +4. At 15th level, the phantom gains a +2 size bonus to Strength, Constitution, and Dexterity as it perfectly meshes the crystal and ectoplasm of its form. At 20th level, the phantom gains damage reduction 20/–.

This ability replaces bonded manifestation.

**Phantom Recall (Su):** When the crystalline binder uses this ability to call the phantom back to her consciousness, it is instead stored in her psicrystal. She can activate crystalline bond as part of this action, but doing so costs 1 extra round of crystalline bond. This ability otherwise functions as normal. This ability alters phantom recall.

**Fused Consciousness (Su):** At 10th level, a crystalline binder always gains the benefits of her shared wills ability when her phantom is manifested, even if the phantom is not bound to her psicrystal's consciousness. She can shunt the effect of a mind-affecting effect into the consciousness of her psicrystal as the shared wills ability even when the phantom is manifested, but doing so causes the phantom to immediately retreat back into the psicrystal's consciousness. This ability alters fused consciousness.

**Dual Bond (Su):** At 17th level, a crystalline binder can use her crystalline bond ability a number of rounds per day equal to 3 + twice her crystalline binder level. This ability alters and replaces dual bond.

#### **Unpattern (Phantom Archetype)**

Unpatterns are phantoms that have had their patterns broken or otherwise damaged as they died. In their transition from spirits to phantoms, this break was torn

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even wider, causing the unpattern's existence to become anathema to the world around it.

The unpattern archetype can be taken by a spiritualist to modify her phantom companion. This works similarly to a normal archetype, except that it replaces abilities of the phantom as its master gains levels.

**Pattern Rend (Su):** Unpatterns tear at the patterns of anything they touch. An unpattern has a pattern rend natural attack. This is a melee touch attack that deals 1d6 points of damage plus the unpattern's Charisma modifier (regardless of the unpattern's size). This damage cannot be resisted in any way, such as by damage reduction, hardness, or immunities. The unpattern can use its pattern rend to make sunder attempts without provoking attacks of opportunity, and it counts as a slam attack for the purposes of the phantom's other abilities. This ability replaces the phantom's slam attacks and slam damage progression.

**Unpattern Potency (Su):** At 4th level, an unpattern's ability to rend patterns improves. The base damage of its pattern rend attack increases to 1d8, and it gains a +2 bonus on combat maneuver checks when using its pattern rend to sunder an object. At 10th level, the base damage of its pattern rend attack increases to 1d10, and its bonus on sunder attempts increases to +4.

In addition, whenever an unpattern makes a pattern rend attack, it rolls 2d20 and selects which of the two die results to use. If it uses the higher die result, its attack is resolved as normal. If it uses the lower die result (or if both die results are the same), its attack deals an additional die of damage (1d8 at 4th level and 1d10 at 10th level).

This ability replaces magic attacks.

**Unpatterned Whirl (Su):** At 12th level, an unpattern can tear at the patterns of all those surrounding it, stretching and contorting in ways no creature should. As a full-round action, the unpattern can make a pattern rend attack against all opponents within 10 feet of it. This ability replaces the deliver touch spells range increase at 12th level.

### **WILDER**

The shadow aspect is an archetype for the wilder base class detailed in Chapter 2 of *Ultimate Psionics*.

#### **Shadow Aspect (Archetype)**

"How can nothing be so heavy?"

-One of the Empty Court, a shadow aspect

Within each person, there exists a deeper concept, an emotional negation of that person; a shadow aspect. Some wilders, already prone to incredible swings of emotion and power, can draw on and forge that shadow into a sentient, corporeal form. This emotional phantom augments the once-wilder's powers, while funneling her emotional surges for its own, personal uses. Some might



question who is truly in charge in this arrangement—the shadow aspect, or the phantom?

**Shared Surge (Su):** A shadow aspect safely funnels most of her emotional outbursts into controlling her phantom, but can still allow her emotions to surge forth when she manifests a power. During a shared surge, a shadow aspect gains great power, but may impair herself and her phantom with her reckless power (see Shadow Enervation, below).

