

PSIONICS AUGMENTED



◆ OCCULT ◆

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



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PSIONICS AUGMENTED: OCCULT

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FOREWORD

I love both psionics and psychic magic in Pathfinder. Psionics has many of my favorite mechanics while Occult magic has my favorite fluff of all magic systems. Creating content that respects their differences while utilizing both has been a challenging and yet fun experience. I hope you enjoy the content as much as we enjoyed writing it.

—Adam Boucher, contributing author

A big part of why I volunteered to be a part of *Psionics Augmented: Occult* was to help myself find the true differences between psychic magic and psionics. As it turns out, the gulf between the two is wider and more encompassing than I ever would have guessed—and if this hasn't shown that there is room for two in a system and in a world, I don't know what will. I know it convinced me.

Now, it's your turn. Explore the depths of what is possible with the powers of the mind. I know you'll love it as much as we loved bringing it to your table.

—Doug Haworth, contributing author

I'm a big old psionics fanboy, who really didn't like the whole idea of "psychic magic;" it seemed like it was doing it wrong. But it's important in Pathfinder to look past labels, and that's especially true here: psychic magic has really impressed me both for how cool it is, and how much it does have a unique identity. So I urge everyone to learn, like me, to look past the labels and see what both psionics and psychic magic have to offer to your worlds, your characters, and your stories.

In *Psionics Augmented: Occult* we have really tried to emphasize these differences, with archetypes who use psionics instead of psychic magic, or uses psychic magic instead of psionics, and how that changes how the class works. With *Psionics Augmented: Occult*, you can really bring to vibrant life these different approaches to power.

—Kevin Ryan, contributing author

This has been a hell of a ride.

The first material that was completed for this project was one of my archetypes. It was motivated in part by frustration—wanting to take a class and do *more* with one of its aspects than the default class did. Frankly, the first draft was a trainwreck. But by the second draft, the third and fourth major revisions, it began to take shape.

This experience remains at the front of my mind when thinking about *Psionics Augmented: Occult*. Later material didn't quite go that way for most of us, but that starting archetype was my first step into designing something on my own, from the ground up. The thing is, though, I wouldn't say that it's because of me simply improving (though learning experiences were common). It was the excellent teammates I had.

This project didn't quite work the same way as others I've worked on. Though, as the design lead, I was ostensibly "in charge," it very rarely felt that I *needed* to be. Kevin, Adam, and Doug are all great designers and good people. Working with them felt natural, easy, and *fun*, and if I have the opportunity, I'd do it again in a heartbeat.

In any case, with that in mind, I am wholly confident and happy with the result of this project and this book. I love the fluff of both psychic magic and psionics, and we all worked very hard to create something *new*—not just a synthesis of the concepts, but oftentimes new takes on either or both. Overall, for me, the most fun part of this project was that each of us on the team has had the opportunity to create something *new*. Whether it was through concept or implementation, this project included brand-new things that people hadn't really seen before, and I treasure that.

It's been fun.

I hope you enjoy it as much as we did.

—Forrest Heck, design lead

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USING THIS BOOK

This book is divided into nine sections: an introduction, seven chapters, and an appendix. Each chapter is dedicated to a different type of psychic and psionic character, as follows:

Introduction—This section includes an overview of the concepts used throughout this book, and serves as a preface for the concepts and mechanics contained herein.

Chapter 1: Storyseekers—In this chapter you will find the living legend soulknife and host of heroes aegis, two psionic archetypes whose power comes from a synthesis of their power and the memories, words, and stories they draw on.

Chapter 2: Firestarters—This chapter contains two new kineticist archetypes, the avant guard and gambler, representing different paths that a kineticist may take: a path of careful artistry, and a path of luck and danger. In addition, there are several new wild talents accessible to all kineticists, and rules for kineticists using psionic prestige classes.

Chapter 3: Mindbenders—In this chapter you will find two new mesmerist archetypes, the fear-creating mindrender and the bombastic ringleader.

Chapter 4: Spirit-Callers—This chapter includes new spiritualist archetypes, the power-using athanatic channeler, and the crystalline binder, who seals their phantom in a psionic crystal. In addition, it includes a new phantom archetype, the unpattern, and the shadow aspect, a wilder whose despair and nihilism take physical form.

Chapter 5: Occult Scholars—The occultist gains new archetypes in this chapter: the govi, a master of spirit-binding and controlling planar beings, and the shattered mind, a unique psionic manifester whose power grows by sharding off parts of their mind into intelligent implements. In addition, the chapter includes the cryptographer psion, who has worked an implement into his manifesting, and seven new focus schools, one for each psionic discipline.

Chapter 6: Time Sensitives—Introduced in this chapter is the empath medium, a cosmically-aware psionicist who binds zeitgeists, entities formed from important events across history. This medium eschews normal spirits for psionic powers and a variety of possible entities to contact, which are detailed alongside the archetype.

Chapter 7: Other Rules—This chapter includes new psychic skill unlocks, new feats for both psionic and occult characters, and two new magic items.

Reference Materials—For convenience, this section details feats, psionic powers, and aegis customizations referenced in several of this book's character options.

BOOKS NEEDED

The material in this book expands on the base classes and rules 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*.



INTRODUCTION

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.

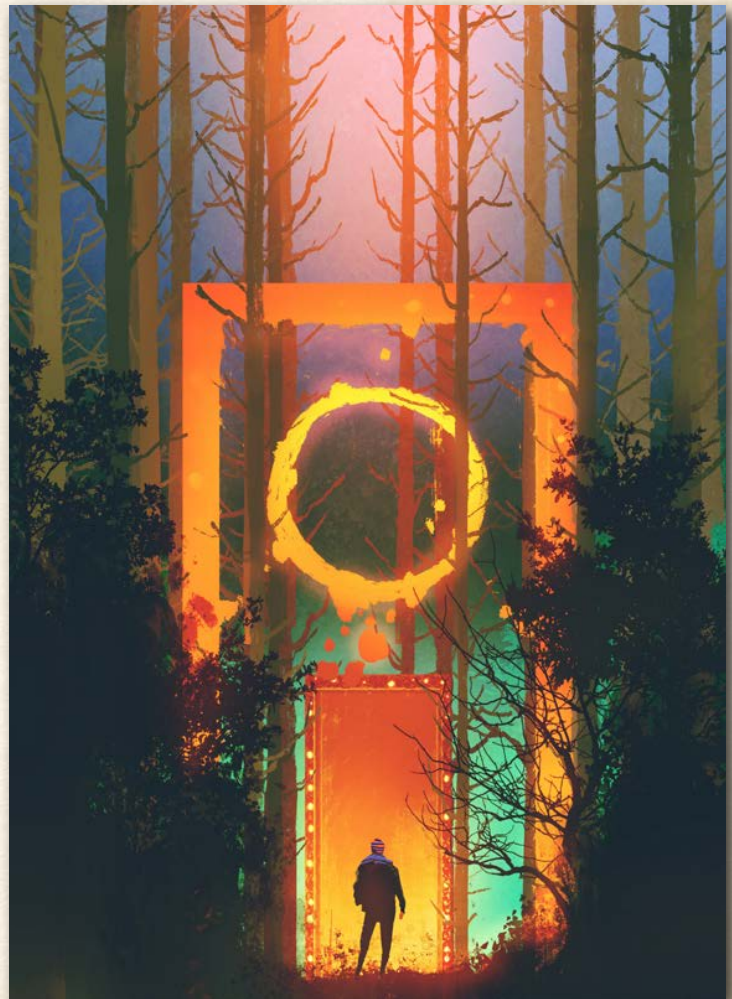
The chief difference between psychic magic and psionics is that psychic magic is largely external, while psionics is largely internal. At its core, psionics is about expressing one's self, and in doing so imposing that self on the world. A psionist rejects reality and substitutes his own in the local 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 psionist. It is often difficult for a psionist 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 psionists and psychic mages go about doing their respective businesses is evident in their classes,



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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

Most of the chapters in this book include archetypes for existing classes. These archetypes have the following rules:

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

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

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

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

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

CHAPTER 1: STORYSEEKERS

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 10 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



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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 two-handed 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 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.

The feats granted by this ability can be found in the Reference Materials section on page 83.

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

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

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LEGENDARY ROLES (LIVING LEGEND)

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.

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 Soulnife 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.

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,

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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 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.

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.

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

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 Soulnife 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

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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, psi-like 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 *null-psionics 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

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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 Wisdom-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, 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.



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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 Soulnife 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 soulnife'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 soulnife'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 Soulnife 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

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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 psionics, 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 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 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 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 *vorp* 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.

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.

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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 Soulnife 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 one-handed weapon mind blades (functioning as a normal soulnife'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.



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Host of Heroes (Aegis Archetype)

"Life ends. Death ends. Only legends are eternal."

—Yen, the Panoply, a host of heroes

For some types of aegis, imitation really is the sincerest form of flattery. Rather than tell their own stories, these hosts of heroes find the stories of the mightiest and the wisest, learning of their strengths and talismans—and takes them for their own. Where many struggle to become legend, the host knows that he will be, and dedicates his strength of character and of body towards making another destiny his own. The final goal for the host of heroes is to forge a story so great that the hosts of the future strive to emulate them.

The host of heroes is an archetype for the aegis base class detailed in Chapter 2 of *Ultimate Psionics*.

Class Skills: A host of heroes gains Knowledge (history) as a class skill.

Spun From Legend (Su): A host of heroes does not simply create a suit of ectoplasmic armor. He calls upon one of the seven legendary roles described on page 19, forming his astral suit into a shape more befitting a particular figure of that role.

At the start of each day when the host of heroes meditates to regain power points, he chooses a legendary role to emulate, gaining a number of bonuses based on the selected role. A host of heroes can only form his astral suit into the one matching his chosen legendary role. Forming the astral suit of the chosen role is a swift action. A host of heroes is always considered to be proficient with his astral suit, even if he does not have the appropriate armor proficiency. Different astral suits grant different free customizations. These free customizations never count against the host of heroes' total number of customization points spent on his astral suit. The host of heroes does not, strictly, choose the appearance of his astral suit—instead, it closely mimics the appearance of the legendary figure that it emulates. A player should work with their GM to determine the sorts of appearances the host of heroes takes when emulating one of the many heroes he's aware of.

An astral suit can be dismissed as a free action. An astral suit does not function in areas where psionics do not work, such as a *null psionics field*. *Dismiss ectoplasm* can be used against an astral suit; treat the manifester level as the host of heroes' class level, although the host of heroes can simply form his astral suit again on his next turn.

This ability replaces form astral suit, but counts as form astral suit for the purposes of meeting prerequisites and requirements.

Heroic Epic (Su): Heroes of legend have abilities and skills beyond the reach of the norm. Starting at 2nd level, the host of heroes gains a +2 bonus on two skills, determined by the legendary role they are currently emulating. At 6th level and every 4 levels thereafter, this bonus increases by +1. In addition, the host of heroes is considered trained in the use of these skills. The host

of heroes gains these bonuses whether or not they are currently wearing their astral suit. This ability replaces craftsman.

- *Archmage:* Knowledge (arcana), Spellcraft.
- *Champion:* Acrobatics, Intimidate.
- *Guardian:* Perception, Sense Motive.
- *Hierophant:* Heal, Knowledge (religion).
- *Marshal:* Bluff, Diplomacy.
- *Overmind:* Autohypnosis, Knowledge (psionics).
- *Trickster:* Disable Device, Stealth.

Monomyth (Su): Scholars say that the structures of all legends are based upon one original concept—the monomyth. At 3rd level, a host of heroes captures the essence of this ideal, enhancing their emulated legends with rites of passage and invested power by adopting one or more monomyths. Each legendary role a host of heroes can emulate has a list of customizations associated with its monomyth. When the host of heroes spends customization points on a customization (but not when he gains free customizations), he can choose to assign that customization to a particular role if the customization is on that role's list. He still gains the customization as normal. A customization can only be assigned to one monomyth at a time, even if it appears on multiple roles' lists.

The host of heroes can assign a maximum number of points worth of customizations to his monomyths equal to his class level. He need not assign his customizations to the same monomyth—he can gain the benefits of as many monomyths as his customizations can support. If he has at least 3 points worth of customizations assigned to a given monomyth, he gains the additional special abilities described in the legendary role's monomyth. These abilities are cumulative. For example, a 15th-level host of heroes could assign 9 points worth of customizations to the archmage monomyth to gain its 3, 6, and 9-point monomyth abilities, then might assign 3 points worth of customizations each to the champion and guardian roles to gain their 3-point monomyth abilities.

This ability replaces augment suit.

Rite of Passage (Su): Starting at 3rd level, a host of heroes gains access to each of his monomyths' Rites of Passage. A Rite of Passage is an action or test that, when completed, grants the listed reward to the host of heroes. This reward lasts until he meditates to regain his power points the next day or until he violates his taboo (see the individual role descriptions). The host of heroes only gains its benefits when he is wearing his astral suit.

Each Rite of Passage has a taboo related to the ideals of the legendary role that the host of heroes must follow. If, after completing a Rite of Passage, he breaks its associated taboo, he loses the reward from that Rite of Passage and it is no longer considered to be completed. He can later complete the Rite of Passage to regain its reward, but he must wait one hour before he can do so.

Starting at 5th level, the host of heroes seeks to emulate his legend's mighty gear when he completes a

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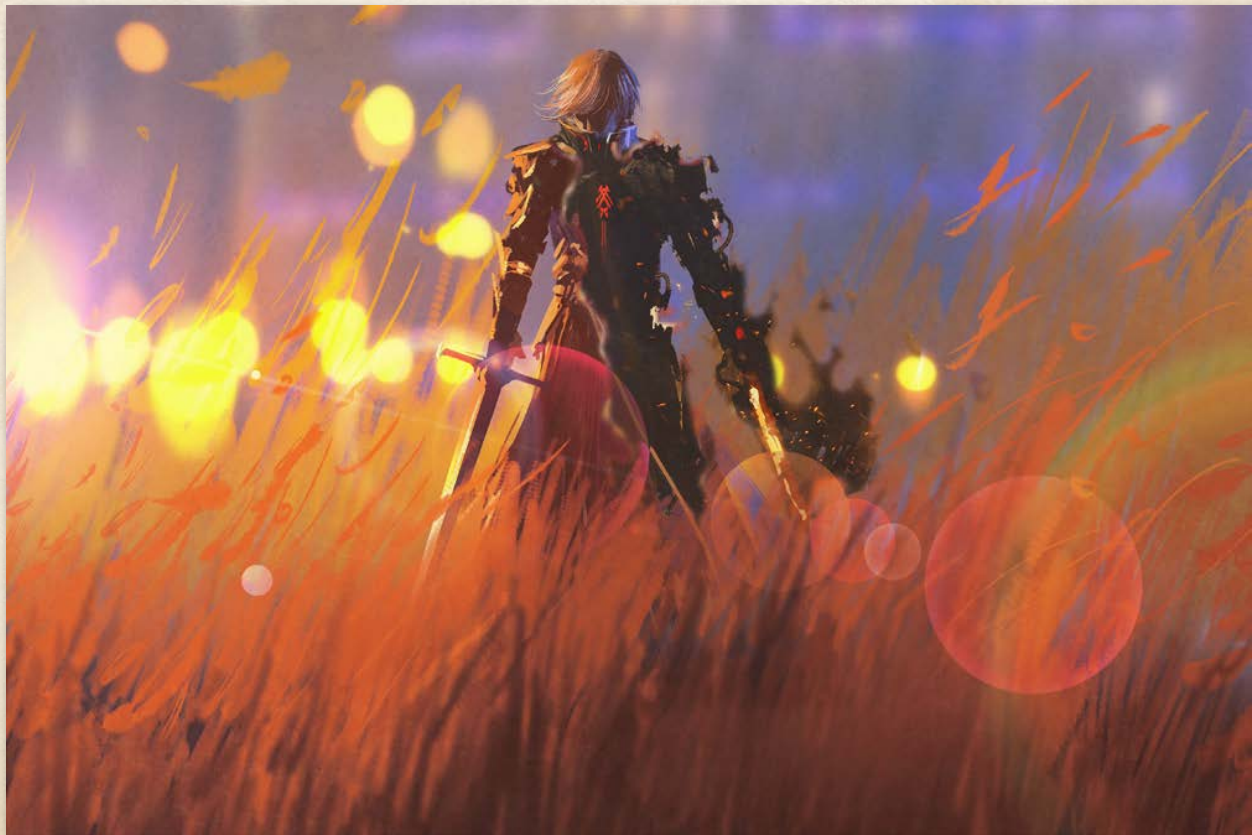
monomyth's Rite of Passage. When he completes a Rite of Passage, he gains one of the following benefits. He can gain this benefit once for every five host of heroes level he possesses, and their effects are cumulative. If the host of heroes has currently assigned at least 6 customization points to the archmage monomyth, he can choose his energy blast as a weapon to empower.

- The enhancement bonus of his worn armor or astral suit increases by +1.
- The enhancement bonus of a single wielded shield increases by +1.
- The enhancement bonus of a single wielded weapon increases by +1.

This ability replaces damage reduction.

Forge Destiny (Su): A host of heroes must make each legend his own, lest he be lost within another's glory. Starting at 4th level, a host of heroes can expend his psionic focus as a swift action to temporarily change the legendary role he emulates to a different one. His astral suit reforms into the appropriate astral suit, but keeps any existing customizations that it might have had as normal. This change lasts for a number of rounds equal to the host of heroes' Intelligence modifier or 1/2 his class level, whichever is higher, after which it reverts to its previous form. The host of heroes can dismiss this ability as a free action. If he uses this ability while it is already in use, it ends the previous duration and starts a new one (potentially with a different legendary role and astral suit). This ability replaces reconfigure.

Saga's End (Su): A host of heroes that reaches 20th level has become one of the legends he seeks to emulate. His astral suit cannot be dispelled or removed against his will by any means, though his astral suit still does not function within areas where psionics do not work, such as a *null psionics field*. In addition, the host of heroes is incredibly difficult to kill, sacrificing his legends to save his own life. While he is wearing his astral suit, whenever he would be reduced to 0 or fewer hit points or would fail a saving throw against a death effect, the host of heroes may choose to remove his current astral suit. If he does so, he is unaffected by the damage or effect in question, and is healed to his normal maximum hit points. Using this ability "burns" the sacrificed legendary role. The host of heroes may not form that astral suit, emulate that legendary role, or adopt aspects of that legendary role's monomyth for one week. Using this ability is not an action, and can be used reflexively even if the host of heroes is unconscious or otherwise unaware of the attack, as the legends leap to his defense of their own accord. The host of heroes' player still chooses whether or not to activate this ability, even if the host of heroes is unconscious or otherwise unaware. This ability replaces perfect merger.



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NEW CUSTOMIZATIONS

A host of heroes can choose from the following customizations in addition to those normally available to him.

2-Point Customizations

Beacon: While the host of heroes is psionically focused, his attacks leave empowering marks on his enemies. As a free action, when the host of heroes hits an opponent with a melee or ranged attack, he can cause them to emit light as a torch for a number of rounds equal to his Intelligence modifier or 1/2 his host of heroes level, whichever is higher. Allies that can see the target gain a +1 circumstance bonus on attack and damage rolls against that target. Opponents of the host of heroes cannot see this light, and the marked creature may be unable to use Stealth to hide from the host of heroes and his allies because of the light. A host of heroes can only affect one opponent with this ability at a time, and using it again on a different target immediately ends any other beacons. This customization can be selected a second time beginning at 5th level, a third time starting at 11th level, and a fourth time starting at 17th level. Each subsequent time it is taken, the circumstance bonuses granted to allies is increased by +1. A host of heroes emulating a legendary role other than the marshal may only take this customization once.

Cunning: The host of heroes gains a +2 enhancement bonus to Intelligence while he is wearing his astral suit. This customization can be selected a second time beginning at 5th level, and a third time starting at 10th level. Each subsequent time it is taken, the enhancement bonus to Intelligence is increased by +2. In addition, while this customization is active, for each +2 this customization grants, it grants a number of skill ranks in skills of the host of heroes' choice equal to his total Hit Dice. This customization does not increase the amount of bonus power points the host of heroes gains from a high Intelligence.

Faith: When the host of heroes applies this customization to his astral suit, he chooses a number of 1st-level spells equal to his Intelligence modifier from the cleric spell list. The selected spells cannot have an alignment opposed to the host of heroes' or the deity of the legendary figure he is emulating (if any). Spells with a costly material component may not be selected in this way. Twice per day, while he is wearing his astral suit, the host of heroes can expend his psionic focus to use one of the chosen spells as a spell-like ability with a caster level equal to his class level. This customization can be taken one additional time for every six class levels the host of heroes possesses. Each subsequent time it is taken, the host of heroes may select spells from one level higher, and gains one additional use of this ability each day, to a maximum of 4th-level spells and five times per day at 18th level. A host of heroes emulating a legendary role other than the hierophant may only take this customization once.

Magecraft: When the host of heroes applies this customization to his astral suit, he chooses a number of 1st-level spells equal to his Intelligence modifier from the wizard spell list. Twice per day, while he is wearing his astral suit, the host of heroes can expend his psionic focus to use one of the chosen spells as a spell-like ability with a caster level equal to his class level. Unlike a normal spell-like ability, a spell cast in this way is subject to arcane spell failure. This customization can be taken one additional time for every six class levels the host of heroes possesses. Each subsequent time it is taken, the host of heroes may select spells from one level higher, and gains one additional use of this ability each day, to a maximum of 4th-level spells and five times per day at 18th level. A host of heroes emulating a legendary role other than the archmage may only take this customization once.

Potential: Whenever the host of heroes applies this customization to his astral suit, he chooses one 1st-level power from the psion list. Once per day, while he is wearing his astral suit, he may manifest that power as a psi-like ability with a manifester level equal to his class level. This customization can be taken one additional time for every six class levels the host of heroes possesses. Each subsequent time it is taken, the host of heroes selects an additional power and may choose powers from up to one level higher, to a maximum of six powers of up to 4th level at 18th level. Each of these powers can be used once per day. A host of heroes emulating a legendary role other than the overmind may only take this customization once.

Skilled: Whenever the host of heroes applies this customization to his astral suit, he chooses one skill. While he is wearing his astral suit, he gains a +2 competence bonus on checks with that skill. This customization may be taken one additional time for every four class levels the host of heroes possesses. Each subsequent time it is taken, the host of heroes may select an additional skill, and the bonus granted increases by +1, to a maximum of a +7 bonus to six skills at 20th level. A host of heroes emulating a legendary role other than the trickster may only take this customization once.

Wise: The host of heroes gains a +2 enhancement bonus to Wisdom while he is wearing his astral suit. This customization can be selected a second time beginning at 5th level, and a third time starting at 10th level. Each subsequent time it is taken, the enhancement bonus to Wisdom is increased by +2.

LEGENDARY ROLES (HOST OF HEROES)

The legends emulated by a host of heroes 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 legends a host of heroes can emulate

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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 host of heroes can write custom legendary roles to emulate with their spun from legend class feature. The mechanics should not change, but the astral suit and monomyth 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 astral suits and monomyths for specific combinations of roles; for example, in one campaign, a host of heroes may emulate the legend of a specific ancient lich (perhaps using the archmage role with aspects of the marshal monomyth).

These roles may potentially be used as treasure, a host of heroes might find a book detailing a legend he can use with its own astral suit and monomyth, and possibly memories or details that can affect the characters and campaign.

Legendary Role Descriptions

Each of the host of heroes' legendary roles has the following sections.

Astral Suit: Each legendary role has its own unique astral suit.

Associated Customizations: Each legendary role has a list of customizations that can be taken to activate that role's monomyth abilities. In addition to these, the lesser extra arms, extra arms, greater extra arms, and flight customizations are considered to be associated with every legendary role, although the host of heroes can only assign them to a single role at a time. A customization marked with an asterisk (*) is a new customization introduced here, and a customization marked with a dagger (+) has been reproduced in the Reference Materials section on page 83.

Monomyth: A host of heroes gains one or more of the listed abilities if he assigns enough points worth of customizations to a given role's monomyth.

Rite of Passage: A trial or condition that the host of heroes can complete while adopting that role's monomyth. Each has a reward for its completion and a taboo that the host of heroes must follow.

Archmage

The archmage is a font of knowledge and arcane power, drawn from stories of powerful spellcasters and sages. Legends of the archmage are usually associated with quests for knowledge, or ultimate power.

Astral Suit: This astral suit resembles wizardly robes. You gain no armor bonus from your astral suit, but you gain the following free customizations: cunning,* power stone repository, ranged attack. In addition, by summoning an image inspired by the archmage heroes of times past, you create a deceptive defense against assault. While you are psionically focused and wearing this astral suit, you gain the benefits of a *mirror image* spell, except that instead of the normal amount of mirror images generated, you create only one image, and the effect lasts only while you remain psionically focused and wear this astral suit, or until it is destroyed.

Whenever you gain psionic focus, if you do not already have a mirror image from this ability, you gain one. Starting at 2nd level, while you wear this astral suit, you can use spell completion and spell trigger items as if you were a wizard of your host of heroes level. This astral suit does not count as any type of armor. A host of heroes who chooses this astral suit at the start of the day can take the energy blast customization even if he is not 4th level yet.

Associated Customizations: Blindsense, empowered blast, energy blast, improved energy blast, energy resistance, improved energy resistance, energy immunity, harness shard, magecraft.*

Monomyth: You gain the benefits of the following abilities if you have the appropriate number of customization points assigned to this monomyth.

3 Points: The number of mirror images you can have from your archmage astral suit increases by one for every 3 customization points assigned to this monomyth (up to a maximum of 5 at 12 customization points). In addition, the first time in a round that you hit with the energy blast customization, you create an additional mirror image from your archmage astral suit. You can also spend 1 power point as a swift action to create a mirror image. If you are not wearing the archmage astral suit, you can have only up to a single mirror image at a time from this ability. This image follows the same limitations as those generated by the archmage astral suit.

6 Points: You can use the energy blast customization as if it were a weapon, allowing you to make full attacks with it or even initiate martial maneuvers with it. It is considered to be part of the thrown weapon group. In addition, your energy blast has one of the following effects, based on your active energy type. If the effect allows a saving throw, its DC is equal to $10 + 1/2$ your host of heroes level + your Intelligence modifier. The durations on these conditions stack if you hit a target more than once; for example, if your active energy type is electricity, you could sicken a target for three rounds if you hit them three times.



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- **Cold:** The target must succeed at a Reflex save or its movement for one round is halved (round down to the next 5-foot increment).
- **Electricity:** The target must succeed at a Fortitude save or become sickened for one round.
- **Fire:** The energy blast deals an additional 2 points of damage per die.
- **Sonic:** The target must succeed at a Fortitude save or become deafened for one round.

9 Points: Once per round, you can spend 3 power points as part of making an energy blast attack to have the attack affect a 10-foot-radius spread within your maximum range. You make a single attack roll and compare it to the AC of each creature caught within the area, and take penalties as normal for attacking at more than one range increment.

12 Points: Once per day, you can expend your psionic focus to use *psychoport* as a psi-like ability with a manifester level equal to your host of heroes level.

Rite of Passage: An opponent with a challenge rating no lower than your character level -4 must fail a saving throw against one of your abilities (including spells and powers), or you must successfully uncover arcane knowledge that was hidden or kept secret.

Reward: Emulating an archmage lets you access basic magic. You can use *far hand* as a psi-like ability at will, with a manifester level equal to your host of heroes level.

Taboo: 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 presented.

Champion

The champion is a paragon of skill at arms, drawn from stories of mighty and powerful warriors. Legends of the champion are usually associated with quests for strength, battle mastery, or deadly relics.

Astral Suit: This astral suit resembles masterwork chainmail and is treated as such for all mechanical purposes. Should you be wearing armor when forming your astral suit in this fashion, your astral suit encloses the armor and you gain the benefits of only your astral suit and not that from your armor, even if your armor would confer better bonuses. You gain the following free customizations: improved damage, powerful build. Starting at 2nd level, while you wear this astral suit, you can expend your psionic focus as a free action to gain a competence bonus on combat maneuver checks and attacks of opportunity equal to your Intelligence modifier (minimum +1) until the end of your next turn. At 3rd level, the astral suit resembles and is treated as a masterwork breastplate for all mechanical purposes.

Associated Customizations: Augmented weapon, increased size, improved increased size, psionic attacks, psionic damage, push, ram, spiked carapace, spirit fury, quickened attacks.

HOSTS OF HEROES AND PATH OF WAR

If you are using *Path of War* and *Path of War: Expanded* in your game, the initiator's soul customization (but not the additional maneuvers and additional stances customizations) is also considered to be associated with every legendary role. However, a host of heroes that assigns this customization to a role's monomyth is limited in the martial disciplines he can select. He still gains the Sleeping Goddess discipline as normal, but must choose one of his other two martial disciplines based on the role he assigned it to:

- **Archmage:** Elemental Flux.
- **Champion:** Any.
- **Guardian:** Eternal Guardian.
- **Hierophant:** Black Seraph or Silver Crane.
- **Marshal:** Golden Lion.
- **Overmind:** Shattered Mirror.
- **Trickster:** Veiled Moon.

Monomyth: You gain the benefits of the following abilities if you have the appropriate number of customization points assigned to this monomyth.

3 Points: You gain one of the following feats as a bonus feat, even if you do not meet its prerequisites: Combat Expertise, Combat Reflexes, Power Attack, Precise Shot, Dirty Fighting, or Two-Weapon Fighting. You can spend 1 power point as a standard action to change this feat to another on the list. This ability counts as each of these feats for the purposes of prerequisites and requirements, although you only gain the benefit of feats and classes you used this ability to qualify for while you have the feat in question. You can still take one of these feats to gain its benefit at all times; if you do, you must choose a different feat when you adopt this monomyth.

6 Points: You gain Martial Focus as a bonus feat, even if you don't meet the prerequisites. The weapon group it applies to is chosen when you adopt this monomyth. If you already have this feat, you choose a second weapon group to gain its benefit for. In addition, whenever you threaten a critical hit, you gain temporary hit points equal to your host of heroes level.

9 Points: You gain a combat feat that you qualify for as a bonus feat. This feat is chosen when you adopt this monomyth. You can spend 3 power points as a standard action to change this feat to another combat feat you qualify for.

12 Points: Once per day, you can expend your psionic focus as an immediate action to use *dispel psionics* as a psi-like ability with a manifester level equal to your host of heroes level. You can even use this ability to dispel an effect that has just been used before it takes effect, similar to a spellcaster counterspelling a spell.

Rite of Passage: You must successfully use a combat maneuver on an opponent with a challenge rating no

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lower than your character level -4, or you must succeed at a Strength-based skill check with a DC of at least DC 15 + your character level.

Reward: Emulating a fearsome warrior of old grants you their intimidating countenance. You can use unearthly terror as a psi-like ability at will, with a manifester level equal to your host of heroes level.

Taboo: 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.

Guardian

The guardian is an exemplar of protection and defense, drawn from stories of relentless or unstoppable protectors. Legends of the guardian are usually associated with quests for the protection of those close.

Astral Suit: This astral suit resembles masterwork half-plate and is treated as such for all mechanical purposes. Should you be wearing armor when forming your astral suit in this fashion, your astral suit encloses the armor and you gain the benefits of only your astral suit and not that from your armor, even if your armor would confer better bonuses. You gain the following free customizations: adhesive feet, flexible suit, push. Starting at 2nd level, while you wear this astral suit, you can expend your psionic focus as a free action to grant other allies within your melee reach a shield bonus to their AC equal to your Intelligence modifier (minimum +1) until the end of your next turn. At 3rd level, the astral suit resembles and is treated as masterwork full plate for all mechanical purposes.

Associated Customizations: Diehard, fortification, hardy, improved armor, pull, reach, retaliate, improved retaliate, stalwart, improved stalwart.

Monomyth: You gain the benefits of the following abilities if you have the appropriate number of customization points assigned to this monomyth.

3 Points: You can make one additional attack of opportunity per round for every three customization points assigned to this monomyth (to a maximum of 4 additional attacks). This ability stacks with other effects that allow you to make more attacks of opportunity, such as the Combat Reflexes feat.

6 Points: You can spend 1 power point as a swift action to gain a +4 shield bonus to your AC for a number of rounds equal to your Intelligence modifier. If you already have a shield bonus, then you may gain a +4 bonus to your touch AC instead of the +4 shield bonus from this ability.

9 Points: You can expend your psionic focus as an immediate action to grant allies within your reach a damage reduction/- equal to your shield bonus to AC for one round. This stacks with their existing damage reduction, if any.

12 Points: Once per day, you can expend your psionic focus as an immediate action to use *immovability* as a psi-like ability with a manifester level equal to your host of heroes level.

Rite of Passage: You must take a total amount of damage equal to at least 1/4 of your total hit points in a single round, or you must prevent an attack on those you have sworn to protect through some personal sacrifice or investment.

Reward: Emulation of a guardian allows you to sniff out threats to those in your care. You can use *judge* as a psi-like ability at will, with a manifester level equal to your host of heroes level.

Taboo: 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).

Hierophant

The hierophant is a being of true and pure faith, drawn from the legends of the wisest and holiest priests. Legends of the hierophant are usually associated with holy quests, crusades, or great missions of faith.

Astral Suit: This astral suit resembles masterwork chainmail and is treated as such for all mechanical purposes. Should you be wearing armor when forming your astral suit in this fashion, your astral suit encloses the armor and you gain the benefits of only your astral suit and not that from your armor, even if your armor would confer better bonuses. You gain the following free customizations: cunning, fortification. Starting at 2nd level, while you wear this astral suit, you can use spell completion and spell trigger items as if you were a cleric of your host of heroes level. At 8th level, the astral suit resembles and is treated as a masterwork breastplate for all mechanical purposes.

Associated Customizations: Blindsight, faith,* flexible suit, frightful presence, ghostly guidance,† hardened strikes, power resistance, spirit eyes,† ward of blood,† wise.*

Monomyth: You gain the benefits of the following abilities if you have the appropriate number of customization points assigned to this monomyth.

3 Points: You can channel energy as a cleric of your host of heroes level a number of times per day equal to 1 + your Intelligence modifier. You choose whether you channel positive or negative energy when you adopt this monomyth, and use your Intelligence in place of your Charisma for determining its effects. You do not need to present or carry a holy symbol to use this ability.

6 Points: You can expend one use of your channel energy ability as a standard action to attempt to cleanse a creature within 30 feet of any and all diseases and poisons it is suffering from. You must make a level check (1d20 + your host of heroes level) against the DC of each such effect. Success means that you can spend 1 power point to cure the disease or poison in question.

9 Points: You can expend one use of your channel energy ability as a part of an attack to affect the target with one of the following abilities on a successful hit if you hit, chosen when you adopt this monomyth. While you wear your astral suit, you gain an aura of alignment like a cleric does based on the effect you chose.

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- **Chaos:** The target cannot treat other creatures as allies or be treated as an ally by other creatures for one round.
- **Evil:** You heal a number of hit points equal to your host of heroes level and the target becomes shaken for one round.
- **Good:** Your attack deals additional damage equal to your host of heroes level and the target becomes shaken for one round.
- **Law:** The target must succeed at a Reflex save (DC 10 + 1/2 your host of heroes level + your Intelligence modifier) or become bound by phantom fetters, restricting it to a single action (including free actions) until the end of its next turn. It can choose the action it takes, but cannot act afterwards for the duration.

12 Points: Once per day, you can expend your psionic focus to use *planar travel* as a psi-like ability with a manifester level equal to your host of heroes level.

Rite of Passage: You must personally heal an ally with fewer than 0 hit points remaining until their hit point total is above 0, or you must succeed at a Wisdom-based skill check with DC of at least 15 + your character level.

Reward: Emulating a studied hierophant allows you to seek out esoteric secrets more easily. You can use *detect psionics* as a psi-like ability at will, with a manifester level equal to your host of heroes level.

Taboo: You may not deliberately speak any lies, including bluffing, 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.

Marshal

The marshal is a towering presence and an inspiration to others, drawn from stories of great leaders and generals. Legends of the marshal are usually associated with leading great armies or seeking glory in battle.

Astral Suit: This astral suit resembles masterwork chainmail and is treated as such for all mechanical purposes. Should you be wearing armor when forming your astral suit in this fashion, your astral suit encloses the armor and you gain the benefits of only your astral suit and not that from your armor, even if your armor would confer better bonuses. You gain the following free customizations: flexible suit, ghostly guidance,† presence.† At 2nd level, while you wear this astral suit, you can take 10 on checks made with the aid another action, and you increase the bonus granted when you use the aid another action by +2. At 8th level, the astral suit resembles and is treated as a masterwork breastplate for all mechanical purposes.

Associated Customizations: Beacon,* crystallized weapon, diehard, extra passenger, flexible suit, frightful presence, psionic attacks, push, skilled,* stalwart.

Monomyth: You gain the benefits of the following abilities if you have the appropriate number of customization points assigned to this monomyth.

3 Points: You can spend 1 power point as a swift action to grant each ally within 30 feet of you that can see or hear you a single teamwork feat you possess for a number of rounds equal to 1 + your Intelligence modifier (minimum 1 round). You may only grant one teamwork feat this way at a time; using this ability again while another use is active causes the first use to fail.

6 Points: You gain a teamwork feat that you qualify for as a bonus feat. This feat is chosen when you adopt this monomyth. You can spend 3 power points as a standard action to change this feat to another teamwork feat you qualify for.

9 Points: While you are psionically focused, you can, as a standard action, grant an ally a move action. The affected ally takes this action immediately, as if it were their turn. This extra action does not affect the ally's initiative count or their next turn, and the round continues normally afterwards.

12 Points: Once per day, you can expend your psionic focus to use *psionic revivify* as a psi-like ability with a manifester level equal to your host of heroes level.

Rite of Passage: You must convince a stranger to follow your lead or your advice unquestioningly, or you must succeed at a Charisma-based skill check with DC of at least 15 + your character level.

Reward: Emulating a great leader of men allows you to be more in tune with those around you. You can use *empathy* as a psi-like ability at will, with a manifester level equal to your host of heroes level.

Taboo: You may never leave an ally behind or allow yourself or your allies to sacrifice another ally, even a summoned creature.

Overmind

The overmind is a being of immense psychic power, drawn from stories of true thinkers and psions. Legends of the overmind are usually associated with great battles of will and quests for psionic relics.

Astral Suit: This astral suit resembles a *psychoactive skin*. You gain no armor bonus from this astral suit, but you gain the following free customizations: cunning,* energy resistance, psionic attacks. Starting at 2nd level, while you wear this astral suit, you can use power completion and power trigger items as if you were a psion of your host of heroes level. Starting at 8th level, while you wear this astral suit, you can regain your psionic focus as a swift action a number of times per day equal to your Intelligence modifier (minimum 1). An astral suit in this form does not count as any type of armor, but does count as a *psychoactive skin* and follows all the rules of a *psychoactive skin*.

Associated Customizations: Blindsense, harness power stone, improved harness power stone, greater harness power stone, superior harness power stone, harness shard, potential,* power resistance, power stone repository, improved power stone repository.

Monomyth: You gain the benefits of the following abilities if you have the appropriate number of customization points assigned to this monomyth.

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3 Points: You add your Intelligence bonus or 1/2 your host of heroes level, whichever is higher, as an armor bonus to your AC. As an immediate action, you can spend a number of power points up to this AC bonus to also gain a bonus to your touch AC for one round equal to the number of power points spent.

6 Points: You gain Deep Focus as a bonus feat, even if you don't meet the prerequisites. If you already have this feat, you gain another psionic feat you qualify for as a bonus feat, chosen when you adopt this monomyth.

9 Points: While you are psionically focused, you can fly at a speed equal to your land speed with good maneuverability. If you have the flight customization assigned to this monomyth, the maneuverability of your fly speed from that customization instead increases by one step while you are psionically focused (up to a maximum of perfect).

12 Points: Once per day, you can expend your psionic focus to use *mind probe* as a psi-like ability with a manifester level equal to your host of heroes level.

Rite of Passage: You must spend a number of power points at once at least equal to your character level, or you must succeed at an Intelligence-based skill check with DC of at least 15 + your character level.

Reward: With an overmind's might, you can briefly touch and crush the minds of your foes. You can use *telepathic lash* as a psi-like ability at will, with a manifester level equal to your host of heroes level.

Taboo: 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.

Trickster

The trickster is a savvy and manipulative master of skills, drawn from stories of daring and nimble scoundrels. Legends of the trickster are usually associated with quests for vast treasure or cunning heists.

Astral Suit: This astral suit resembles masterwork studded leather and is treated as such for all mechanical purposes. Should you be wearing armor when forming your astral suit in this fashion, your astral suit encloses the armor and

you gain the benefits of only your astral suit and not that from your armor, even if your armor would confer better bonuses.

You gain the following free

customizations: climb, speed (2). Starting at 2nd level, while you wear this astral suit, you can detect and disarm magical traps as if you were a rogue of your host of heroes level, and gain evasion as a free customization. At 8th level, the astral suit resembles and is treated as a masterwork chain shirt for all mechanical purposes.

Associated Customizations: Blindsense, chameleon, flexible suit, improved evasion, harness shard, nimble, ranged attack, skilled,* speed, quickened attacks.

Monomyth: You gain the benefits of the following abilities if you have the appropriate number of customization points assigned to this monomyth.

3 Points: You gain a bonus on Reflex saves to avoid traps, a dodge bonus to your AC against attacks made by traps, and a bonus on Perception checks to detect hidden creature. Each of these bonuses is equal to 1/2 the number of customization points assigned to this monomyth (up to a maximum of +6).

6 Points: Once per round, when you miss an attack or fail a skill check, you can spend 3 power points to reroll the attack or check. You must take the second result, even if it is worse.

9 Points: While you are psionically focused, you can use the Stealth skill even while being observed, and can hide yourself from view in the open without anything to actually hide behind as long as you are within 10 feet of some sort of shadow. You cannot, however, hide in your own shadow.