A shadow aspect can choose to invoke a shared surge whenever she manifests a power. When she does so, she gains a +1 to her manifester level with that manifestation of the power. The manifester level gives her the ability to augment her powers to a higher degree than she otherwise could; however, she pays no extra power points for this shared surge. Instead, the additional 1 power point that would normally be required to augment the power is effectively supplied by the shared surge.

Level-dependant power effects are also improved, depending on the power a shadow aspect manifests with her shared surge.

This improvement in manifester level does not grant her any other benefits outside of the manifestation (she gains no higher-level class abilities, for instance).

She cannot use the Overchannel feat and invoke her shared surge at the same time.

At 7th level, a shadow aspect boosts her manifester level by +2 instead of +1. At 11th level, she boosts her manifester level by +3, and at 19th level, by +4. The shadow aspect always shared surges for the maximum amount possible, for unleashing emotions in the fashion of a shared surge does not always lend itself to using finesse.

In all cases, the shared surge effectively pays the extra power point cost that is normally required to augment the power by this additional amount; only the standard power point cost is subtracted from the shadow aspect's power point reserve. For example, if a 11th level shadow aspect were to invoke her shared surge when manifesting a power, she would spend between 1 and 11 power points as normal, but the power would manifest at 14th manifester level and behave as if it had spent 3 more on it than normal.

The shadow aspect can expend her psionic focus to manifest a psionic power without expending any power points, powering the manifestation with only her shared surge. She manifests this power as if all power points were paid by her shared surge ability. This results in the power being manifested as if the base power point cost of the power was paid, along with augmentation equal to her shared surge amount, but she may not augment the power beyond the amount of her shared surge, and when checking for shadow enervation, the chance to be overcome increases to 25%. A shadow aspect must wait ten minutes after shared surging in this fashion before she can do so again.

This ability replaces wild surge, but counts as wild surge for the purposes of prerequisites and requirements, as well as for feats and other abilities.

**Shadow Enervation (Ex):** Shadow aspects are more controlled in their emotional outbursts than most wilders, but they risk their phantom as well. Immediately following each shared surge, a shadow aspect and her phantom may be overcome by the strain of her effort, the effect of which is detailed below. The chance of suffering shadow enervation is 10%.

When the shadow aspect suffers shadow enervation while her phantom is manifested, she and her phantom instantly swap positions, regardless of distance or intervening objects. If either the phantom or the shadow aspect are transported to a space too small for them, they are instead transported to the nearest open square of the appropriate size. If either is unable to switch for any reason (such as a dimensional lock or similar effect), the switch fails. This is a teleportation effect.

When the shadow aspect suffers shadow enervation while her phantom is harbored within her consciousness, any psionic focuses that she or items in her possession (including psicrystals) possess are immediately lost without effect.

This ability replaces psychic enervation.

**Phantom:** A shadow aspect begins play with a phantom, a power forged of raw emotional excess and the darkest aspects of her own personality. The phantom

forms a link with the shadow aspect, who forever after can either harbor the creature within her consciousness or manifest it as a an ectoplasmic or incorporeal entity. A phantom has the same alignment as the shadow aspect, and it can speak all the languages its master can. A shadow aspect can harbor her phantom in her consciousness (see the lapse in madness class feature on page 14) or fully manifest it. A fully manifested phantom, as a creature of pure emotional energy, is treated as a summoned creature, except that it has no home plane and temporarily disperses when it would be killed. It is hardened by its aspected core, and is not dispersed until it is reduced to a negative amount of hit points equal to or greater than is Constitution score.