12 Points: Once per day, you can expend your psionic focus as an immediate action to use *slip the bonds* as a psi-like ability with a manifester level equal to your host of heroes level.

Rite of Passage: You must successfully hit a creature with a challenge rating no lower than your character level -4 during a surprise round, or you must succeed at a Dexterity-based skill check with DC of at least 15 + your character level.

Reward: The skill of the trickster you emulate shows through your actions. You can use *trick shot* as a psi-like ability at will, with a manifester level equal to your host of heroes level.

Taboo: 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.



CHAPTER 2: FIRESTARTERS

Avant Guard (Kineticist Archetype)

"Perfection is impossible. Won't stop me, but there you go."

—Matthew Arden, an avant guard

While some kineticists burn their bodies, others have the power to focus inwards, setting their souls ablaze. By using psionic techniques to impose limits and restraints on their powers, some kineticists can shield themselves from the greatest dangers of their craft. Avant guards are such kineticists, using their souls and minds as a receptacle for their power. By temporarily burning off parts of his inner self, an avant guard can mold his abilities like a sculptor molds clay. He forms some of his power as a shield against his own energy, and the rest into a weapon like no other.

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

Class Skills: An avant guard gains Autohypnosis and Knowledge (psionics) as class skills.

Metacreative Focus (Su): Unlike a normal kineticist, an avant guard has an affinity with metacreativity, and gains *magnum opus* as a bonus wild talent instead of his normal level 1 utility talent. He still chooses a primary element as normal, but does not gain its simple blast or basic utility talent at 1st level, nor does he gain its defense talent at 2nd level (but see *Never Outnumbered*, below).

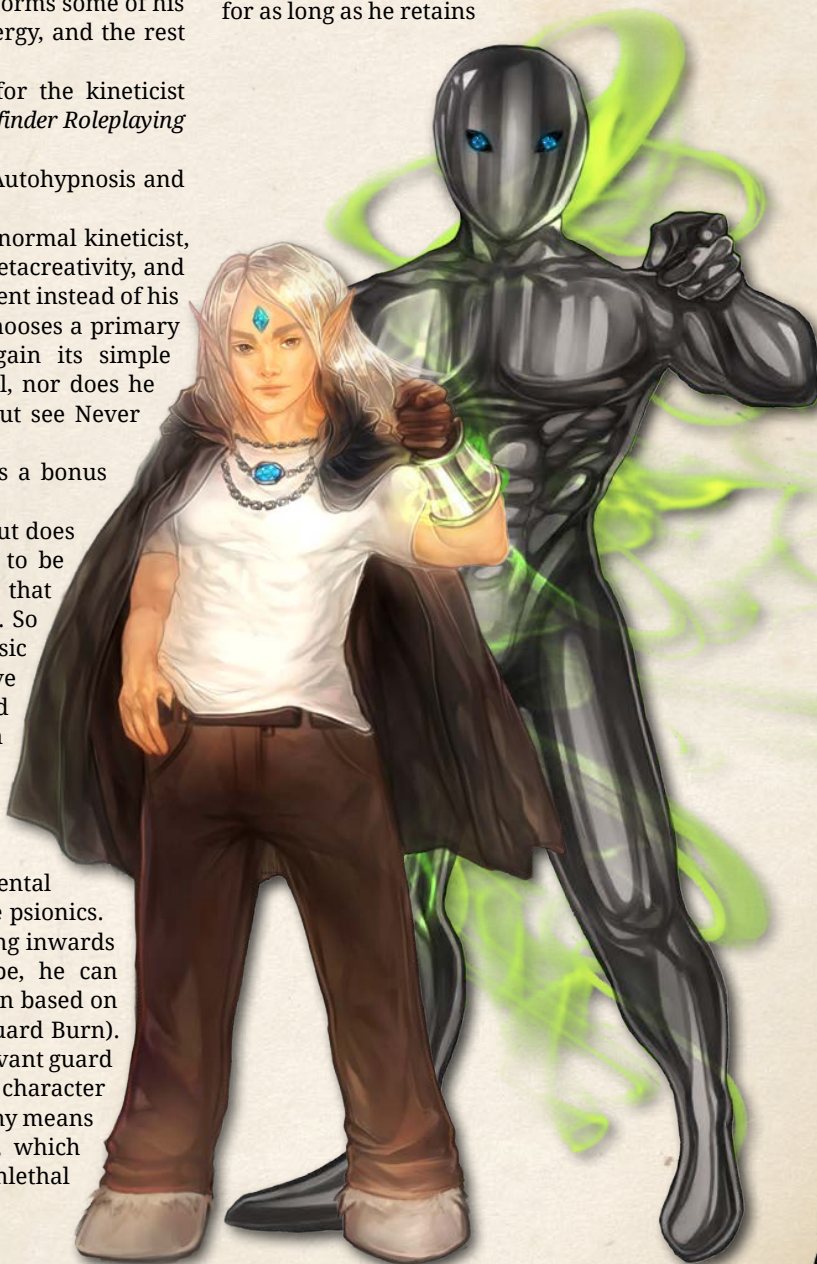
In addition, he gains Wild Talent as a bonus feat.

This ability alters elemental focus, but does not cause the avant guard archetype to be incompatible with other archetypes that alter the elemental focus class feature. So long as he still has a simple blast, basic utility talent, and defense talent to give up, he may take this archetype (provided his class features are compatible with its other abilities).

Sculptor of the Soul (Ex): Rather than accepting burn like a normal kineticist, an avant guard has learned to control and contain his roiling elemental power through the art of metacreative psionics. By taking one hour to meditate, focusing inwards and "sculpting" his power into shape, he can accept up to a number of points of burn based on his class level (see Table 1-1: Avant Guard Burn). For each point of burn he accepts, the avant guard takes 1 point of nonlethal damage per character level. This damage can't be healed by any means other than getting a full night's rest, which removes all burn and associated nonlethal

damage. If the avant guard is immune to nonlethal damage, he instead temporarily reduces his maximum hit points by an equal amount (this reduction vanishes after a full night's rest, as with the nonlethal damage normally taken). An avant guard who has accepted burn never benefits from abilities that allow him to ignore or alter the effects he receives from nonlethal damage. The amount of burn the avant guard accepts determines the strength of his magnum opus (see page 27).

For every 3 points of burn the avant guard accepts during his meditation, he reduces the burn cost of his wild talents and other abilities by 1 (to a minimum of 0) for as long as he retains



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TABLE 2-1: AVANT GUARD BURN

Class Level	Maximum Burn	Burn Reduction
1st–2nd	1	0
3rd–4th	2	0
5th–6th	3	1
7th–8th	4	1
9th–10th	5	1
11th–12th	6	2
13th–14th	7	2
15th–16th	8	2
17th–20th	9	3

the burn. This reduction only applies once when he uses a wild talent; if a wild talent allows an additional effect by accepting more burn, the avant guard considers that burn to be part of its cost for this reduction. This ability can even pay the cost of a wild talent that normally cannot be reduced. For example, if a 17th-level avant guard used *disintegrating infusion*, he could destroy one or more force effects or 10-foot cubes with it, depending on how much the infusion itself cost and how much burn reduction was “left over” for the additional burn.

An avant guard can only have one instance of a given wild talent active at a time. If he uses a wild talent while he already has that wild talent in effect, the older instance ends. For example, if an avant guard used the *aether puppet* wild talent, he could only animate a single object with it; if he used *aether puppet* again on a different object, the first one would stop being animate.

An avant guard cannot willingly gain burn except with this ability. Abilities that heal hit point damage, either to the avant guard or another creature (such as the *kinetic healing* and *void healing* wild talents), cannot have their burn costs reduced by this ability. If the avant guard gains access to a defense talent that allows him to take burn for a greater effect, he gains the benefits of that talent as if he had accepted burn equal to the amount of burn reduction he currently has from this ability. He does not have the ability to further accept burn to fuel a defense talent.

In addition, the avant guard can use his Constitution in place of his Intelligence on Craft (sculpture) checks.

This ability alters burn.

Kinetic Blast: At 1st level, an avant guard gains *stand together* as a bonus wild talent, rather than a normal kineticist of his element's simple blast. His kinetic blast otherwise functions as a normal kineticist's.

Elemental Defense (Su): At 2nd level, an avant guard gains *get back* as a bonus wild talent, rather than a normal kineticist of his element's defense wild talent.

Elemental Overflow (Su): Unlike a normal kineticist, an avant guard does not display physical changes when he accepts burn. Instead, his magnum opus becomes more impressive in various ways, decided by the avant guard. Some possibilities might be that its apparent

craftsmanship improves, that it becomes surrounded with a small aura of roiling air, or even that it glows dimly when it appears.

In addition, the avant guard's magnum opus gains a bonus on attack rolls equal to the avant guard's elemental overflow bonus, and a bonus on damage rolls equal to double that bonus. These bonuses are only added once, even when using the *stand together* simple blast (so an avant guard will always gain them when he uses that ability, but will not gain them multiple times on the same attack). Finally, the magnum opus' attacks now count as magic for the purposes of overcoming damage reduction and affecting incorporeal creatures.

This ability alters elemental overflow, which otherwise functions as normal.

Impeccable Craftsmanship (Su): At 6th level, when an avant guard creates a copy of his magnum opus, he can give it one further additional special ability from any menu that it currently has an ability from. This stacks with the Boost Construct feat, and the ability chosen can be changed each time he makes a new copy.

At 11th level, the avant guard's magnum opus improves, becoming partially formed of elemental power. When he designs it during his meditation, he can choose one of the following abilities to grant it from the elements he has as elemental focuses.

- **Aether:** The magnum opus' structure strengthens, allowing its hide to turn away even mystical blows. It adds its natural armor bonus to its touch AC.
- **Air:** The magnum opus is held aloft by elemental winds. It can fly at a speed equal to its land speed, with average maneuverability.
- **Earth:** The magnum opus can meld into stone as easily as a fish swims through water. It gains the earth elemental's earth glide ability. Its burrow speed is equal to its base land speed.
- **Fire:** The magnum opus is a terror of superheated ectoplasm. It becomes immune to fire and the heat haze grants it concealment (20% miss chance).
- **Water:** The magnum opus is partially constructed of ice and snow. It becomes immune to cold and surrounds itself with a slurry of slush and ice. Squares adjacent to the magnum opus are treated as if under the effect of a *grease* spell (which may cause creatures to slip and fall if it is created next to them). The save DC for this effect is equal to 10 + 1/2 the avant guard's class level + the avant guard's Constitution modifier.
- **Void:** The magnum opus becomes a nexus of gravitational forces. It gains the grab ability with its slam attacks. If it already has the grab ability from a menu choice, then it can grab creatures of up to its size.
- **Wood:** The magnum opus is a fusion of ectoplasm and living wood. Its damage reduction/magic (if any) is improved to damage reduction/slashing and magic.

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Starting at 16th level, an avant guard can have an additional magnum opus created at any given time. This second magnum opus is identical to the first in abilities, and both copies of his magnum opus come from the same pool of constructions. However, each has a separate hit point total, and the avant guard can choose which to create when he uses his *stand together* simple blast (including one that is already created; this dismisses and recreates it as normal).

This ability replaces internal buffer.

Union of Forms (Su): At the pinnacle of an avant guard's craft lies an inversion of his powers—at 20th level, an avant guard gains the ability to shunt himself into a state of unreality as he calls his magnum opus from his soul. Once per day, as an immediate action, the avant guard can vanish completely and create a copy of his magnum opus in his space. In effect, he inhabits the connection between him and his magnum opus. For the purposes of his own abilities, the avant guard is treated as being within the space of the magnum opus created with this ability, and can perceive his surroundings through its senses. While in this state, he can use his gather power, kinetic blast, and wild talents class features normally, but otherwise is restricted to mental actions. He cannot be targeted or otherwise affected by other creatures while in this state.

This effect lasts for a number of rounds equal to the avant guard's Constitution modifier or until the magnum opus created with this ability is destroyed, at which point the avant guard reappears in an unoccupied space adjacent to one of his magnum opuses (or the nearest unoccupied space, if no such space exists).

This ability replaces omnikinesis.

Avant Guard Wild Talents

The following wild talents are granted by the avant guard archetype and are unique to such kineticists; characters without the avant guard archetype cannot gain them.

GET BACK

Element none; **Type** utility (Su); **Level** —; **Burn** 0

A shimmer of ectoplasm and a flurry of fists fills the air, as your magnum opus briefly manifests to provide an unyielding shield against your foes. This ability functions regardless of whether or not you have a copy of your magnum opus created, or whether or not it is nearby. Each time you would take damage from an attack or effect, there is a 5% chance that your magnum opus intervenes and takes the damage instead.

If you currently have a copy of your magnum opus created, then it takes the damage (applying its own damage reduction, resistances, or immunities to the damage, as appropriate). If the attack or effect would deal additional effects on a successful hit (such as poison, knocking prone, or the like), then those effects are applied to your magnum opus as well. If you do not currently have a copy created, then the damage is dealt to the current hit point total of your magnum opus (see the *magnum opus* wild talent) and

VARIANT: SLOW BURN KINETICISTS

The avant guard kineticist's sculptor of the soul ability dramatically changes how burn functions. Rather than being a resource they can accept when they need it, fueling "novas" of abilities, it's a cost they pay up front. They gain access to more versatility and endurance during the adventuring day, but have less potential power in emergency situations.

Some players and GMs might prefer this type of burn to that of the normal kineticist. If this is the case in your group, we recommend allowing other kineticists to exchange their burn class feature for sculptor of the soul. Such kineticists do not gain the *magnum opus* wild talent or any of the other avant guard class features, but would gain the ability to pre-pay their burn in exchange for a reduction in costs during the day.

any additional effects are ignored. If this damage destroys your magnum opus, any additional damage is lost, and does not carry over to the next copy you create.

When you gain the ability to create two copies of your magnum opus at 16th level, you can choose which takes the damage redirected by ability.

The chance of your magnum opus successfully intervening increases by 5% for each point of burn you accepted when you meditated with your sculptor of the soul class feature. If you do have not accepted burn and designed a magnum opus for the day, then this wild talent has no effect.

You can dismiss or restore this effect as an immediate action.

MAGNUM OPUS

Element none; **Type** utility (Ps); **Level** 1; **Burn** 0 (see text)

When you meditate with your sculptor of the soul class feature, you design a powerful mental creation—an astral construct of a level equal to the amount of burn you accepted during your meditation. You make all relevant choices about your magnum opus (such as menu choices) while you meditate, after which they cannot be changed until you meditate to accept burn again. You can create a copy of your magnum opus as a standard action that does not provoke attacks of opportunity, forming it in an unoccupied space adjacent to you. Alternatively, you can create one using your *stand together* simple blast (see the next page). Unless otherwise noted, you can only have one copy of your magnum opus at a time; if an ability would create a copy of your magnum opus while you already have one, the older one is dismissed, dissipating into nothingness as the new version comes into being. You can only create your magnum opus while you retain the burn you accepted.

Your ability to create a magnum opus is limited; you can construct a number of copies at full hit points per day equal to the number of burn accepted during your meditation + your Constitution modifier (minimum 1). Whenever you create your magnum opus, you can choose to have it arrive as a new copy, with full hit points. Otherwise, it retains the

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hit point total it had the last time you dismissed it (which can be done as a free action).

A copy of your magnum opus remains created until you create a new one, dismiss it, or it is destroyed. If a copy of your magnum opus is destroyed or dispelled, you must create the next one with full hit points.

Even though the astral constructs you create are merely copies of the true form of your magnum opus, the copies you summon only gain one set of actions in a given round. For example, if your magnum opus has already used all of its actions for its turn and you used your *stand together* blast to create a new copy, you would deal damage as normal, but the newly-created copy would not gain another set of actions. Your magnum opus always acts on your initiative count.

You can apply abilities such as the Boost Construct feat to your magnum opus. When you do, you add any additional menu choices when you create a copy of your magnum opus, rather than when you meditate (this means that your additional menu choices can be changed each time you use your *stand together* simple blast). You are treated as being able to manifest the astral construct power with a manifester level equal to your class level for the purposes of meeting prerequisites or requirements.

STAND TOGETHER

Element none; **Type** simple blast (Sp); **Level** —; **Burn** 0

Blast Type see text; **Damage** see text

You guide your creation's movements, delivering a swift and deadly blow via a solid, ectoplasmic fist. This blast is neither energy nor physical. It is not affected by spell resistance, and has one of the following two effects (*Assault* or *Battery*), rather than being resolved as a normal blast.

You cannot use form infusions with this blast that would cause it to affect an area or target more than one creature. It is considered to be associated with every substance infusion. If you use a substance infusion with this blast, its effects are applied to all damage dealt by the ability, including that of your magnum opus' single attack if you use the *Battery* option.

Damage dealt with this blast counts as magic for the purposes of overcoming damage reduction and affecting incorporeal creatures, even if the *avant guard* uses the *Battery* option.

Assault: The blast requires a ranged touch attack to hit a target, dealing damage and applying effects as if your magnum opus had hit the target with one of its natural weapons of your choice, plus any additional damage you would normally deal with your attack (such as from the elemental overflow class feature, but not from the kinetic blast's normal base damage). Then, you create a copy of your magnum opus in an unoccupied space adjacent to the target. If no such space exists, then the magnum opus appears in the nearest unoccupied space within the range of your kinetic blast. Provided it has not already acted in this round, your magnum opus can take its actions immediately, although it is treated as though it had just attacked with the natural weapon you chose (it has more attacks, it can

continue into a full-attack action, or continue its turn as if it had taken the attack action). You can use this effect even if all the copies of your magnum opus for the day are destroyed; if you do, the blast deals damage, but does not create a new magnum opus.

If you currently have a magnum opus created, you can choose to teleport it across the battlefield, instead of creating a new version.

Battery: If you currently have a magnum opus created and the target is within its melee reach, then instead of a normal blast, you may have your magnum opus immediately make a melee attack against them as a free action, with a bonus on the attack roll equal to your current burn total. If you used a substance infusion with this blast, its effect is applied to the magnum opus' attack, rather than the blast. You do not make an attack roll to use this blast; only your magnum opus does.

ASTRAL CONSTRUCTS

Astral constructs are brought into being by the metacreativity power *astral construct* and the *avant guard* kineticist's *magnum opus* wild talent. They are formed from raw ectoplasm (a portion of the astral medium drawn into the Material Plane). The power points spent by the construct's creator during the manifestation of the power determine the level of the astral construct created. However, even astral constructs of the same level vary somewhat from each other, depending on the whims of their creators.

An astral construct generally appears as an animate clump of ectoplasm with a vaguely humanoid shape, but the manifester can mold or sculpt one according to his or her whim within the limits imposed by the creature's size. The quality of such "construct sculpture" is determined by a Craft (sculpting) check. A result of 10 to 19 creates a creature that is recognizably similar to the desired creature shape; a result of 20 to 29 creates a construct that looks like an accurate portrayal of that creature type; a result of 30 or higher creates a construct that looks like a specific individual. However, no matter how high the Craft (sculpting) check result, an astral construct's appearance can't hide the otherworldly material from which it is formed.

Combat

Astral constructs act as directed by their creators. As a free action, a construct's manifester can direct the construct to attack particular enemies, use specific tactics or powers, perform other actions, or do nothing at all. The construct does exactly what its creator directs it to do.

Construct Traits: An astral construct is immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Astral constructs are not subject to nonlethal damage, ability damage,

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ability drain, fatigue, exhaustion, or energy drain, nor are they at risk of death from massive damage.

Special Abilities: When an astral construct is created, its manifester chooses one or more special abilities, as noted in the astral construct description for that level. Avant guard kineticists choose the abilities of their magnum opus when they complete their daily meditation.

A manifester can choose to exchange a menu choice for two menu choices from a lesser ability menu. Multiple selections of the same special ability do not stack unless the ability specifically notes that stacking is allowed.

Some menu choices grant an astral construct the ability to manifest specific powers as psi-like abilities. Unless using the ability is a free action, an astral construct manifesting such a power does so as a standard action that provokes attacks of opportunity. All such powers have a manifester level equal to the astral construct's Hit Dice or the creator's manifester level, whichever is lower.

An astral construct does not need to meet the prerequisites for a feat granted by a menu choice.

Astral Construct Menu A

A manifester creating a 1st-level, 2nd-level, or 3rd-level astral construct can choose one special ability from this menu.

- **Buff (Ex):** The astral construct gains an extra 5 hit points.
- **Celerity (Ex):** The astral construct's land speed is increased by 10 feet.
- **Cleave (Ex):** The astral construct gains the Cleave feat.
- **Deflection (Ex):** The astral construct gains a +1 deflection bonus to its AC.
- **Fly (Ex):** The astral construct has physical wings and a fly speed of 20 feet, with average maneuverability.
- **Improved Bull Rush (Ex):** The astral construct gains the Improved Bull Rush feat.
- **Improved Slam Attack (Ex):** The astral construct gains the Improved Natural Attack feat.
- **Mobility (Ex):** The astral construct gains the Mobility feat.
- **Power Attack (Ex):** The astral construct gains the Power Attack feat.
- **Resistance (Ex):** Choose one of the following energy types: fire, cold, acid,

electricity, or sonic. The astral construct gains energy resistance 5 to that energy type.