A shadow aspect can fully manifest her phantom through a ritual that takes 1 minute to perform. When the phantom is fully manifested, the shadow aspect can change the form of the phantom's manifestation (either from ectoplasmic to incorporeal or vice versa) as a fullround action that provokes attacks of opportunity. When the phantom manifests, its hit points are unchanged from the last the it manifested, unless the phantom was slain and dispersed; in this case, the phantom manifests with half its maximum number of hit points. The phantom does not heal naturally, and can be healed only with magic or by being tended to with the Heal skill while fully manifested in ectoplasmic form. The phantom stays fully manifested until is it either returned to the shadow aspect's consciousness (a standard action) or dispersed. If the phantom is dispersed, it can't return to the shadow aspect's consciousness or manifest again for 24 hours.

When fully manifested, a phantom can be affected with spells such as dismissal or banishment as if it were a summoned creature from the Ethereal Plane, except that if it would be successfully banished, it is instead dispersed. Whenever the shadow aspect is unconscious or asleep, the phantom immediately returns to the shadow aspect's consciousness. If the shadow aspect dies, the phantom is dispersed and can't return to the shadow aspect's consciousness until 24 hours after the shadow aspect is brought back to life. A phantom can't be dispersed (or dismissed or banished, by a spell or similar effect) while it resides in the shadow aspect's consciousness, as the phantom is protected from such effects by the rampaging madness within the shadow aspect's psyche.

Fully manifested phantoms can wear and use items (though not wield weapons or shields or equip armor) appropriate to their forms. Any items worn, carried, or held by a phantom are dropped when the phantom returns to the shadow aspect's consciousness, and must be retrieved and donned anew if the phantom wishes to use them when it fully manifests in the future.

Phantoms are rampant emotions of pride, envy, and jealousy (among others), and do not play well with other summoned companions. A phantom refuses to manifest in the presence of an eidolon or shadow summoned by the phantom's master. Furthermore,



if a phantom is manifested when such a creature is summoned, it immediately retreats into its shadow aspect's consciousness, and will not manifest again until the eidolon or shadow is dismissed.

Levels in classes that grant phantoms stack for the purpose of determining the phantom's abilities, feats, Hit Dice, saving throws, and skills. A fully manifested phantom's abilities, feats, Hit Dice, saving throws, and skills are tied to the shadow aspect's class level and increase as the shadow aspect gains levels. See the Phantoms section in Chapter 1 of *Pathfinder Roleplaying Game: Occult Adventures* for more information, replacing all instances of "spiritualist" with "shadow aspect." In addition, shadow aspects always apply the negation phantom archetype (see page 15) to their phantom, regardless of what emotional focus they choose for it at 1st level.

This ability replaces surge bond and improved surge bond.

**Cry For Help (Su):** At 1st level, a shadow aspect can channel her emotions into a hastily-assembled ectoplasmic form, fully manifesting her phantom in either ectoplasmic or incorporeal form in an area around her. Whenever her manifested phantom takes enough

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damage to disperse it, as a reaction to the damage, the shadow aspect can sacrifice any number of her power points without using an action. Each power point sacrificed in this way prevents 1 point of damage being dealt to the phantom. This can prevent the phantom from being dispersed.

This hasty construction is limited, and tends to rapidly disperse with distance. When the phantom is fully manifested, it and the shadow aspect must remain within 50 feet of one another for the phantom's manifestation to stay stable with little to no concentration on the part of the shadow aspect. The shadow aspect can stretch this tether, but only when the phantom is in ectoplasmic form. When a shadow aspect starts her turn and her ectoplasmic phantom is more than 50 feet away from her (but closer than 100 feet), the shadow aspect must concentrate on the link as a full-round action that provokes attacks of opportunity or the ectoplasmic phantom immediately disperses and cannot be summoned again for 24 hours. This concentration can be interrupted as if it were a power. Treat this effect's power level as equal to 1 + 1 per 10 feet farther than 50 feet that the phantom is from the shadow aspect (maximum power level 6th). If the tether is interrupted or the check fails, the phantom immediately returns to the consciousness of its shadow aspect master.

If the ectoplasmic phantom is ever more than 100 feet away from its shadow aspect, or the incorporeal phantom is ever 50 feet away from the shadow aspect or outside of line of effect from the shadow aspect for more than 1 round per class level, the tether is automatically broken; the phantom is immediately dispersed and can't be summoned again for 24 hours.