- **Swim (Ex):** The astral construct is streamlined and sharklike, and gains a swim speed of 30 feet.
- **Trip (Ex):** If the astral construct hits with a slam attack, it can attempt to trip the opponent as a free action without provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the astral construct.

Astral Construct Menu B

A manifester creating a 4th-level, 5th-level, or 6th-level astral construct can choose one special ability from this menu. Alternatively, the construct can have two special abilities from Menu A.

- **Compact Form:** The astral construct is summoned in a smaller form, and as such is one size category smaller than normal. Its Strength is reduced by 2, its Dexterity is increased by 2, and its modifiers based on size are adjusted appropriately.
- **Energy Touch (Ex):** The astral construct deals an extra 1d4 points of damage of its creator's active energy type (fire, cold, sonic, or electricity) when they manifest the construct.
- **Extra Attack:** If the astral construct is Medium or smaller, it gains two slam attacks instead of one. Its bonus on damage rolls for each attack is equal to its Strength modifier, rather than 1–1/2 times its Strength modifier. If the astral construct is Large or larger, it gains three slams instead of two. Its attacks are otherwise unchanged.
- **Fast Healing (Ex):** The astral construct heals 2 hit points each round. It is still immediately destroyed when it reaches 0 hit points.
- **Heavy Deflection (Ex):** The astral construct gains a +4 deflection bonus to its AC.
- **Improved Buff (Ex):** The astral construct gains an extra 15 hit points.
- **Improved Critical (Ex):** The astral construct gains the Improved Critical feat for its slam attacks.
- **Improved Damage Reduction (Ex):** The astral construct's surface forms a hard carapace and provides an additional 3 points of damage reduction (or damage reduction 3/magic if it does not already have damage reduction).



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- **Improved Fly (Ex):** The astral construct has physical wings and a fly speed of 40 feet, with average maneuverability.
- **Improved Grab (Ex):** The astral construct gains the grab ability with its slam attacks. It can only grab targets that are in at least one size category smaller than itself.
- **Improved Swim (Ex):** The astral construct is streamlined and sharklike, and gains a swim speed of 60 feet.
- **Muscle (Ex):** The astral construct gains a +4 bonus to its Strength score.
- **Poison Touch (Su):** If the astral construct hits with a melee attack, the target is affected by astral poison. *Astral Poison:* injury; save Fort DC 10 + 1/2 the astral construct's Hit Dice + the astral construct's Charisma modifier; *frequency* 1/minute for 2 minutes; *effect* 1 Con damage; *cure* 1 save.
- **Pounce (Ex):** If the astral construct charges a foe, it can make a full attack.
- **Smite (Su):** Once per day the astral construct can choose one target to focus on, dealing additional damage. The astral construct deals extra damage equal to its Hit Dice to this target until the target is dead, the astral construct's duration is destroyed, expired, or dismissed, or the manifester who summoned it rests to regain daily power points.
- **Trample (Ex):** As a standard action during its turn each round, a Large or larger astral construct can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal to 1d8 + its Strength modifier. The target can attempt a Reflex save (DC 10 + 1/2 the astral construct's Hit Dice + the astral construct's Strength modifier) to negate the damage, or it can instead choose to make an attack of opportunity at a -4 penalty.

Astral Construct Menu C

A manifester creating a 7th-level, 8th-level, or 9th-level astral construct can choose one special ability from this menu. Alternatively, the astral construct can have two special abilities from Menu B. One or both of the Menu B choices can be swapped for two choices from Menu A.

- **Blindsight (Ex):** The astral construct has blindsight out to 60 feet.
- **Concussion (Ps):** The astral construct can manifest *concussion blast* (manifester level 7th) as a free action once per round.
- **Dimension Slide (Ps):** The astral construct can manifest *dimension slide* (manifester level equal to Hit Dice) as a move action once per round.
- **Energy Bolt (Ps):** The astral construct can manifest *energy bolt* (manifester level 8th) as a standard action once per round. The creator's active energy type determines the type of energy used.
- **Extra Buff (Ex):** The astral construct gains an extra 30 hit points.

- **Extreme Damage Reduction (Ex):** The astral construct's surface forms hard, armor-like plates and provides an additional 6 points of damage reduction.
- **Extreme Deflection (Ex):** The astral construct gains a +8 deflection bonus to its AC.
- **Natural Invisibility (Su):** The astral construct is constantly invisible, even when attacking. This ability is inherent and not subject to the invisibility purge spell.
- **Power Resistance (Ex):** The astral construct gains power resistance equal to 10 + its Hit Dice.
- **Rend (Ex):** The astral construct makes claw attacks instead of slam attacks (it deals the same amount of damage as it would with its slam damage, but does slashing damage instead of bludgeoning damage). An astral construct that hits the same opponent with two claw attacks in the same round rends its foe, which deals extra damage equal to 2d6 + 1-1/2 times its Str modifier.
- **Spring Attack (Ex):** The astral construct gains the Spring Attack feat.
- **Whirlwind Attack (Ex):** The astral construct gains the Whirlwind Attack feat.

ASTRAL CONSTRUCT STAT BLOCKS

1ST-LEVEL ASTRAL CONSTRUCT

CR 1/2

XP 0 (included with creator)

N Small construct

Init +2; Senses darkvision 60 ft., low-light vision

DEFENSE

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural armor, +1 size)

hp 15 (1d10+10)

Immune construct traits

Fort +0, Ref +2, Will +0

OFFENSE

Speed 30 ft.

Melee slam +4 (1d4+3)

Space 5 ft.; Reach 5 ft.

STATISTICS

Str 15, Dex 15, Con —, Int —, Wis 11, Cha 10

Base Atk +1; CMB +2; CMD 14

SQ one ability from menu A

2ND-LEVEL ASTRAL CONSTRUCT

CR 1

XP 0 (included with creator)

N Medium construct

Init +2; Senses darkvision 60 ft., low-light vision

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural armor)

hp 31 (2d10+20)

Immune construct traits

Fort +0, Ref +2, Will +0

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OFFENSE

Speed 40 ft.
Melee slam +5 (1d6+4)
Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 17, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10
Base Atk +2; **CMB** +5; **CMD** 17
SQ one ability from menu A

3RD-LEVEL ASTRAL CONSTRUCT

CR 2

XP 0 (included with creator)
N Medium construct
Init +2; **Senses** darkvision 60 ft., low-light vision

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural armor)
hp 36 (3d10+20)
Immune construct traits
Fort +1, **Ref** +3, **Will** +1

OFFENSE

Speed 40 ft.
Melee slam +8 (1d6+7)
Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 21, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10
Base Atk +3; **CMB** +8; **CMD** 20
SQ one ability from menu A

4TH-LEVEL ASTRAL CONSTRUCT

CR 3

XP 0 (included with creator)
N Medium construct
Init +2; **Senses** darkvision 60 ft., low-light vision

DEFENSE

AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural armor)
hp 47 (5d10+20)
Immune construct traits
Fort +1, **Ref** +3, **Will** +1

OFFENSE

Speed 40 ft.
Melee slam +12 (1d6+10)
Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 25, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10
Base Atk +5; **CMB** +12; **CMD** 24
SQ one ability from menu B

5TH-LEVEL ASTRAL CONSTRUCT

CR 5

XP 0 (included with creator)
N Large construct
Init +1; **Senses** darkvision 60 ft., low-light vision

DEFENSE

AC 23, touch 10, flat-footed 22 (+1 Dex, +13 natural armor, –1 size)
hp 68 (7d10+30)
Immune construct traits
Fort +2, **Ref** +3, **Will** +2
Defensive Abilities DR 5/magic

OFFENSE

Speed 40 ft.
Melee 2 slams +15 (1d8+9)
Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 29, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 10
Base Atk +7; **CMB** +17; **CMD** 28
SQ one ability from menu B

6TH-LEVEL ASTRAL CONSTRUCT

CR 7

XP 0 (included with creator)
N Large construct
Init +1; **Senses** darkvision 60 ft., low-light vision

DEFENSE

AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural armor, –1 size)
hp 85 (10d10+30)
Immune construct traits
Fort +3, **Ref** +4, **Will** +3
Defensive Abilities DR 10/magic

OFFENSE

Speed 40 ft.
Melee 2 slams +20 (1d8+11)
Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 33, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 10
Base Atk +10; **CMB** +22; **CMD** 33
SQ one ability from menu B

7TH-LEVEL ASTRAL CONSTRUCT

CR 8

XP 0 (included with creator)
N Large construct
Init +1; **Senses** darkvision 60 ft., low-light vision

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural armor, –1 size)
hp 101 (13d10+30)
Immune construct traits
Fort +4, **Ref** +5, **Will** +4
Defensive Abilities DR 10/magic

OFFENSE

Speed 40 ft.
Melee 2 slams +24 (1d8+12)

PSIONICS AUGMENTED: OCCULT

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 35, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 10
Base Atk +13; **CMB** +26; **CMD** 37
SQ one ability from menu C

8TH-LEVEL ASTRAL CONSTRUCT

CR 9

XP 0 (included with creator)

N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision

DEFENSE

AC 29, touch 10, flat-footed 26 (+1 Dex, +19 natural armor, –1 size)

hp 118 (16d10+30)

Immune construct traits

Fort +5, **Ref** +6, **Will** +5

Defensive Abilities DR 15/magic

OFFENSE

Speed 40 ft.

Melee 2 slams +26 (1d8+14)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 39, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 10
Base Atk +16; **CMB** +31; **CMD** 42
SQ one ability from menu C

9TH-LEVEL ASTRAL CONSTRUCT

CR 10

XP 0 (included with creator)

N Huge construct

Init +0; **Senses** darkvision 60 ft., low-light vision

DEFENSE

AC 33, touch 8, flat-footed 26 (+25 natural armor, –2 size)

hp 144 (19d10+40)

Immune construct traits

Fort +6, **Ref** +6, **Will** +6

Defensive Abilities DR 15/magic

OFFENSE

Speed 50 ft.

Melee 2 slams +33 (12d6+16)

Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str 43, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 10
Base Atk +19; **CMB** +37; **CMD** 47
SQ one ability from menu C

Gambler (Kineticist Archetype)

“They say that it’s better to be lucky than skilled. As ironic as it is for me to say it, I’m pretty sure skill wins out there. Luck’s great, but it tends to run out.”

—Haru’nae, a gambler

Some kineticists focus their powers inward, rather than acting as a conduit for elemental energies drawn from the world around them. Gifted with a spark of psionic might, these people have a natural ability to contain their powers in ways that others cannot. By relying on a dangerous combination of luck and skill, these “gamblers,” as they are called, can harness the fluctuating power of the elements in a way that is at once safer and significantly more dangerous than a normal kineticist—to the eyes of others, a gambler will seem perfectly fine until she makes a single misstep and burns her mind to ash.

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

Class Skills: A gambler gains Autohypnosis, Bluff, and Sense Motive as class skills.

Elemental Focus (Su): Unlike other kineticists, a gambler’s psionic abilities allow her to modulate her elemental powers freely. She gains *gambler’s blast* as a bonus wild talent. At 7th level, she also gains *crystalline needle blast*, as normal for a kineticist with the psionic subtype.

GAMBLER’S BLAST

Element see text; **Type** simple blast (Sp); **Level** —

Blast Type see text; **Damage** see text

You fire a torrent of elemental power against a single opponent. When you use this blast, you can choose to either fire an energy blast or a physical blast. The blast deals damage of your active energy type, and its element is dependent on your active energy type (water for cold, fire for fire, air for electricity, and earth for sonic).

This ability alters and replaces elemental focus. A gambler uses the current element of her *gambler’s blast* for determining effects that rely on her primary elemental focus.

Power Points/Day: A gambler’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 1–2: Gambler Powers. In addition, she receives bonus power points per day if she has a high Constitution 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: A gambler begins play knowing two gambler powers of her choice. Each time she achieves a new gambler level, she unlocks the knowledge of a new power.

Choose the powers known from the gambler power list presented on page 35. (*Exception:* The feat Expanded

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Knowledge does allow a gambler to learn powers from the lists of other classes.) A gambler can manifest any power that has a power point cost equal to or lower than her manifester level.

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

A gambler 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 gambler powers is 10 + the power's level + the gambler's Constitution modifier.

This ability replaces wild talents. A gambler cannot take the Augmented Elements or Extra Wild Talent feats, nor can she otherwise gain additional wild talents except for those noted in this archetype's description.

Maximum Power Level Known: A gambler begins play with the ability to learn 1st-level powers. As she attains higher levels, she may gain the ability to master more complex powers, as shown Table 1–2: Gambler Powers.

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

Talents: Gamblers learn minor powers they can use at-will to aid them in a variety of ways. At 1st level, a gambler gains two talents from the gambler talent list.

Playing With Fire (Ex): A gambler has a small amount of control over her explosive psionic energies, allowing her to risk her future health in exchange for greater power in the present. Some of her class features allow her to accept burn in exchange for a greater effect, while others require her to accept a certain amount of burn to use that ability at all. Initially, burn does not affect a gambler, but any time she rolls a natural 1 on a saving throw or attack roll, she suffers a backlash, losing power points equal to her current amount of burn times her character level. If she would lose more power points than she has available, she takes the excess as damage that cannot be resisted or negated in any way. After suffering a backlash, the gambler's current burn is reduced to 0.

A gambler can accept only 1 point of burn per round. This limit increases by 1 point of burn at 3rd level and every three levels thereafter. A gambler cannot choose to accept burn if it would put her total number of points of burn higher than 3 + her Constitution modifier (though she can be forced to accept more burn from a source outside her control). A gambler's current burn is reduced to 0 after a full night's rest.

This ability replaces burn.

Cash Out (Su): A gambler can convert any amount of her current burn into short-lived power points as a move action, gaining 2 power points for each point of burn converted. These power points can only be used to manifest gambler powers and activate gambler class features, and vanish after one round per gambler level. Power points gained with this ability do not stack with each other, and are not lost if the gambler suffers a backlash; instead, the gambler loses power points (and possibly hit points) as if she did not possess them. These power points cannot be used to manifest *bestow power* or any other power that grants the gambler or the target power points. Starting at 10th level, the gambler gains 3 power points for each point of burn converted, and at 20th level, she gains 4 power points for each point of burn converted.

The gambler may not use this ability in the same turn that she has made a wager, nor may she make a wager in the same turn that she has cashed out. Cashing out creates an extremely loud, visible display in a 20-foot radius centered on the gambler, as her psionic energy swirls around her.

This ability alters and replaces gather power and supercharge.

Burning Wager (Su): At her core, a gambler is just that—her combat style often involves taking a high amount of calculated (or sometimes uncalculated) risks.

Whether she burns
brightly with the
flames



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of victory or ends up as a smoldering corpse, the gambler's nature is to leave her fate to luck, while cheating it with skill. A gambler begins play knowing the one wager of her choice. Some wagers require that the gambler accept burn in order to activate it, and others require that a gambler have a certain amount of burn already accepted. Any ability that would reduce the burn cost of a wild talent will also reduce the burn cost of a wager. Making a wager is a swift action unless otherwise noted.

At 4th level and every four levels thereafter, the gambler selects an additional wager.

This ability replaces infusions.

ANTE UP

Burn 1 or more (see text)

This wager can only be made when the gambler's current burn is 0. The gambler accepts an amount of burn up to the maximum she can gain each round. Each creature within 30 feet of the gambler (including the gambler herself) must succeed at a Will save (DC 10 + 1/2 the gambler's class level + the gambler's Constitution modifier) or take a penalty on attack rolls, skill checks, and saving throws for one round equal to the amount of burn the gambler chooses to accept with this ability. The penalty remains the same even if she reduces or increases the amount of burn gained using other class features, such as play the odds.

BLISTERING BLUFF

Burn 2

The gambler quickly gathers power, then hides it away from sight. As part of this wager, the gambler takes a full-round action to pretend to gather power, as if she were a normal kineticist. If she is attacked or otherwise disrupted while gathering power, she can fire a kinetic blast at her attacker as a free action, treating the target as flat-footed against this attack. If she successfully hits her target, she may reduce the burn cost of a wager she makes in the following round by 1. If her attack misses, she gains 1 point of burn instead.

DOUBLE OR NOTHING

Burn 1

Unlike a normal wager, this wager is made as a free action. The next kinetic blast the gambler makes this turn becomes a physical blast, and if she successfully hits her target, the blast automatically threatens a critical hit. If she misses her target, she suffers a backlash as if she had rolled a natural 1 on her attack.

ELEMENTAL ROULETTE

Burn 1 per power level

The gambler's active energy type randomly changes to one of her available types (normally cold, electricity, fire, and sonic). In addition, she can manifest one of the following powers as if she had made the Raise the Stakes wager, even if she does not know that wager or the power in question. The amount of burn accepted when making this wager depends on the power chosen (minimum 1, even if she does not

manifest the power), and the gambler pays power points as normal. If the gambler does not have a high enough manifester level to learn the power at the level given (see Table 2–2: Gambler Powers), she cannot choose that power.

1st—*energy ray*, 2nd—*energy stun*, 3rd—*energy bolt*,
4th—*energy ball*, 5th—*energy current*, 6th—*disintegration*.

RAISE THE STAKES

Burn 1 + 1 per power level

As part of making this wager, the gambler manifests a gambler power with a manifesting time of one standard action or less and a range greater than personal, paying power points as normal. The next time she hits with her *gambler's blast* this turn, that power also discharges against the creature she hit. If the power normally affects more than one initial target, it only affects the target of the *gambler's blast*. If the power has secondary targets (such as *energy current's* arcs of energy), these are affected as normal. If the power creates an area of effect, the target of the gambler's blast is considered its center (for bursts, emanations, and spreads) or its origin point (for cones, lines, and other areas that must be aimed). A power that normally requires an attack roll (such as a ray or touch power) uses the *gambler's blast's* attack roll to determine whether or not it hits or critically hits.

The target or other creatures caught in the power's area of effect may make saving throws to resist the power as normal, if applicable. If the target has spell resistance or power resistance, the gambler only makes a single roll to overcome it for both her *gambler's blast* (if applicable) and the power. If the power has a duration of concentration, the gambler's is treated as manifesting that power during the same action as her blast for the purposes of concentration, and she can continue concentrating as normal. If the gambler misses her attack or does not fire a *gambler's blast* this turn, the power is expended harmlessly without discharging (she still loses the power points).

SPELL TELL

Burn 1

After making this wager, the gambler can fire a kinetic blast in place of any attacks of opportunity she would make until the start of her next turn. In addition, any creature that casts a spell or manifests a power within 30 feet of the gambler before the start of her next turn provokes an attack of opportunity from her, even if they are casting or manifesting defensively. If the gambler does not make an attack of opportunity before her next turn, her powers and spells during that turn provoke attacks of opportunity from creatures that threaten her, even if she casts or manifests defensively.

Kinetic Blast (Sp): At 5th level and every five levels thereafter, a gambler's kinetic blast's range increases by 30 feet. For the purposes of countering spells and overcoming effects such as the *globe of invulnerability* spell, a gambler's kinetic blast is considered to have an effective spell level of 1/2 her gambler level (minimum 1). The gambler's kinetic blasts use her manifester level

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for overcoming power and spell resistance. This ability alters kinetic blast.

Know When to Fold Space (Su): At 2nd level, the gambler gains the ability to skillfully evade even the most deadly attacks. A number of times per day equal to 1 + her Constitution modifier (minimum 1), she can expend her psionic focus as an immediate action to teleport up to 10 feet + 5 feet per four gambler levels. The gambler must be able to see where she is teleporting to, and cannot teleport to a space occupied by another creature. If the gambler uses this ability in response to an attack or effect and teleports to a position where she could not be targeted (such as out of a melee attack's reach, or into total cover), she evades the attack or effect entirely. This ability replaces elemental defense.

Elemental Overflow (Ex): When a gambler uses her cash out class feature to reduce her burn to 0, the benefits she had gained from this ability persist for one round before vanishing. This ability alters elemental overflow, and otherwise functions as normal.

Play the Odds (Ex): Starting at 5th level, whenever a gambler makes a wager, she can choose to reduce its burn cost by 1 (to a minimum of 0) or increase it by 1 (even above her normal maximum amount of burn accepted per round). At 8th level and again at 12th, 16th, and 20th levels, the amount of burn the gambler can reduce or increase the cost of a wager by increases by 1. This ability replaces infusion specialization, internal buffer, and composite specialization.

Metapsionic Skill (Su): At 5th level and again at every four levels thereafter (9th, 13th, and 17th), a gambler gains a metapsionic feat she qualifies for as a bonus feat. This ability replaces metakinesis.