Outrage (Su): A shadow aspect channels her emotions into her phantom, summoning bursts of barely restrained phrenic energy. As a standard action and by expending her psionic focus while her phantom is manifested, the shadow aspect can deal 1d6 points of force damage for every +1 to her shared surge to enemies within 10 feet of her phantom (for example, a shadow aspect with shared surge +3 deals 3d6 with her phantom burst). Creatures dealt damage in this way are slowed for a number of rounds equal to the intensity of the shadow aspect's shared surge. Affected creatures that succeed at a Reflex save (DC 10 + 1/2 the shadow aspect's class level + the shadow aspect's Charisma modifier) only take half damage and negate the slow. Phantom bursts do not trigger shadow enervation. This ability replaces surge blast.

Lapse in Madness (Ex): Starting at 4th level, when a shadow aspect uses her shared surge ability while her phantom is manifested, her phantom gains a +1 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to twice the intensity of her shared surge. Her phantom also gains temporary hit points equal to the shadow aspect's class level. These temporary hit points disappear after ten minutes. If a shadow aspect uses her shared surge while her phantom is harbored within her consciousness, she gains a +2

bonus on saving throws against all mind-affecting effects for a number of rounds equal to twice the intensity of her shared surge. Once per day while she has this bonus, the shadow aspect may roll twice on a Will saving throw, taking whichever result she wishes.

If a shadow aspect is overcome by shadow enervation following her shared surge, her phantom does not gain the morale bonus or temporary hit points for this use of her shared surge ability.

At 12th level, the morale bonus on a phantom's attack rolls, damage rolls, and saving throws increases to +3, and the bonus on the shadow aspect's saving throws against mind-affecting effects increases to +4. At 20th level, the bonuses increases to +5 for the phantom and +6 for the shadow aspect.

This ability replaces surging euphoria.

Losing Control (Su): It is the eventual fate of all shadow aspects to lose control of their emotions-and with them, their phantoms. Luckily for them, the phantoms have a vested interest in their safety. Starting at 20th level, once per day, when the shadow aspect invokes her shared surge, she may fully manifest both her phantom and an additional, identical phantom as a free action. These phantoms are always manifested at full hit points, and act separately on the shadow aspect's turn. If the shadow aspect has a phantom fully manifested when she activates this ability, the original phantom is fully healed, and the new phantom gains spectral, temporary copies of whatever item the original phantom currently possesses. While both of these phantoms are fully manifested, the shadow aspect loses any psionic foci she possesses and may not regain them until at least one of the phantoms is dispersed. The shadow aspect may not harbor a phantom in her consciousness while both of these phantoms are fully manifested.

When the shadow aspect uses her shared surge, she grants the bonuses gained from shared surge to both phantoms. When the shadow aspect suffers shadow enervation, she chooses one of her phantoms to switch places with. While both phantoms are fully manifested, the shadow aspect may use her outrage ability as a swift action without expending her psionic focus, and it creates bursts around both of her phantoms. If the shadow aspect is knocked unconscious or killed while both phantoms are fully manifested, both phantoms continue to act normally for an additional number of rounds equal to the intensity of her shared surge before dispersing. If the shadow aspect is woken up or returned to life during this period, she is exhausted and one of the phantoms (whichever has fewer hit points remaining, or shadow aspect's choice if they are tied) is dispersed. After ten minutes, if both phantoms are still fully manifested, one of the phantoms (whichever has fewer hit points remaining, or shadow aspect's choice if they are tied) is dispersed, and the shadow aspect is fatigued. The remaining phantom is treated as if it were just summoned using the shadow aspect's minute-long ritual.

This ability replaces perfect surge.