Live Dangerously (Su): At 7th level, a gambler learns to absorb energy and make it her own. Whenever she makes a successful saving throw against an effect that deals damage of her active energy type, she takes no damage and gains the amount of burn she can normally accept in a round (3 at 6th level, 4 at 9th level, etc). If this would increase her burn past her maximum total amount, then it instead increases it to her maximum. At 15th level, the gambler chooses cold, electricity, fire, or sonic. She can always use this ability against damage of that energy type, even if it is not currently her active energy type. This ability replaces expanded element.

Metapsionic Master (Ex): At 19th level, a gambler chooses a single metapsionic feat she possesses. When she uses that metapsionic feat, she reduces the amount of additional power points it costs by 2 (to a minimum of 0). This ability replaces metakinetic master.

All-In (Su): At 20th level, a gambler can put her very soul on the line, betting it all for a chance at glory. Once per day as a free action, a gambler can unleash her full potential in a barely-controlled cascade of psionic power. For one minute, she may accept burn that places her total

over her normal maximum, and there is no limit to the amount of burn she can accept each round. In addition, she gains burn equal to the normal maximum amount of burn she can possess (3 + her Constitution modifier) at the start of each of her turns. During the duration of this ability, the gambler can take an additional swift action on each of her turns. However, she can only make a given wager once in a round, and can only convert burn up to her normal maximum amount of burn into power points each time she uses her cash out ability.

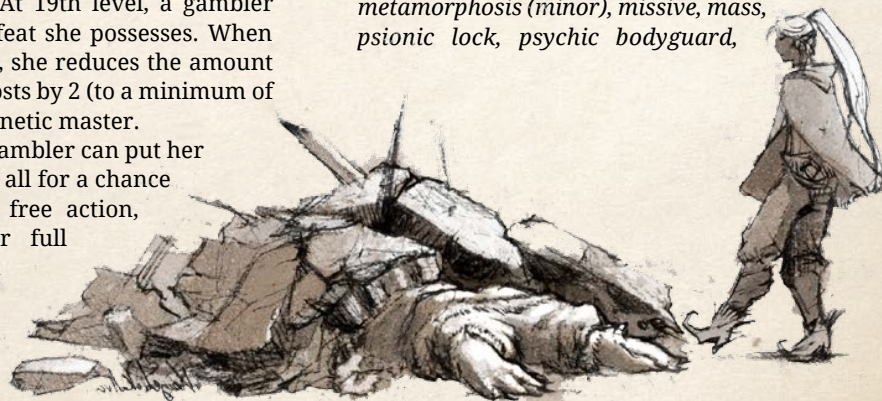
When this minute is up, the gambler immediately suffers a backlash as if she had rolled a natural 1 with an attack, then her current burn drops to 0. If she dies from this backlash, her soul annihilates itself in the cascade of elemental energy, and the gambler cannot be brought back to life except by a *wish*, *miracle*, *true resurrection*, or similar effect.

This ability replaces omnikinesis.

Gambler Power List

A gambler kineticist learns her powers from the following power list. These powers can be found in *Ultimate Psionics*.

- 0-Level (Talents)—*Blinding flash*, *conceal thoughts*, *create sound*, *crystal light*, *detect psionics*, *distract*, *ectoplasmic trinket*, *empathy*, *energy splash*, *far hand*, *float*, *fortify (lesser)*, *missive*, *my light*, *psionic repair*, *telekinetic punch*, *telepathic lash*, *unearthly terror*, *vim*.
- 1st—*Astral traveler*, *attraction*, *catfall*, *circumstance shield*, *circumstance shield*, *collapse*, *control light*, *control object*, *crystal shard*, *deceleration*, *déjà vu*, *demoralize*, *destiny dissonance*, *disable*, *dissipating touch*, *ectoplasmic sheen*, *energy ray*, *entangling debris*, *entangling ectoplasm*, *force screen*, *fortify*, *foxhole*, *hammer*, *inertial armor*, *inevitable strike*, *Izam's control flames*, *locate secret doors*, *matter agitation*, *mind thrust*, *precognition (defensive)*, *precognition (offensive)*, *sense link*, *skate*, *slumber*, *stomp*, *synesthete*, *vigor*.
- 2nd—*Biofeedback*, *body equilibrium*, *breach*, *cloud mind*, *concealing amorphia*, *concussion blast*, *control sound*, *defy gravity*, *detect hostile intent*, *ego whip*, *energy adaptation (specified)*, *energy missile*, *energy push*, *energy stun*, *gravitational well*, *id insinuation*, *inflict pain*, *Lanis' animal affinity*, *mental disruption*, *metamorphosis (minor)*, *missive*, *mass*, *psionic lock*, *psychic bodyguard*,



"Though in my experience, it runs out for other people. Really, who knows?"

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read thoughts, recall agony, share pain, swarm of crystals, systemance, wintry grasp.

- 3rd—*Concussive onslaught, dimension slide, dismiss ectoplasm, dispel psionics, ectoplasmic cocoon, energy burst, energy cone, energy retort, energy wall, eradicate invisibility, hostile empathic transfer, hustle, Lanis' energy bolt, mental barrier, Quas'thelin's psionic blast, share pain (forced), solicit psicrystal, telekinetic force, time hop, touchsight, ubiquitous vision.*
- 4th—*Aura sight, Blackstock's death urge, control body, deadly fear, detect remote viewing, empathic feedback, energy adaptation, energy ball, fear cascade, flight, fold space, incite passion, mindwipe, moment of terror, personality parasite, power leech, psychokinetic charge, slip the bonds, telekinetic maneuver, trace psychoport, wall of ectoplasm, wither.*
- 5th—*Baleful teleport, catapsi, ectoplasmic shambler, energy current, fiery disincorporation, hail of crystals, mind probe, parasitic possession, pierce the veils, planar travel, psychic crush, shatter mind blank, shrapnel burst, summoning strike, upheaval.*
- 6th—*Banish, breath of the black dragon, brutalize wounds, co-opt concentration, disintegration, dispelling buffer, fuse flesh, null psionics field, psychoport, remote view trap, Ruelle's crystallize, suspend life, sustained flight, trigger power.*

NEW WILD TALENTS

Though the following wild talents are partially psionic in nature, any kineticist can learn them if they are of the appropriate element, unless otherwise noted.

New Simple Blasts

ATHANATIC ESSENCE

Element wood; **Type** simple blast (Sp); **Level** —; **Burn** 0

Blast Type energy; **Damage** positive energy

You blast the target with the searing power of life. This blast counts as *wood blast* for the purposes of applying infusions, and its damage activates the effects of such infusions regardless of the type they normally require.

SOUND BLAST

Element universal; **Type** simple blast (Sp); **Level** —; **Burn** 0

Blast Type energy; **Damage** sonic

You blast the target with rumbling vibrations. If you have the psionic subtype, you may learn this blast in place of a simple blast you would otherwise learn (except for blasts gained from class features, such as the avant guard's *stand together* simple blast). This blast counts as *air blast* for the purposes of applying infusions.

New Composite Blasts

ATHANATIC ERUPTION

Element wood; **Type** composite blast (Sp); **Level** —; **Burn** 2

POSITIVE ENERGY DAMAGE

Positive energy damage, also used in *Psionics Augmented: Seventh Path*, deals damage by disrupting the target's body with an influx of pure life. Although most positive energy heals living targets, positive energy damage can be likened to a "power surge," simultaneously bringing new life to a creature while overloading its ability to function, with the end result of harm. Thus, unlike normal positive energy, it deals damage to all targets equally, regardless of whether or not they are alive. It otherwise functions as normal for energy damage.

Prerequisites athanatic blast, primary element (wood), expanded element (wood)

Blast Type energy; **Damage** positive energy

Your target suffers from an overwhelming surge of positive energy. This blast counts as *wood blast* for the purposes of applying infusions, and its damage activates the effects of such infusions regardless of the type they normally require.

CRYSTALLINE NEEDLE BLAST

Element universal; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisites psionic subtype

Blast Type physical; **Damage** half piercing, half elemental

You fire a swarm of charged crystals that explode with elemental energy after piercing the target. This blast deals half piercing damage and half damage of your active energy type. Any kineticist with the psionic subtype automatically learns this composite blast when they gain their first expanded element or reach kineticist level 7th (whichever is sooner), regardless of their elemental focus. For the purposes of applying infusions, this blast counts as one of the following simple blasts, depending on your active energy type: *cold blast* (cold), *electric blast* (electricity), *fire blast* (fire), or *sound blast* (sonic).

STORM BLAST

Element air; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisites air blast, sound blast

Blast Type energy; **Damage** half electricity, half sonic

You assault the target with a clap of thunder and a bolt of lightning. This blast counts as *air blast* for the purposes of applying infusions.

New Infusions

OVERWHELMING LIFE

Element wood; **Type** substance infusion (Sp); **Level** 5; **Burn** 4

Associated Blasts athanatic essence, summer

Saving Throw Fortitude partial; see text

You cause a chain-reaction of unchecked, destructive growth within the target. Whenever a blast with this infusion deals damage to a creature, that creature must succeed at a Fortitude save or take 1d4 points of Constitution damage and contract a disease called overwhelming life (see below). Because of its positive energy-infused nature, overflowing life can even affect creatures that are normally immune to

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disease or ability damage. The save DC against the disease's effects is the same as the save DC of this infusion when you use it. Creatures without Constitution scores instead take Charisma damage from this blast and the disease.

Overwhelming Life: not contagious; *save* Fort; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage (Cha damage if the target has no Con score), target must make a second Fort save or 1 point of the damage is drain instead; *cure* 3 consecutive saves.

THIS LAND IS YOUR LAND

Element aether, earth, or void; **Type** substance infusion (Sp); **Level** 4; **Burn** 3

Associated Blasts earth, gravity, magma, mud, sandstorm, telekinetic

Saving Throw Reflex partial; see text

Whenever a blast with this infusion hits a creature, regardless of whether or not it penetrated their spell resistance or dealt damage, that creature must succeed at a Reflex save or be surrounded by hindering barriers of earth for one minute. These barriers cause the creature to be treated as if it were in difficult terrain, and attacks both by and against it suffer a 20% miss chance. These barriers follow and surround the target, but the target can take a full-round action to attempt another saving throw against this ability. A successful save means the target escapes from the earthen barriers and can move up to its speed, provoking attacks of opportunity as normal.

New Utility Talents

MIND TO MIND

Element universal; **Type** utility (Su); **Level** 4; **Burn** —

You can touch the minds of others through the ties of psychic magic. You gain telepathy with a range of 100 feet. In addition, you may accept 1 point of burn as a swift action to send out a mental "ping" across the range of your telepathy, much like sonar. For one round after doing so, you detect the presence and direction 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.

PRIMORDIAL FLAME

Element fire; **Type** utility (Ps); **Level** 8; **Burn** 0

Prerequisites psionic subtype

Saving Throw Fortitude partial; see text; **Spell Resistance** no You have unlocked a devastating pyrokinetic technique, thought to be lost to the ages. As a full-round action, you can expend your psionic focus to raise the internal temperature of a living creature you can see within 30 feet to lethal levels. The target must succeed at a Fortitude save or die horrifically as its material form boils, then vaporizes, leaving no corpse behind. Even on a successful save, the target takes

5d6 points of fire damage. A creature that is immune to fire can still be affected by this ability, although it gains a +3 resistance bonus on its saving throw. The heat from this ability is so focused that even if the target is vaporized by your power, its equipment is unharmed.

THIS LAND IS MY LAND

Element earth; **Type** utility (Sp); **Level** 6; **Burn** 0

You can manipulate the battlefield to halt the advance of your foes. As an immediate action, you can cause a number of squares equal to your Constitution modifier (minimum 1) within close range (25 feet + 5 feet per 2 kineticist levels) to shudder and fill with elemental earth, counting as difficult terrain until the start of your next turn. You may even choose squares in the air, potentially causing flying creatures to be hampered. You can make this elemental earth persist indefinitely by accepting burn, causing one affected square to remain difficult terrain until the earth is cleared up or otherwise removed per point of burn accepted. Earth formed in the air with this ability falls after the initial duration of this ability, however, and cannot be made permanent.

KINETICISTS AND PRESTIGE CLASSES

A kineticist with the psionic subtype meets prestige class requirements as if she had levels in a manifesting class, treating her kineticist level as her manifester level and the levels of her wild talents as levels of psionic powers. For example, a 6th-level kineticist with the *extreme range* infusion wild talent would count as having manifester level 6th and being able to manifest 3rd-level powers.

In addition, prestige classes that advance manifesting can advance kineticist class features. At each level where a class would progress a character's manifester level by one, treat the kineticist as if she had gained a class level for the purposes of her burn, kinetic blast, infusion, infusion specialization, and wild talents class features. She does not gain any other benefits she may have gained from an increased level (such as elemental overflow, metakinesis, or internal buffer).

If the kineticist possesses an archetype that altered the burn class feature, she also advances her effective level for the class feature that replaced it. The kineticist automatically learns the *crystalline needle blast* composite blast when she reaches effective level 7th with her kineticist class features, regardless of whether or not she possesses the expanded element ability.

Gambler Kineticists

For gambler kineticists, when a prestige class level grants a character additional power points per day as if she had gained a level in the class, treat her gambler level as one higher when determining the effects of her cash out, kinetic blast, and playing with fire class features.

CHAPTER 3: MINDBENDERS

Mindrender (Mesmerist 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.

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

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 as 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 mind-affecting 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

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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 mind-affecting 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 ($DC\ 10 + \frac{1}{2}$ 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



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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 (Mesmerist 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.

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

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

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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 carnevale-related 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.

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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 mind-affecting 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.

CHAPTER 4: SPIRIT-CALLERS

Athanatic Channeler (Spiritualist 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.

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

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 manifest 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)

TABLE 4-1: ATHANATIC CHANNELER POWERS

Class Level	Power Points/Day	Powers Known	Maximum Power 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	128	20	6th

she manifests on herself also affect her phantom. The phantom must be within 5 feet of her at the time of the 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.

Crystalline Binder (Spiritualist 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.

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

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 increase 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 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 damage reduction 10/-. At 18th 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.

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.

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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 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.

Shadow Aspect (Wilder 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?

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



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

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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 manifest 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 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 47) 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 its 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 full-round action that provokes attacks of opportunity. When the phantom manifests, its hit points are unchanged from the last time 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 it is 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

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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 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 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,

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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 increase 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 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.

CHAPTER 5: OCCULT SCHOLARS

Govi (Occultist Archetype)

"I'm not writing cryptic warnings on the jars. You've read books, no one ever listens to cryptic warnings."

—Sarah Kent, a govi

Typically, an occultist picks up a number of mystical tricks and cheats in her lifetime. They know the ins and outs of magic and the planes, and can call beings beyond their ken in the search of even more knowledge. Some occultists use this knowledge more militantly, eschewing the binding circles and defensive arts of their colleagues and learning to drive alien presences out—becoming the natural enemy the fiend, the possessing ghost, the summoned badger, and any of the numerous extraplanar beings that might cross their paths.

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

Detect Interloper (Ex): A govi learns to spot the telltale, near-unremarkable signs betrayed by beings that are not what they seem. At 5th level, a govi gains a bonus on skill checks to see through disguises and to detect the influence of mental control effects equal to 1/2 her govi level. In addition, shapeshifted and possessing creatures (even those that would otherwise be hidden from her, such as by the Hidden Presence feat) in her sight must succeed at a Will save (DC 10 + 1/2 the govi's class level + the govi's Intelligence modifier) or govi learns that they are either shapeshifted or possessed (but does not learn the exact details). A creature that successfully saves cannot be detected with this ability for 24 hours. This ability replaces aura sight.

Sealing Techniques (Su): At 8th level, a govi learns how to unbind spirits, cast out interlopers, and banish summoned creatures. As a full-round action, the govi can expend 3 points of mental focus to attempt to exorcise an extraplanar creature, an incorporeal undead, a possessing creature, or a creature summoned by a conjuration spell or created by a metacreativity power that she is aware of within 30 feet. She does not require line of effect to use this ability, although she must know the location of the target.

The target must succeed at a Will save (DC 10 + 1/2 the govi's class level + the govi's Intelligence modifier) or be exorcised. If the target fails its saving throw, then the govi can choose to either whisk them away, as if by a *dismissal* spell (a target without the extraplanar subtype is treated as if the Astral Plane is its home plane), or to seal them, body, spirit, and equipment, within one of her implements. A creature with greater than half its normal maximum hit points remaining gains a +4 bonus on its saving throw against this ability. A creature with full hit points instead gains a +8 bonus on its saving throw.

A govi can only seal one creature within a given implement; if she tries to imprison another creature in an implement that already houses one, the older one is released immediately. The actions of a creature sealed within one of the govi's implements are limited: it can communicate telepathically with anyone who carries the implement and it can attempt to break free if it has full hit points (see below). It otherwise cannot take any actions, and any passive abilities (such as auras or fast healing) that it might have are ineffective for as long as it remains within the implement. It can perceive the area within 5 feet of the implement it is trapped in.

Once per day, by expending 1 point of mental focus, the govi can question a creature sealed within an implement and compel it to answer truthfully; the creature must succeed at a Will save (DC 10 + 1/2 the govi's class level + the govi's Intelligence modifier) or truthfully answer a number of questions equal to the govi's intelligence modifier. The govi does not know whether or not the sealed creature succeeded at this save or not.



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Every 24 hours, the creatures sealed within a govi's implements recover hit points as if they had completed a full night's rest. Once a creature sealed by the govi has reached its full hit points, it can attempt to break free once per hour by making a Will save (DC 10 + 1/2 the govi's class level + the govi's Intelligence modifier) to do so. If the creature succeeds, it is released from the implement. Unlike with the save to avoid being sealed, the creature gains no additional bonus on this saving throw from this ability.

A creature released from one of the govi's implements appears in an unoccupied space of its choice within 30 feet of the govi. If the creature had been summoned or created by a spell, power, or other effect, the duration of that spell or power resumes, except that the creature is no longer under the control of its former master and acts as a normal creature of its type would (or under its last orders, if mindless). A creature that carries an implement with a creature sealed within it can release the creature as a free action.

This ability replaces magic circles. If the govi still has the outside contact class feature, she must cast a *magic circle* spell to use that ability. The *magic circle* works to call her outside contact regardless of the alignment it normally protects against.

Infallible Eyes (Su): Starting at 12th level, a govi's attunement to the otherworldly beings she carries with

her allows her to see beyond the visible world, revealing falsehoods and shedding light on the dangers in the shadows. As long as the govi carries an implement with a creature sealed into it, she gains the benefits of the true seeing spell. This ability replaces binding circles.

Instant Sealing (Su): At 16th level, a govi can spend 1 additional point of mental focus when she uses her sealing techniques class feature to do so as an immediate action, potentially exorcising a target during an attack or as it flees. This ability replaces fast circles.

Shattered Mind (Occultist Archetype)

"Five times I've split my mind, each time opening a new Sight, a new reality to peruse. You, with your limited vision, cannot understand what I see."

—Tecla, Oracle of Seven Eyes

While most occultists study the world around them to gain their power, there are those who look inwards, studying the inner workings of their own mind first and foremost. These psionics, colloquially called "shattered minds," believe that true strength is gained neither through manipulation of magical connections nor mental might alone, but through a synthesis of the two. A shattered mind is one who has used her knowledge to fracture her mentality, sharding off pieces of herself into psionically-charged tokens and trinkets. To a shattered mind, less is more. By separating her mind into new containers, she can use her increasingly-empty body to tap the magic in the world more freely, using the psychic tethers between object and soul as a template for her unbridled psionic power.

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

Class Skills: A shattered mind gains Autohypnosis and Knowledge (psionics) as class skills, but loses Knowledge (the planes) as a class skill.

Power Points/Day: A shattered mind'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: Shattered Mind Powers. In addition, she receives bonus power points per day if she has a high Intelligence 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: A shattered mind begins play knowing one shattered mind power of her choice. Each time she gains access to a new level of powers, she unlocks the knowledge of a new power.

Choose the powers known from the psion/wilder power list. (Exception: The feat Expanded Knowledge does allow a shattered mind to learn powers from the lists of other classes.) A shattered mind can manifest any power that has a power point cost equal to or lower than her manifester level. In addition to her base powers, a shattered mind also learns powers from her implements (see the psicrystal implements class feature).

TABLE 5–1: SHATTERED MIND POWERS

Class Level	Power Points/Day	Powers Known	Maximum Power Level Known
1st	1	3 (1 + 2*)	1st
2nd	2	4 (1 + 3*)	1st
3rd	4	4 (1 + 3*)	1st
4th	6	6 (2 + 4*)	2nd
5th	8	7 (2 + 5*)	2nd
6th	12	8 (2 + 6*)	2nd
7th	16	10 (3 + 7*)	3rd
8th	20	11 (3 + 8*)	3rd
9th	24	12 (3 + 9*)	3rd
10th	28	14 (4 + 10*)	4th
11th	36	15 (4 + 11*)	4th
12th	44	16 (4 + 12*)	4th
13th	52	18 (5 + 13*)	5th
14th	60	19 (5 + 14*)	5th
15th	68	20 (5 + 15*)	5th
16th	80	22 (6 + 16*)	6th
17th	92	23 (6 + 17*)	6th
18th	104	24 (6 + 18*)	6th
19th	116	25 (6 + 19*)	6th
20th	128	26 (6 + 20*)	6th

*See the psicrystal implements class feature.

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The total number of powers a shattered mind can manifest in a day is limited only by her daily power points.

A shattered mind 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 shattered mind powers is 10 + the power's level + the shattered mind's Intelligence modifier.

A shattered mind's power list is all psion/wilder powers of 6th level or lower and any additional powers she has added to her power list with the psicrystal implements class feature.

Maximum Power Level Known: A shattered mind begins play with the ability to learn 1st-level powers. As she attains higher levels, she may gain the ability to master more complex powers, as shown on the following table. To learn or manifest a power, a shattered mind must have an Intelligence score of at least 10 + the power's level. This ability replaces spells.

Talents: Shattered minds learn minor powers they can use at will to aid them in a variety of ways. At 1st level, a shattered mind gains 2 talents from the psion/wilder talent list. This ability replaces knacks.

Focus Powers (Su): Because a shattered mind manifests psionic powers rather than casting spells, some of the focus powers she can choose have different effects, as noted in the Alternate Focus Powers section on page 52. This ability otherwise functions as normal. This ability alters focus powers. A shattered mind may still take other archetypes that alter or replace the focus powers ability, although she cannot gain the focus powers that this archetype replaces.

Psicrystal Implements (Su): Unlike a normal occultist, a shattered mind's implements are infused with a piece of psionic power and a fragment of her mind. At 1st level, she gains Psicrystal Affinity as a bonus feat (although she cannot create a normal psicrystal), and learns to use two implement schools. At 2nd level and every four levels thereafter, the shattered mind learns to use one additional implement school, up to a maximum of seven schools at 18th level.

Each time the shattered mind learns an implement school, she shards away a part of her mind into an object, creating a crystal embedded into it as a focus for her power. This object must be of the appropriate type for the implement school in question. Implements don't need to be magic items, and non-magical implements don't take up a magic item slot even if they're worn. Implements that are not magic items are often of some historical value or of personal significance to the occultist, such as the finger bone of a saint, the broken scepter of a long-dead king, the skull of a mentor's familiar, or the glass eye of an uncanny ancestor. Although these are technically creatures, they can be worn or used as normal, sharing their space with their wearer.

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.

A shattered mind's implements are treated as psicrystals, gaining a personality and abilities as normal for a psicrystal created by a character of the shattered mind's level. She cannot create a normal psicrystal. If one of her psicrystal implements is destroyed, she can remake it 24 hours later by sharding her mind into a new implement. When she does so, choices she made regarding that psicrystal implement's stored powers and personality remain the same.

If the shattered mind gains the Improved Psicrystal feat or another feat or is subject to any other effect that alters a psicrystal, she must choose one of her psicrystal implements to be affected (though she may take such feats multiple times, once for each of her psicrystals). If she has a class feature from another class that interacts with her psicrystals (such as by the crystal warrior aegis' astral suit), she can only have it affect a single psicrystal implements at any one time. When using the share powers or deliver touch powers abilities of her psicrystals, each power is shared or held by only one psicrystal implement.

Each time a shattered mind selects an implement school and creates a psicrystal implement, she learns a single power from that school's equivalent psionic discipline (see Table 1–2: Implement Discipline Equivalencies) and stores it in that implement. These powers can come from any class' power list, although they cannot be a higher level than the shattered mind's maximum power level known. If a power appears on several class' power lists at a different level, the shattered mind uses the level that the psion (including psion disciplines) would gain the power at, or the highest power level (if it doesn't appear on the psion power list or a psion discipline power list) to determine its cost and whether or not she can learn it. If a school of magic has multiple equivalent disciplines, then the shattered mind must select one of the disciplines to tie to the implement in question to. These disciplines are only equivalent for determining which powers the shattered mind can learn and store in her psicrystal implements and for the effects of her focus powers; they are not considered to be the same for the purposes of psionics-magic transparency.

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TABLE 5-2: IMPLEMENT DISCIPLINE EQUIVALENCIES

School of Magic	Psionic Discipline
Abjuration	Psychokinesis or Telepathy
Conjuration	Metacreativity or Psychoportation
Divination	Clairsentience
Enchantment	Telepathy
Evocation	Psychokinesis
Illusion	Psychokinesis or Telepathy
Necromancy	Athanatism
Transmutation	Psychometabolism

An occultist can select an implement school more than once in order to learn additional powers from the associated discipline. In addition, at 4th level and again at every level that she does not gain a new psicrystal implement, the shattered mind learns and stores a new power within one of her existing implements. She can choose a new power of any level she likes, as long as she observes the restriction on the highest-level powers she knows. This power must be of the psicrystal implement's discipline, and can come from any class' power list, just as when she initially stored powers in the implement. A psicrystal implement can have a maximum number of powers stored within it equal to shattered mind's maximum power level known.

In order to manifest a power stored in a psicrystal implement, a shattered mind must have that implement either on her person or within her reach. If the shattered mind lacks the corresponding implement, she can attempt to manifest the power, but must succeed at a concentration check (DC = 20 + the power's level) to do so. Powers manifested by an occultist without the appropriate implement are always treated as if they were manifested at the minimum manifester level for the power in question (manifester level 1st for a 1st-level power, manifester level 4th for a 2nd-level power, and so on).

Each implement school also grants a base focus power. This ability is added to the list of focus powers possessed by the occultist (see the "Mental Focus" section in Chapter 1 *Pathfinder Roleplaying Game: Occult Adventures*). In addition, each implement school grants access to a number of other focus powers that the occultist can select from using her mental focus class feature.

A shattered mind has access to any of the implements and implement schools that a normal occultist has. See the "Implement Schools" section in Chapter 1 of *Pathfinder Roleplaying Game: Occult Adventures* for a complete list of implements associated with each school and their focus powers.

This ability alters implements.

Scatterbrained (Su): At 8th level, a shattered mind's link to her psicrystal implements grows stronger, as she invests more and more of herself into her tools. This is

a double-edged sword: while her psicrystals are more powerful as a result of containing more of her mind and soul, the shattered mind must rely on them to keep herself "herself," becoming dull and unemotional when bereft of their effect. For each of her psicrystal implements she does not have on her person or within her reach at a given time, the shattered mind takes a cumulative -2 penalty on Diplomacy, Intimidate, and Perform checks as well as a +1 bonus on saving throws against effects that would read her surface thoughts (an implement that has been destroyed counts towards this penalty until the shattered mind creates a new one).

In addition, the shattered mind's psicrystal implements use her Intelligence, Wisdom, and Charisma scores in place of their own, and gain the benefit of any bonuses to skill checks based on those abilities that the shattered mind has from feats, abilities, or other effects.

At 12th level, the shattered mind can attempt to influence or control a creature that bears its psicrystal implements. If a creature is carrying or adjacent to one or more psicrystal implements, the shattered mind can expend her psionic focus as a full-round action to assert dominance over its mind. She does not need line of sight or line of effect to use this ability, although she must be within 1 mile of the psicrystal implements in question. The targeted creature must succeed at a Will save (DC 10 + 1/2 the shattered mind's class level + the shattered mind's Intelligence modifier) or be affected as if by one of the following powers, based on the number of the shattered mind's psicrystals that are carried by or adjacent to the target. These powers function as if manifested by the shattered mind, except that they can affect any creature type and last for as long as the creature is carrying or adjacent to the psicrystal implement, rather than their normal duration (even if the implement later becomes further than 1 mile from the shattered mind). This is a mind-affecting effect.

- 1 psicrystal implement: *Empathic connection*.
- 3 psicrystal implements: *Compelling voice*.
- 5 psicrystal implements: *Memory modification*.
- 7 psicrystal implements: *Geth's mind control*.

At 16th level, the shattered mind can manifest a psicrystal implement's stored powers through it using its channel power ability, even if the psicrystal is not within her reach. She does not need to make concentration checks to do so. She can still manifest other powers through the psicrystal implement as normal for the channel power ability.

At 20th level, a shattered mind is almost completely invested in her implements, to the point that if she dies, they provide an avenue for her return. If a shattered mind is killed, her soul does not pass to her appropriate afterlife until all seven of her psicrystal implements are destroyed. These implements become psionically inert, and appear to have no magical or psionic aura that they would not otherwise have (such as if an implement is

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a magic item). They are no longer treated as psicrystals, and cannot act or move on their own while the shattered mind is dead.

However, if a creature of the same type as the shattered mind carries one of these psicrystal implements for at least one day, the shattered mind subconsciously attempts to destroy and replace their mind in order to inhabit their body. Every 24 hours that a creature carries one or more of the shattered mind's former implements, that creature must succeed at a Will save (DC 10 + 1/2 the shattered mind's class level + the shattered mind's Intelligence modifier) or die, their mind rended asunder by the implement. This is a mind-affecting death effect. A creature takes a -1 penalty on this saving throw for each of the shattered mind's implements they carry beyond the first. A creature that succeeds on this save does not have any knowledge that it did so, or even that there was a saving throw at all.

If the shattered mind successfully destroys the creature's mind, she inhabits the body. She uses that creature's physical ability scores and her own mental ability scores, and does not gain any of the creature's other abilities, class features, or their racial hit dice (if any). The shattered mind retains any inherent bonuses to her ability scores (even physical ability scores), as well as the benefits (or drawbacks) of any permanent effects that were affecting her when she died. She does not gain access to the creature's memories or personality, as both were destroyed utterly by the shattered mind's arrival. Once the shattered mind has taken over a body in this way, her psicrystal implements become active again, and automatically know the direction and distance to the shattered mind, regardless of the distance between them.

This ability replaces outside contact.

Cryptographer (Psion Archetype)

"Of course it's my power. I took it, didn't I?"

—The Miser, a cryptographer

While most manifesters work their powers entirely through their own natural talents, some psions take to studying magic and psionics like a wizard and his books. These psions, called cryptographers, eventually learn to tap into powers beyond their own minds, mastering the use of items and knowledge. These psions use their psionic abilities to take hold of the strands of psychic magic running across the world and twist them to their liking.

The cryptographer is an archetype for the psion base class detailed in Chapter 2 of *Ultimate Psionics*.

Discipline: Like a normal psion, a cryptographer must decide at 1st level which psionic discipline he will specialize in. Choosing a discipline provides a psion with access to the class skills associated with that discipline as normal (see the psion in Chapter 2 of *Ultimate Psionics*), as well as the powers restricted to that discipline. Choosing a discipline also means that the psion cannot learn powers that are restricted to the other disciplines.

ROLEPLAYING PSICRYSTAL IMPLEMENTS

While a normal psicrystal is an extension of its creator's self, given consciousness by a fragment of their personality, a shattered mind's psicrystal is slightly different. The shattered mind takes a piece of her mind and forms the psicrystal around it, containing and protecting that small part of her person. By the time she takes her 8th level in the class, her psicrystals are effectively partial copies of herself, networked together to form a composite "whole." When they are away, she loses crucial parts of what makes her a person, and might have difficulty expressing herself or interacting with others through her body, rather than her implements. As she grows in power, this phenomenon increases in intensity; by the time a shattered mind reaches level 20, her body is effectively an empty shell that serves only to carry around her implements, and her mind within them.

He can't even use such powers by employing psionic items. A cryptographer cannot choose to be a generalist psion.

Instead of the normal discipline abilities gained by a psion of the cryptographer's specialization, he gains the ability to use a single implement school as an occultist of his psion level (except as noted below). The implement school may be chosen from the psionic occultist implements introduced in Chapter 2 of this book, or from the occultist implements listed in Chapter 1 of *Pathfinder Roleplaying Game: Occult Adventures*. The cryptographer's discipline specialization must be one of that implement school's associated disciplines (either the discipline itself in the case of psionic occultist implements, or as listed in Table 1-2: Implement Discipline Equivalencies).

A cryptographer's implement functions in all ways as described in the occultist's implements class feature, except that he only ever gains a single implement school and can only create one single implement per day. The cryptographer does not need to present his implement to manifest psionic powers, although he must have it on hand as normal to use his focus powers.

In addition, the cryptographer gains a pool of mental focus to use with his implement equal to 1/2 his cryptographer level + his Intelligence modifier (minimum 1). These points of mental focus function exactly as described in the occultist's mental focus class feature, including fueling the implement's resonant power. This ability alters disciplines.

Focus Powers (Su): At 1st level, a cryptographer learns the base focus power from his chosen implement school (see Discipline, above). At 2nd, 8th, 14th, and 20th levels, he also learns a focus power from his chosen implement school. The cryptographer can use focus powers only by expending mental focus.

Unless otherwise noted, the DC for any saving throw against a focus power equals 10 + 1/2 the cryptographer's

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class level + the cryptographer's Intelligence modifier. The cryptographer can't select a focus power more than once. Some focus powers require him to reach a specific effective occultist level before he can choose them.

Because a cryptographer manifests psionic powers rather than casting spells, some of the focus powers he can choose have different effects, as noted in the Alternate Focus Powers section to the right.

This ability replaces discipline abilities.

ALTERNATE FOCUS POWERS

A shattered mind or cryptographer gains the following alternate focus powers in place of the listed abilities. Otherwise, focus powers function normally. Any focus powers that apply to spells apply to the appropriate powers manifested by the character (for example, an evocation implement's Intense Focus ability would increase the damage of psychokinesis powers). A focus power that allows a character to use an object as an additional focus requires them to have that object in hand when manifesting the power of the appropriate discipline, even though psionic powers do not normally have material components or focuses.

Conjuration Implements: The Conjure Implement and Psychic Fog focus powers have different effects for a psionic occultist.

Create False Implement (Su): You can expend 1 point of mental focus to create a temporary copy of one of your psicrystal implements. This implement functions as a masterwork version of the item you turned into that psicrystal implement. It does not have any of the magical or psionic properties that the real version did, nor is it a psicrystal or a creature like the real version is. However, having it on your person or within your reach allows you to manifest the psionic powers stored in that implement. The implement can't be used to store mental focus or create any effects that require mental focus. The implement lasts for 10 minutes per shattered mind level you possess. This ability alters Conjure Implement.

Psionic Fog (Ps): As a standard action, you can expend 1 point of mental focus to create a cloud of fog. This fog lasts for 1 minute per shattered mind level you possess. It functions as fog cloud, except it can't be dispersed by wind. At 7th level, you can expend 1 additional point of mental focus when creating this fog, causing it to become more tangible and function as solid fog, except it doesn't slow down any creature that has the psionic subtype. When you create a solid fog in this way, its duration is reduced to 1 round per shattered mind level you possess. You must be at least 3rd level to select this focus power. This ability replaces Psychic Fog.

Sacred Implements: If a shattered mind adopts a sacred implement when he gains access to an implement school, the -1 penalty to his caster level for the spells of the implement's opposition school is applied to his manifester level for powers of that school's equivalent disciplines instead.

NEW FOCUS SCHOOLS

An occultist with the psionic subtype can choose a psionic discipline as one of his implement schools. Each functions as normal for an implement school. If the occultist manifests psionic powers (such as through the shattered mind archetype), he chooses his new powers from the discipline in question. If he casts psychic spells, then he learns his spells from the psionic discipline's associated school of magic. For an occultist who casts spells, any focus powers that normally apply to psionic powers apply to the appropriate spells cast by the occultist (for example, a psychokinesis implement's Reshape Power ability would apply to evocation spells).

Athanatism Implements

Implements used with athanatism grant the occultist power over positive and negative energy.

Associated School: Necromancy.

Implements: Crystalline items, bones, items of spiritual significance.

Resonant Power: Each time the occultist invests mental focus into an athanatism implement, the implement grants the following resonant power. The implement's bearer gains the benefits of this power until the occultist refreshes his focus.

Spirit Ward (Su): The implement aligns itself with its bearer's animating energy and shuns its opposite. If the wearer or holder of the implement is normally harmed by positive energy, they gain positive energy resistance equal to the amount of mental focus invested in the implement, up to a maximum amount equal to three times your occultist level. Otherwise, they gain an equal amount of negative energy resistance instead.

Basic Focus Power: All occultists who learn to use athanatism implements gain the following focus power.

Athanatic Touch (Su): While you are psionically focused, you can pulse discordant energy through your hand as a standard action. When you do, make a melee touch attack against a creature within your reach. This touch deals damage equal to 1d8 points + 1d8 points for every 2 occultist levels you possess beyond 1st, up to a maximum number of dice per touch equal to the amount of mental focus remaining in this implement. This damage comes from a mix of positive and negative energy meant to disrupt the animating essence of any creature, and as such damages all creatures equally.

Focus Powers: In addition to gaining the base focus power, occultists who learn to use athanatism implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

Athanatic Aura (Su): While you are psionically focused, you project an aura of discomforting life and death around you, sickening other creatures within 10 feet. As this effect interferes with the animating energies of those around you, creatures that are normally immune

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to being sickened are still sickened by this ability. You may suppress or resume this aura as a free action.

Courage (Su): While you are psionically focused and wear or hold this implement, you gain a deflection bonus to your AC against incorporeal touch attacks equal to your Intelligence bonus (if any). In addition, you can expend 1 point of mental focus as an immediate action when an incorporeal creature attacks you to lock it into a semi-physical form. That creature must succeed at a Reflex save or become unable to actively pass through creatures and objects for one minute (although other creatures can still pass through it, and it retains its incorporeal traits). A manifested ghost under the effect of this ability cannot flee to the Ethereal Plane until this duration expires. You must be at least 5th level to select this focus power.

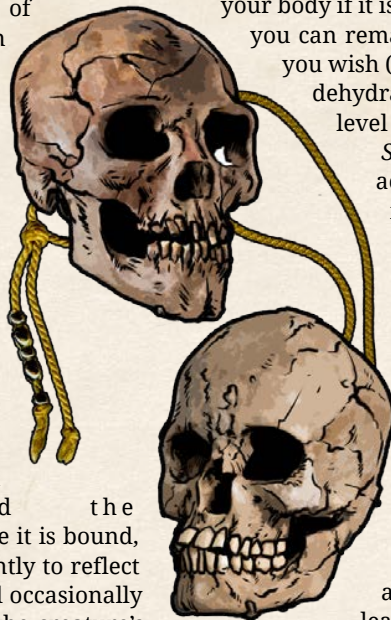
Exhume Spirit (Su): By meditating adjacent to a corpse for one hour, you expend 3 points of mental focus to bind the corpse's imprint to your shadow. While it is bound, your shadow changes appearance slightly to reflect the traits of the deceased creature, and occasionally moves on its own in a pantomime of the creature's personality. At any time, you can mentally ask the shadow a question as if with a *Speak with Dead* spell, at which point the answer flows into your mind. You may ask one question in this way per 2 occultist levels. This imprint remains a part of your shadow until you do not invest any focus points into an *athanatism* implement when you refresh your mental focus or until you bind another imprint to your shadow (at which point the old one vanishes). This ability merely draws on the corpse's psychic impression; it has no effect on the creature's soul.

Life Inversion (Su): As an immediate action when a creature within close range (25 feet + 5 feet per 2 occultist levels) uses a spell or effect that would heal hit point damage, you can expend 1 point of mental focus to attempt to invert it. The effect's target (or targets) must succeed at a Will save or take damage equal to the amount they would have been healed for. A successful save means they are healed as normal. You must be at least 5th level to select this focus power.

Spectral Projection (Su): As a standard action, you can expend 2 points of mental focus to expel your soul from your body, wrapping it in *athanatic* power to keep it from passing on. While you are in this form, your physical body falls into an unresponsive coma, and you become an intangible presence, much like a ghost. You gain the incorporeal subtype and a fly speed equal to your land speed, with perfect maneuverability. Your AC and saving throws are the same as your corporeal body (including bonuses from equipment). If you are struck by an attack

or affected by a magical or psionic effect, or you yourself make an attack or use an ability on another creature, you snap back to your body and awaken immediately afterward resolving it. If another creature forced you back, you still take the damage or suffer the effects that made you return to your body. You also snap back to your body if it is harmed while you are away. Otherwise, you can remain in your spectral form for as long as you wish (though your physical body may begin to dehydrate or starve). You must be at least 11th level to select this focus power.

Spiritual Interference (Su): As a standard action, you can expend 1 point of mental focus to twist a creature's spirit, momentarily disconnecting them from their mind and trapping them in a state of confusion. Make a melee touch attack. If it hits, the target must succeed at a Will save or become confused and fall unconscious for a number of rounds equal to your Intelligence modifier. Each round, at the end of its turn, the target may attempt a new saving throw to wake up, although it remains confused for the duration even if it succeeds. This is a mind-affecting effect. You must be at least 7th level to select this focus power.



Clairsentience Implements

Implements used with clairsentience grant the occultist enhanced awareness and power over perception.

Associated School: Divination.

Implements: Crystalline items, mirrors, items worn over the eyes.

Resonant Power: Each time the occultist invests mental focus into a clairsentience implement, the implement grants the following resonant power. The implement's bearer gains the benefits of this power until the occultist refreshes his focus.