#### **Negation (Phantom Archetype)**

Phantoms created by shadow aspects are radically different than most of their kind. Where most are strictly manifest single emotions, the negations created by a shadow aspect are darker, subdued aspects of the shadow aspect herself. Where there was once anger, there is her inner frustration. Dedication becomes mania, despair to solemn depression, and so on—each gaining some of the raw psychic power that its master claims, as well as some of her own personal mannerisms and traits. In this way, each negation phantom somewhat resembles a warped form of its master. Unless otherwise noted, only a shadow aspect may have a negation phantom.

**Share Powers (Su):** The shadow aspect can manifest a power with a target of "you" on her negation phantom (as a power with a range of touch) instead of on herself. A shadow aspect can manifest powers from the wilder power list on her phantom even if the powers normally do not affect creatures the of the phantom's type (outsider). This ability does not allow the phantom to share abilities that aren't powers, even if they function like powers. This ability replaces share spells.

Deliver Touch Powers (Su): The negation phantom can deliver touch powers for the shadow aspect when fully manifested in incorporeal or ectoplasmic form. The shadow aspect and the phantom need not be in contact to accomplish this, but the phantom must be within 30 feet and the shadow aspect must be able to see the phantom. If the shadow aspect is 12th level or higher, the phantom can deliver touch powers within 50 feet of the shadow aspect. The shadow aspect can manifest the power, and then the phantom can deliver the touch as an immediate action. If the touch power deals damage, the phantom must make the attack roll. The phantom can't hold the charge of a touch power manifested by the shadow aspect using this ability. If the power is delivered to the phantom, it must touch a target or the power is lost. If the power allows you to touch up to six willing targets, the phantom can accomplish this with an immediate action, but all the willing targets must be within the phantom's melee reach at the time.

**Subdued Skills:** Negation phantoms never grant the shadow aspect Skill Focus, but still gain skill ranks as normally determined by their emotional focus. This ability alters the bonus skills granted by emotional focus.

**Subconscious Casting:** The shadow aspect's being and personality are so suffused with psionic power that her negation phantom gains the ability to use some of its own psionics. At 1st level, a negation phantom gains a single 1st-level power from the psion/wilder power list as a psi-like ability, with a manifester level equal to its Hit Dice. At 7th level, it gains a power of up to 2nd level, at 12th level, it gains a power of up to 3rd level, and at 17th level, it gains a power of up to 4th level. It can use each of these psi-like abilities once per day. The negation phantom uses its Charisma to determine the save DCs of these powers. Once selected, these powers cannot be changed thereafter.

#### **NEW FEATS**

#### **Boon Phantom**

Your phantom's connection with you is exceptionally strong.

Prerequisites: Phantom class feature.

**Benefit:** The abilities of your phantom are calculated as though your class were 4 levels higher, to a maximum effective spiritualist level equal to your character level.

#### **Extended Crystalline Bond (Psionic)**

Your psicrystal and phantom can remain merged for much longer than usual.

Prerequisites: Crystalline bond class feature.

**Benefit:** You can use your crystalline bond for 6 additional rounds per day.

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

#### **Mass Haunting (Psionic)**

Your psicrystal and phantom can remain merged for much longer than usual.

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

**Benefit:** Your phantom is always considered to be a member of your collective, but does not contribute towards the maximum number of creatures you may have in your collective. In addition, you may harbor your phantom within the consciousness of any member of your collective, granting them the benefits of your shared consciousness class feature. As a full-round action, you can transfer your phantom from one mind within your collective to another. If a creature harboring your phantom dies, your phantom immediately returns to your mind. Your phantom treats members of your collective as you for the purposes of your etheric tether ability.

In addition, you add 1/2 your spiritualist level to your levels in classes that grant the collective class feature for determining the range of your collective, and you add 1/2 your levels in such classes to your spiritualist level for determining the effect of your shared consciousness ability.

#### **Poltergeist's Hand (Psionic)**

Your phantom's reach extends past dimensions.

Prerequisites: You must be a phantom.

**Benefit:** While you are incorporeal or confined in a spiritualist's consciousness, you can use far hand as a psi-like ability at will, with a manifester level equal to your Hit Dice.

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