Enhanced Reactions (Su): The implement feeds fragments of the future into its bearer's mind. Whoever wears or holds the implement gains a +1 insight bonus on initiative checks for every 2 points of mental focus invested in the implement, up to a maximum bonus of 1 + 1 for every four occultist levels you possess.

Base Focus Power: All occultists who learn to use clairsentience implements gain the following focus power.

One Step Ahead (Su): As a swift action, you can unlock your perception, viewing a snapshot of possible paths before carefully selecting the best way forward. For one round, you can move freely through a number of squares equal to the amount of mental focus remaining within this implement (up to a maximum number of squares equal to 1 + 1 per 2 occultist levels you possess). You need not choose these squares immediately; you may select squares as you would move into them. For

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the purposes of your movement, selected squares are treated as not having other creatures in them and being empty of difficult terrain. You do not provoke attacks of opportunity for moving into or out of a square selected with this ability, although you must end your movement in an unoccupied space. You must be psionically focused to use this ability.

Focus Powers: In addition to gaining the base focus power, occultists who learn to use clairsentience implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

Blank (Su): While you are psionically focused, divination and clairsentience effects have difficulties finding you. If such an effect would detect you, the effect's originator must succeed at a caster or manifester level check with a DC equal to $10 + 1/2$ your occultist level + your Intelligence modifier. Failure means you are not detected, appearing to their effect as empty space that blends into your surroundings.

Clairvoyant Implement (Ps): By meditating for ten minutes and expending 2 points of mental focus, you can use *remote viewing* as a psi-like ability, with a manifester level equal to your occultist level. You may only view your implements with this ability, although a bearer of your implement does not receive a saving throw to negate the power. In addition, you may cast a single occultist spell while using this ability, as if it were a psionic power. You must be at least 11th level to select this focus power.

Forced Precognition (Ps): As a standard action that provokes attacks of opportunity, you can expend 1 point of mental focus to show a creature within 100 feet a cascade of images from the near and far future. That creature must succeed at a Will save or become dazed for a number of rounds equal to your Intelligence modifier. Each round, at the end of its turn, the target may attempt a new saving throw to end this effect. This is a mind-affecting effect. You must be at least 7th level to select this focus power.

Not My Destiny (Su): As an immediate action, you can expend 1 point of mental focus to reroll a d20 roll you've just made. This ability must be used after you know the result of the roll, but before you know whether or not it succeeded. You must take the result of the second roll, even if it is worse.

Sixth Sense (Su): While you are psionically focused, you gain the uncanny dodge ability, and can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if you are immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you. If you already have uncanny dodge from a different class, you instead gain improved uncanny dodge while psionically focused (see the rogue class feature in the *Pathfinder Roleplaying Game Core Rulebook*). You must be at least 5th level to select this focus power.

Wandering Eye (Ps): As a full-round action, you can expend 1 point of mental focus to create a wandering eye—a mote of clairsentient power infused with a fragment of your consciousness. Your wandering eye is treated as a psicrystal created by a character of your occultist level, except that it does not gain a personality, cannot have powers shared with it or channeled through it, and is naturally invisible. You can see and hear through the wandering eye, and may direct its movements telepathically so long as it remains within 1 mile. The wandering eye remains for 10 minutes per occultist level before winking out. If also winks out it strays further than 1 mile away from you.

Metacreativity Implements

Implements used with metacreativity allow the occultist to create constructs of pure thought.

Associated School: Conjunction.

Implements: Crystalline items, artisan's tools, sculptures, writing implements and the written word.

Resonant Power: Each time the occultist invests mental focus into a metacreativity implement, the implement grants the following resonant power. The implement's bearer gains the benefits of this power until the occultist refreshes his focus.

Armor of the Mind (Su): The implement creates a thin barrier of force. Whoever wears or holds the implement gains a +1 armor bonus to their AC for every point of mental focus invested in the implement, up to a maximum bonus of $3 + 1$ for every four occultist levels you possess. Unlike a normal armor bonus, this bonus is also added to the bearer's touch AC.

Base Focus Power: All occultists who learn to use metacreativity implements gain the following focus power.

Astral Guardian (Ps): You create a construct of thought and ectoplasm to destroy your foes. When you invest mental focus into this implement, choose a configuration of a 1st-level astral construct. At 4th level and every 3 levels thereafter, the level of the astral construct you can create increases by 1, up to a maximum of a 7th-level astral construct at 19th level. You cannot choose an astral construct of a higher level than the number of points of mental focus invested in this implement, and cannot change your choice until you refresh your mental focus.

As a standard action, you can expend your psionic focus to call your astral guardian into being, as if you had manifested the *astral construct* power. You cannot regain the psionic focus you expended to call your astral guardian while it remains manifested, although you can dismiss it at any time as a free action to regain your psionic focus. If your astral guardian is destroyed or strays further than 100 feet from you, it dissipates without refunding your psionic focus, but can be recreated with full hit points later by creating it again. You cannot call your astral guardian if you currently have a servitor or another astral guardian (see the "Conjunction Implements" section in Chapter 1

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of *Pathfinder Roleplaying Game: Occult Adventures*), and you cannot summon a servitor if your astral guardian is manifested. If the amount of mental focus remaining within this implement falls below the level of your astral guardian, then you can no longer call it until it is again equal to or greater than the level of your astral guardian (either by refreshing your mental focus or using the shift focus ability).

Focus Powers: In addition to gaining the base focus power, occultists who learn to use metacreativity implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

Create False Implement (Su): You can expend 1 point of mental focus to create a temporary copy of one of your psicrystal implements. This implement functions as a masterwork version of the item you turned into that psicrystal implement. It does not have any of the magical or psionic properties that the real version did, nor is it a psicrystal or a creature like the real version is. However, having it on your person or within your reach allows you to manifest the psionic powers stored in that implement. The implement can't be used to store mental focus or create any effects that require mental focus. The implement lasts for 10 minutes per occultist level you possess.

From Nothing (Ps): As a full-round action that provokes attacks of opportunity, you can expend 2 points of mental focus to use *ectoplasmic creation* as a psi-like ability, with a manifester level equal to your occultist level.

Glue Gun (Ps): As a standard action that provokes attacks of opportunity, you can expend 1 point of mental focus to fire several sticky globs of ectoplasm at creatures within 30 feet. You can target one creature with this ability at 1st level, plus an additional creature for every two occultist levels you possess beyond 1st (2 at 3rd, 3 at 5th, and so on, up to a maximum of 10 creatures at 19th level). Make a ranged touch attack against each target. If you hit, that target becomes entangled for a number of rounds equal to your Intelligence modifier. The sticky ectoplasm evaporates at this ability's duration, and entangled creatures can attempt to break free as a move action by making a Strength or Escape Artist check with a DC equal to $10 + \frac{1}{2}$ your occultist level + your Intelligence modifier.

Guardian Angel (Su): You can expend 1 point of mental focus to call your astral guardian as an immediate action, rather than a standard action. You must still expend your psionic focus as normal.

Home Field Advantage (Su): As a standard action, you can expend 1 point of mental focus to create a number of ectoplasmic pillars within 10 feet per occultist level. These pillars are 5 feet wide and can be up to 5 feet tall per occultist level, and must appear within unoccupied spaces on solid ground that you can see.

You can create one pillar per three occultist levels, and the pillars last for a number of rounds equal to your occultist level before dissipating. The pillars are treated as stone, except that they block incorporeal and ethereal movement as if they were a force effect. You must be at least 7th level to select this focus power.

Shrapnel Blast (Su): As a standard action that does not provoke attacks of opportunity, you can expend 1 point of mental focus to create an explosion of crystalline shrapnel around you. This blast deals 5d6 points of piercing and slashing damage, plus an additional 1d6 points of damage for every two occultist levels you possess beyond 5th (6d6 at 7th, 7d6 at 9th, and so on, up to a maximum of 12d6 at 19th level). The blast is a 10-foot burst, centered on you, and each creature within the area can make a Reflex save to take half damage. You do not take damage from this burst. You must be at least 5th level to select this focus power.

Psychokinesis Implements

Implements used with psychokinesis allow the occultist to control force and energy.

Associated School: Evocation.

Implements: Crystalline items, items that normally contain the elements (lanterns, batteries, flasks, and the like), items associated with force or impacts (such as weapons or ammunition).

Resonant Power: Each time the occultist invests mental focus into a psychokinesis implement, the implement grants the following resonant power. The implement's bearer gains the benefits of this power until the occultist refreshes his focus.

Heat Sink (Su): The implement dissipates elemental energies. Whoever wears or holds the implement gains resistance to your active energy type equal to your the amount of mental focus invested in the implement, up to a maximum amount equal to three times your occultist level. When you change your active energy type, this resistance changes as well, regardless of the distance between you and the implement's bearer.

Base Focus Power: All occultists who learn to use psychokinesis implements gain the following focus power.

Elemental Fusillade (Ps): As a standard action that provokes attacks of opportunity, you can expend your psionic focus to fire a number of missiles of energy at targets within 60 feet. You fire a number of missiles equal to the amount of mental focus remaining within this implement, up to a maximum of $1 + \frac{1}{2}$ for every two occultist levels you possess beyond 1st (2 at 3rd, 3 at 5th, and so on, up to a maximum of 10 missiles at 19th level). Each missile requires a ranged touch attack to hit, and deals points of damage of your active energy type equal to $1d8 +$ your Intelligence modifier.



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Focus Powers: In addition to gaining the base focus power, occultists who learn to use psychokinesis implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

Domain Control (Su): As an immediate action, you can expend 2 points of mental focus to project a field of telekinetic force that enhances your movements and hinders your enemies. For a number of rounds equal to your Intelligence modifier, opponents treat all squares within 10 feet of you as difficult terrain and you gain a +30-foot enhancement bonus to each of your movement speeds. You must be at least 5th level to select this focus power.

Lance Strike (Ps): As a standard action that provokes attacks of opportunity, you can expend 1 point of mental focus to create a column of intense energy. This ability has a range of 100 feet, and deals 1d6 points of damage of your active energy type per occultist level. The column of energy deals damage to each creature in a 5-foot-radius cylinder that may be up to 10 feet high per occultist level. Each affected creature can attempt a Reflex save to halve the damage.

Gravity Pulse (Ps): As a standard action that provokes attacks of opportunity, you can expend 2 points of mental focus to unleash a pulse of telekinetic force in a 30-foot spread, centered on you. Each creature other than you within the burst must succeed at a Reflex save or be knocked prone. You must be at least 5th level to select this focus power.

Power Slam (Su): As a standard action, you can expend 1 point of mental focus to deliver a devastating blow. Make a melee touch attack. If it hits, it deals 1d6 points of damage per occultist level you possess, and the target must succeed at a Reflex save or be pushed backwards 5 feet per two occultist levels you possess. If the target would be pushed into an occupied space, both it and the creature or object they collided with take bludgeoning damage equal to $1d8 + \text{your Intelligence bonus (if any)}$. This damage is in part the result of a powerful psionic shockwave, and thus ignores damage reduction and hardness.

Puppet Show (Ps): As a standard action that provokes attacks of opportunity, you can expend 1 point of mental focus to use control object as a psi-like ability, with a manifester level equal to your occultist level. You do not need to concentrate on this power, although you must take a standard action of concentration to give your controlled objects new orders. You can only have one instance of this effect at any one time; if you use the ability again, the old one ends. You must be at least 7th level to select this focus power.

Reshape Power (Su): As part of manifesting a psychokinesis power with an area of effect, you can expend a number of points of mental focus up to your Intelligence modifier to exclude an equal number of squares from the area.

Psychometabolism Implements

Implements used with clairsentience enhance the occultist's body and grant them control over form.

Associated School: Transmutation.

Implements: Crystalline items, melee weapons, items used in athletics or physical training.

Resonant Power: Each time the occultist invests mental focus into a psychometabolism implement, the implement grants the following resonant power. The implement's bearer gains the benefits of this power until the occultist refreshes his focus.

Emblem of Vigor (Su): The implement strengthens its bearer's body. Whoever wears or holds the implement gains a 5 temporary hit points for every point of mental focus invested in the implement, up to a maximum bonus of 10 temporary hit points per occultist level you possess. These temporary hit points form a persistent pool; if the implement passes from one creature to another, the amount of temporary hit points remaining is retained (for example, if a character has 10 temporary hit points from this ability and takes 3 points of damage, then later gives the implement to another character, the second character would only gain 7 temporary hit points). If the bearer of this implement receives healing that would bring them over their maximum hit points, any excess healing will restore the temporary hit points in this implement (up to 5 hit points per point of mental focus). They do not stack with the temporary hit points granted by other psychometabolism implements.

Base Focus Power: All occultists who learn to use psychometabolism implements gain the following focus power.

Remodeling (Su): You can take on alternate appearances as easily as you change clothes. When you invest mental focus into this implement, you can design one alternate form for each point of mental focus you invested. These alternate forms can be any appearance you could assume with a disguise self spell, except that the changes are entirely physical in nature rather than illusory, and you may not alter your clothing or equipment. You can assume any of these forms as a full-round action. Your ability scores do not change when you use this ability, although you may lose access to natural attacks (such as claws) if you do not include them in your alternate appearance. The alteration lasts for as long as you carry this implement or until you refresh your mental focus. You can disguise yourself as specific individuals with this ability, and receive the normal bonus for magical alteration when using it to make disguises.

Focus Powers: In addition to gaining the base focus power, occultists who learn to use psychometabolism implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

Augmented Athletics (Su): While you are psionically focused, you gain a bonus on Strength- and Dexterity-based checks (including skills) equal to the amount of

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mental focus remaining within this implement, up to a maximum of three times your occultist level.

Bestial Transformation (Ps): As a swift action, you can expend 1 point of mental focus use either *claws of the beast* or *bite of the wolf* as a psi-like ability, with a manifester level equal to your occultist level.

Enduring Body (Su): As an immediate action, you can expend 1 point of mental focus to gain damage reduction/– equal to the amount of mental focus remaining within this implement + your Intelligence bonus (up to a maximum amount of damage reduction equal to three times your occultist level). This damage reduction lasts until the start of your next turn.

Metamorphosis (Ps): As a standard action that provokes attacks of opportunity, you can expend 2 points of mental focus to use *metamorphosis* as a psi-like ability, with a manifester level equal to your occultist level. You must be at least 9th level to select this focus power.

Overwhelm (Su): As a standard action, you can expend 1 point of mental focus to overload a body's motor functions. Make a melee touch attack. If it hits, the target must succeed at a Fortitude save or fall prone and become helpless for one round. You must be at least 5th level to select this focus power.

Remodel Other (Ps): As a full-round action that provokes attacks of opportunity, you can expend 1 point of mental focus to alter the appearance of another creature of the same size category and general shape (number of limbs, humanoid or nonhumanoid form, and so on). You must succeed at a melee touch attack to affect an unwilling creature, and they may make a Fortitude save to negate this effect. Their appearance changes to one of the forms you selected for your remodeling focus power for a number of hours equal to your occultist level.

Psychoportation Implements

Implements used with clairsentience grant the occultist control over place and space.

Associated School: Conjuration.

Implements: Crystalline items, items with moving parts, items that are only one part of a set.

Resonant Power: Each time the occultist invests mental focus into a psychoportation implement, the implement grants the following resonant power. The implement's bearer gains the benefits of this power until the occultist refreshes his focus.

Right Place, Wrong Time (Su): The implement works defensively, phasing out body parts just as a blow might land. Whoever wears or holds the implement gains a 2% miss chance for every point of mental focus invested in the implement, up to a maximum miss chance of 10% + 5% for every four occultist levels you possess. This miss chance does not stack with concealment.

Base Focus Power: All occultists who learn to use psychoportation implements gain the following focus power.

Momentum Transfer (Su): As a move action, you take a penalty to each of your speeds of up to 5 feet per 2

points of mental focus remaining within this implement (up to a maximum penalty of 10 feet + 5 feet per occultist level) to grant an ally within close range (25 feet + 5 feet per 2 occultist levels) an equal bonus to each of their movement speeds. This is a circumstance bonus, and both the penalty and the bonus last for one round. You must be psionically focused to use this ability.

Focus Powers: In addition to gaining the base focus power, occultists who learn to use psychoportation implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

Bring the Rain (Su): As a full-round action, you can expend 3 points of mental focus to transform the area around you into a nexus of warped space. For one round, your allies within 100 feet may cast spells, make attacks, and use abilities as if they were within your space. If they do not have line of sight to their targets, they may still make their attacks, but they suffer a 50% miss chance, as if the targets had total concealment. You must be at least 11th level to select this focus power.

Castling (Ps): As a standard action that provokes attacks of opportunity, you can expend 1 point of mental focus to switch places with a willing ally within close range (25 feet + 5 feet per 2 occultist levels). This is a teleportation effect.

Scramble (Su): As a standard action, you can expend 1 point of mental focus to harmfully jitter a creature or object's position in space. Make a melee touch attack. If it hits, you deal 1d4 points of damage per occultist level. This damage is from the target's physical form being scrambled, and thus ignores damage reduction and hardness.

Tactical Teleport (Su): As a move action, you can expend 1 point of mental focus to teleport to any unoccupied space within close range (25 feet + 5 feet per 2 occultist levels). This is a teleportation effect. You must be at least 5th level to select this focus power.

Time Hop (Ps): As a standard action that provokes attacks of opportunity, you can expend 2 points of mental focus to use time hop as a psi-like ability, with a manifester level equal to your occultist level. You must be at least 7th level to select this focus power.

Twisted Path (Ps): As a standard action that provokes attacks of opportunity, you can expend 1 point of mental focus to twist the movements of a creature within 100 feet unless it succeeds at a Will save. If they fail their saving throw, they may only move diagonally for one minute.

Telepathy Implements

Implements used with telepathy grant the occultist power over minds and connections between them.

Associated School: Enchantment.

Implements: Crystalline items, correspondences (such as letters, packages, or notes), items worn on the head.

Resonant Power: Each time the occultist invests mental focus into a telepathy implement, the implement grants

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the following resonant power. The implement's bearer gains the benefits of this power until the occultist refreshes his focus.

Guarded Thoughts (Su): The implement protects its bearer's mind from intrusion. Whoever wears or holds the implement gains a +1 insight bonus on Will saving throws against effects that would read their mind, force them to tell the truth, or otherwise reveal their thoughts for every 2 points of mental focus invested in the implement, up to a maximum bonus of 1 + 1 for every three occultist levels you possess. If the bearer of the implement succeeds on a Will save against such an ability, the effect's originator does not become aware of it, and the implement's bearer can potentially present false surface thoughts, using a Bluff check opposed by their opponent's Sense Motive check.

Base Focus Power: All occultists who learn to use telepathy implements gain the following focus power.

All for One (Su): You can form a special bond between your senses and a willing ally's with a touch as a standard action. You may bond with a number of creatures in this way equal to the amount of mental focus points invested in this implement. While you are psionically focused, you can shift your perceptions to see through the eyes and ears of any of the allies you have bonded with as a free action, so long as they are within 1 mile. If the amount of mental focus remaining within this implement falls below the number of bonded allies, you must choose allies to relinquish the bond with in order to meet your new maximum. At 10th level, the range from which you can share your allies' senses increases, and you can do so as long as your allies are on the same plane of existence.

Focus Powers: In addition to gaining the base focus power, occultists who learn to use clairsentience implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

Charming Presence (Su): While you are psionically focused, you gain a bonus on Diplomacy and Intimidate checks to influence a creature's attitude equal to the amount of mental focus remaining within this implement (up to a maximum of 1/2 your occultist level). When you succeed at a Diplomacy or Intimidate check to influence a creature's attitude, you can

expend 2 points of mental focus as a free action to plant a subliminal order. The target must succeed at a Will save or fall under your sway as if you had cast *suggestion* on them. You need not voice your suggestion; thinking it is enough. This is a mind-affecting effect. You must be at least 9th level to select this focus power.

General's Orders (Ps): As a standard action that provokes attacks of opportunity, you can expend 1 point of mental focus to allow an ally bonded to you with All for One to take the attack action as a free action, even if it isn't their turn.

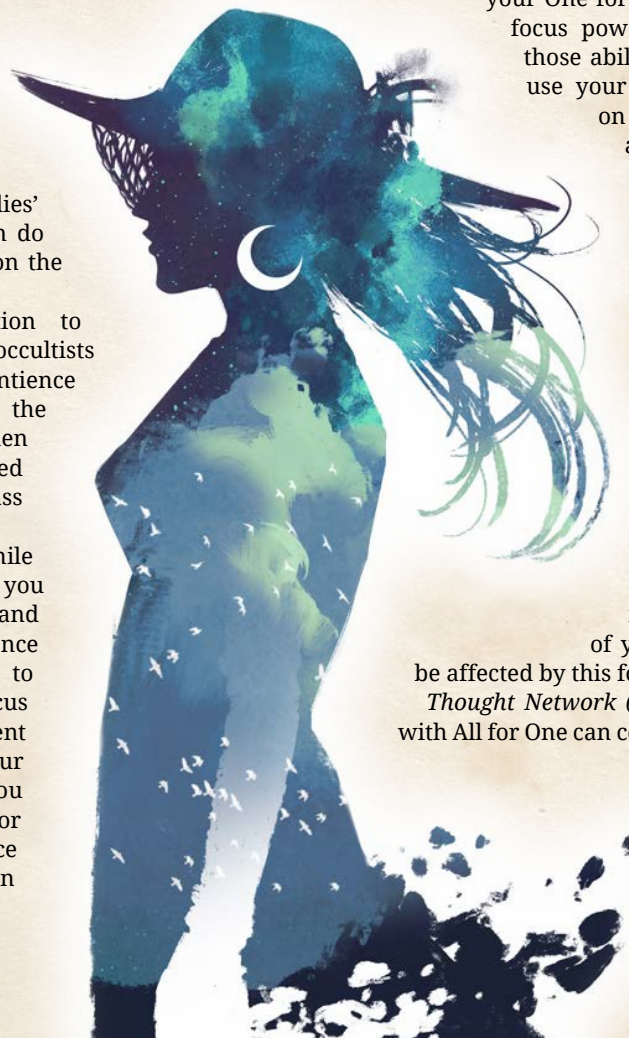
Halt (Su): As an immediate action, you can expend 1 point of mental focus to force a moving opponent to stop. That creature must succeed at a Will save or end its move and become unable to willingly leave its space until the end of its turn. This is a mind-affecting effect.

Insidious Infiltration (Su): When looking through the eyes of an creature bonded to you with All for One, you can expend 1 point of mental focus to shift their bond to another creature they touch or strike with a melee attack. Using this ability is a free action that can be taken even if it isn't your turn. That creature must succeed at a Will save or have your ally's bond transfer to them. If they succeed on their save, the bond is severed entirely; if they fail, then you can look through their eyes as if they had accepted a bond from your All for One focus power. You may opt to leave them out of

your One for All and Thought Network focus powers, should you also use those abilities. In addition, you can use your all for one focus power on unwilling targets. Such a target can make a Will save to negate the effect. You must be at least 5th level to select this focus power.

One for All (Su): As a free action, you can expend 1 point of mental focus to allow each ally bonded to you with All for One to use your senses in addition to their own for a number of rounds equal to your occultist level. An ally must be within the range of your All for One ability to be affected by this focus power.

Thought Network (Su): Allies bonded to you with All for One can communicate telepathically with you and each other, so long as they remain within All for One's range.



CHAPTER 6: TIME SENSITIVES

Empath (Medium Archetype)

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

—Anne O'Malley, wayfaring empath

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

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

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

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

Power Points/Day: An empath's ability to manifest powers is limited by the power points she has available. Her base daily allotment of power points is given on Table 6-1: Empath Powers. In addition, she receives bonus power points per day if she has a high Charisma score (see Table 2-1: Ability Modifiers and Bonus Power Points in Chapter 2 of *Ultimate Psionics*). Her race may also provide bonus power points per day, as may certain feats and items.

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

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

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

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

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

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

TABLE 6-1: EMPATH POWERS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

TABLE 6-2: ZEITGEIST POWER POINTS DEMANDED AND PSIONIC POWERS OFFERED

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

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

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

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

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

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

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

She also gains one of *astral traveler*, *empathic connection*, or *precognition* as a 1st-level psionic power known.

Each of these powers gains the network descriptor for the empath.

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

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

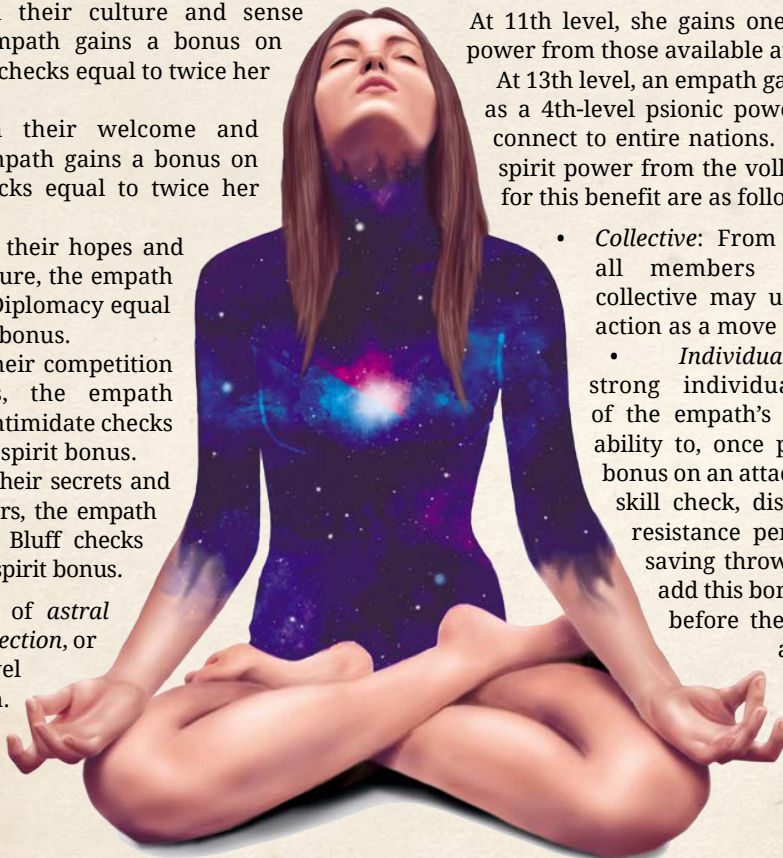
At 9th level, an empath gains *dispel psionics* as a 3rd-level psionic power known, and her connection to the world extends outward to include more people, from a pastoral countryside to a large city. She gains an intermediate spirit power from the volksgeist. Each intermediate spirit power taps into another aspect of the community, granting her a bonus feat even if she does not meet its prerequisites. The bonus feats here may be used to meet prerequisites for other feats, but if the choice is changed the empath may no longer meet those prerequisites and thus lose the use of feats that depend on them.

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

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

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

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



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

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

- *Divided*: By tapping into the borders and divisions of the world, the empath gains the ability to manifest *wall of force* as a 5th level power, costing 9 power points. For every 2 power points extra she spends, she can augment the power to cause the wall to have a corner of up to 90 degrees. For every 4 power points extra she spends, she can augment the power to create a section of floor or ceiling, which must attach to the bottom or top of a segment of wall.
- *United*: By tapping into the connections and relationships of the world, the empath gains the ability to manifest *metaconcert* as a 5th-level power, costing 9 power points. It gains the network descriptor for her. Furthermore, for every 4 power points extra she spends, she can augment the power by adding a creature from her collective to the *metaconcert* but exempting that creature from the power point contribution requirement. This creature need not be psionic. For the purposes of manifesting powers from the *metaconcert*, that creature has a manifester level equal to half the empath's.

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

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

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

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

An empath can manifest certain powers through her collective. If a psionic power specifies one or more willing targets (or is harmless) and has a range greater than

personal, she can manifest this power on a member of her collective regardless of the range of the actual power. All other non-range restrictions still apply. She may also manifest any power with the network descriptor this way, regardless of its actual range or targets. If she is capable of manifesting powers or casting spells from a different class (as is the case for a multiclass empath), any compatible spell or power with a range greater than touch can also be used through the collective.

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

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

This ability replaces astral journey.

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

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

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

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

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

This ability replaces location channel.

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

PSIONICS AUGMENTED: OCCULT

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

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

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

This ability replaces astral beacon.

Empaths and Maximum Power Level

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

Empath Power List

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

- 0-Level (Talents)—*Blinding flash*, *conceal thoughts*, *crystal light*, *detect psionics*, *disruptive touch*, *distract*, *ectoplasmic trinket*, *empathy*, *energy splash*, *far hand*, *float*, *fortify (lesser)*, *halt death*, *hinder*, *judge*, *missive*, *my light*, *psionic repair*, *sense poison*, *telekinetic punch*, *toughen*, *vim*.
- 1st—*Astral construct*, *astral traveler*, *attraction*, *biofeedback*, *compression*, *déjà vu*, *ectoplasmic creation*, *ecto protection*, *empathic connection*, *empty mind*, *expansion*, *fortify*, *guidance of the*

A NEW ZEITGEIST

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

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

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

ancestors, *guide the willing*, *mindlink*, *mind thrust*, *precognition*, *precognition (defensive)*, *precognition (offensive)*, *precognition (tactical)*, *prescience (offensive)*, *shunning of the material*, *skate*, *skills as one*, *synesthete*, *vigor*.

- 2nd—*Animal affinity*, *dimension swap*, *object reading*, *aversion*, *clairvoyant sense*, *cloud mind*, *clutching the shroud*, *coordinate as one*, *empathic condition relief*, *gravitational well*, *false future*, *hustle*, *id insinuation*, *metamorphosis (minor)*, *missive (mass)*, *read thoughts*, *reconstruction*, *sensitivity to psychic impressions*, *share pain*, *sidestep*, *sustenance*, *time hop*.
- 3rd—*Astral caravan*, *battlesense*, *body purification*, *concussive onslaught*, *dispel psionics*, *ectoplasmic grapple*, *empathic transfer (hostile)*, *eradicate invisibility*, *escape detection*, *false sensory input*, *graft armor*, *graft weapon*, *metamorphosis*, *physical acceleration*, *psionic lion's charge*, *release death's hold*, *share pain (forced)*, *touchsight*, *ubiquitous vision*, *withstand as one*.
- 4th—*Anchored navigation*, *augured answer*, *aura sight*, *battle transformation*, *control body*, *death urge*, *dimension slide*, *energy adaptation*, *energy ball*, *memory modification*, *mindwipe*, *psychic reformation*, *psychokinetic charge*, *quintessence*, *remote viewing*, *sense as one*, *sensory cascade*.
- 5th—*Adapt body*, *clairtangent hand*, *ectoplasmic creation (major)*, *flight*, *induce nightmare*, *metaconcert*, *parasitic possession*, *pierce the veils*, *planar travel*, *prowess as one*, *psionic revivify*, *shatter mind blank*, *steadfast perception*, *summoning strike*.
- 6th—*Aura alteration*, *barred mind (personal)*, *metamorphosis (major)*, *sustained flight*, *technique as one*, *temporal acceleration*.

PSIONICS AUGMENTED: OCCULT

ZEITGEISTS

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

—Cogito, Sum of the First Thoughts

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

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

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

Zeitgeist Descriptions

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

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

Compulsion: Empaths contracted with the zeitgeist must obey this compulsion or risk psychic enervation.

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

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

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

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

LESSER ZEITGEISTS

Cogito, Sum of the First Thoughts

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

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

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

Goal: Do something no one has ever done before.

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

Spirit Power: Whenever you anger a zeitgeist and would suffer psychic enervation, you may expend your psionic focus. If you do, you do not suffer psychic enervation until you regain psionic focus, at which point you immediately take its full effect. If you have more than one psionic focus (such as by the Deep Focus or Psicrystal Containment feats), you must expend all your psionic focuses to use this ability, and the psychic enervation takes effect as soon as you regain any.

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

Imperator, the Foundation of Civilization

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

Associated Events: Coronations, elections, and the like.

Compulsion: Always put others first.

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

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

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

PSIONICS AUGMENTED: OCCULT

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

Ilkahnval, the First Elan

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

Associated Events: The creation of an elan.

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

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

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

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

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

Little Dip o' the Dops, an Education in Survival

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

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

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

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

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

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

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

Obelisk, the First Monument

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

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

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

—Percy Bysshe Shelley

Associated Events: Erecting a monument.

Compulsion: Ensure all know of your triumphs.

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

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

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

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

PSIONICS AUGMENTED: OCCULT

Parasite, Memetic Virus

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

Associated Events: The spread of new phrases and clichés.

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

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

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

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

Level	Parasite's Psionic Powers
1st	<i>Déjà Vu</i> ^A – Your target repeats his last action.
1st	<i>Mind Thrust</i> ^A – Deal 1d10 damage.
1st	<i>Prescience, Offensive</i> ^A – Gain a +2 insight bonus on damage rolls.
2nd	<i>Id Insinuation</i> ^A – Swift tendrils of thought disrupt and confuse your target.
3rd	<i>Empathic Transfer, Hostile</i> ^A – Your touch transfers your hurt to another.

Riastrad, the Last Stand

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

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

Compulsion: Never abandon an ally.

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

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

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

Level Riastrad's Psionic Powers

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

INTERMEDIATE ZEITGEISTS

Aicanique, the Eternal Martyrdom

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

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

Compulsion: Defend the dignity of undeath.

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

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

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

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

Level Aicanique's Psionic Powers*

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

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

PSIONICS AUGMENTED: OCCULT

Charade, the Great and Powerful

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

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

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

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

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

Spirit Power: When you contract with Charade, the Great and Powerful, you create an alternate persona for yourself. For the purposes of effects that seek information about you, such as many clairsentience powers and divination spells, this persona has its own race, class, alignment, surface thoughts, magic auras, and so on. While disguised as this persona and acting in character, you may make a Disguise check whenever targeted by such an effect, opposed by the originator of the effect's Sense Motive check. If win the opposed check, the originator of the effect receives information about your alternate persona and not about you. You may apply your spirit bonus on this Disguise check.

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

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

Hivemind, the Futility of Resistance

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

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

Compulsion: Do not dissent.

Goal: Pressure dissenters to fall in line.

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

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

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

Iron Eye, the Broadcast

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

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

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

Goal: Reveal a secret at an especially dramatic moment.

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

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

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

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

PSIONICS AUGMENTED: OCCULT



Metus, the Ceaseless Paranoia

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

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

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

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

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

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

Level Metus' Psionic Powers

2nd	<i>Animal Affinity</i> [^] – Gain a +4 bonus to one ability.
2nd	<i>Metamorphosis, Minor</i> [^] – Change your physical form to a minor degree.
3rd	<i>Metamorphosis</i> [^] – Change your physical form.
4th	<i>Battle Transformation</i> [^] – You gain combat bonuses.

Numquam, the Lost Moment

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

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

Compulsion: Never break objects.

Goal: Save an important, dangerous object from destruction.

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

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

Level Numquam's Psionic Powers

2nd	<i>Dimension Swap</i> [^] – You and an ally switch places.
2nd	<i>Time Hop</i> [^] – Subject hops forward in time 1 round/level.
3rd	<i>Dimension Slide</i> [^] – Teleports you a very short distance.
4th	<i>Fold Space</i> [^] – Teleports you and touched allies a short distance.

Siderea, the Ether Nova

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

PSIONICS AUGMENTED: OCCULT

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

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

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

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

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

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

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

GREATER ZEITGEISTS

Et Panem, the Championship

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

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

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

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

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

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

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

Evol, the Star Beast

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

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

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

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

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

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

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

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

Jammer, the Age of Exploration

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

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

PSIONICS AUGMENTED: OCCULT

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

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

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

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

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

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

Nirvana, the Becoming One

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

Associated Events: Meditation of all kinds

Compulsion: Do not willingly accept morale bonuses.

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

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

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



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

Yus, the Tortured Torturer

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

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

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

PSIONICS AUGMENTED: OCCULT

Goal: Break another being, completely reshaping its outlook.

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

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

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

SUPREME ZEITGEISTS

Athame, the First Falling

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

Associated Events: The falling of an angel.

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

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

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

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

Level Athame's Psionic Powers

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

Mac Dex, the March of Progress

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

Associated Events: World-changing inventions.

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

Goal: Invent something new.

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

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

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

Gate Bolter: This device appears to be a strange, sleekly-designed crossbow of sorts. The *gate bolter* is treated as a light crossbow, except that it generates its own ectoplasmic ammunition, does not need to be reloaded, and deals no damage on a successful hit. Instead, an attack with it creates a small circular portal with a radius of 5 feet on any solid, flat surface large enough to contain it (such a surface has an AC of 5). When two portals have been created, they connect to create a gate, allowing creatures, objects, spell effects, and so on to pass through one portal and exit from the other. Persistent emanations and similar effects (such as auras), however, do not pass through these portals. If the *gate bolter*'s wielder creates a third portal, one of the existing portals of her choice winks out, and the remaining portal links with the new one. Though the *gate bolter* itself seems to be nonmagical and functions in an *antimagic field*, the portals themselves are supernatural in nature, and as such are suppressed by an *antimagic field*. Furthermore, they can be dispelled as if they were

PSIONICS AUGMENTED: OCCULT

spell effects with a caster level equal to your manifester level. Portals created by the gate bolter cannot connect across planar boundaries.

Walker's Cloth: This sheet of ectoplasmic cloth is soft, fairly warm, and reasonably absorbent. More importantly, however, it is somehow a universally-recognized status symbol. Intelligent and civilized creatures who are indifferent or friendly towards you improve one step in attitude (to friendly or helpful, respectively) when they first learn you have it, and everyone, even those hostile towards you, will respect you as a capable adventurer who knows exactly what he or she is doing. Even if you later lose it, that first impression will always remain. Summoning the cloth is a standard action. You can summon the cloth even if it is held by another creature or across a planar boundary.

Level Mac Dex's Psionic Powers

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

Slash, a Tear in Space

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

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

Compulsion: Do not show mercy.

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

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

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

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

Your warp blade always deals lethal damage that cannot be mitigated in any way; it automatically overcomes damage reduction and ignores hardness. If



it damages a creature with regeneration, that creature's regeneration is suppressed for one round. A creature slain with this weapon cannot be brought back to life except by *miracle* or *wish*.

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

Level Slash's Psionic Powers

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

Tessa, the Regal Administration

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

PSIONICS AUGMENTED: OCCULT

Associated Events: Saving the world.

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

Goal: Save the world.

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

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

Level	Tessa's Psionic Powers
4th	<i>Sense as One^{A,N}</i> – You and another share extraordinary senses.
5th	<i>Metaconcert^A</i> – Mental concert of two or more increases the total power of participants.
6th	<i>Technique as One^{A,N}</i> – You and another share the use of one feat between you.

You

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

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

Compulsion: Do not volunteer any personal information to anyone.

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

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

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

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

If you use your *major metamorphosis* power, you can extend this ability to any creature of any type of body plan. You must use the *major metamorphosis*'s power to

replicate any special abilities of the creature you wish to copy, which may mean your copy cannot be quite perfect.

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

Vinum Verum, the Altered Experience

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

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

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

Goal: Discover a new enjoyable mind-affecting effect.

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

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

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

PSIONICS AUGMENTED: OCCULT

EMPATHS IN THE WORLD

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

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

Empaths mentally reach out to these psionic thought-constructs, and through them manipulate those myriad connections. She uses psionic power to interface with and control the zeitgeists' connections, but she derives psychic power from them.

Transparency Variants

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

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

The Psionic–Psychic Empath: The powers that an empath accesses through the volksgeist and zeitgeists come from connections and history, the hallmarks of psychic magic. When playing a campaign where psionics are different from magic, the empath effectively manifests psychic spells, rather than psionic powers. She still has the same power list, spends power points, and does not require psychic components (the power points tap her connection to the cosmic collective, which is the source of the necessary thought and emotion), but the result interacts with spell resistance rather than power resistance, *antimagic field* rather than *null psionics field*, and so on.

The empath herself is still a manifester with a manifester level, and counts as capable of manifesting powers. She still takes psionic and metapsionic feats, and applies them to her manifesting. It is only the result of that manifesting that is treated as a spell effect (even if it has been improved with e.g. a metapsionic feat) for the

purposes of interacting with other effects. The empath is not considered a spell caster or capable of casting spells.

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

Rune Magic Variant

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

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

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

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

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

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

Empaths and Zeitgeist Binders

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

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

Volksgeist Binder

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

Prerequisites: Settlement avatar class feature, volksgeist class feature.

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

CHAPTER 7: OTHER RULES

PSYCHIC SKILL UNLOCKS

Though they may not be truly psychic spellcasters, characters with levels in an archetype from *Psionics Augmented: Occult* may use occult skill unlocks as if they could cast psychic spells.

Anticipate Ambush (Knowledge [martial])

Your knowledge of how enemies move and think while fighting has made you sensitive to subtle psychic cues that indicate when you're about to be attacked.

Check: Once per day, when you fail a Perception check to notice hostile creatures (either to determine whether you can act in the surprise round, or as part of an attempt to pinpoint a hidden creature you know is there), you may reroll that check as a Knowledge (martial) check with a +5 bonus.

Action: None.

Try Again: Yes. You may attempt to notice the same creatures more than once, but only once per day.

Project Hostility (Intimidate)

You can intimidate creatures by exposing them to your sinister thoughts.

Check: Whenever you attempt to demoralize an opponent with the Intimidate skill, you may choose to do so entirely through psychic power, allowing you to demoralize an opponent even if they cannot see or hear you. Outside observers (even the target of your demoralization attempt) cannot tell that you have performed any hostile action unless you allow them to, and if you succeed then your target does not understand the source of its fear.

Once you target a creature with this ability, they are immune to further uses of this ability from you for the next 24 hours, though you can still attempt to demoralize them normally.

Action: None.

Try Again: Yes. You may attempt to psychically intimidate a creature more than once, but only once per day.

Suppress Psyche (Autohypnosis)

You have learned not only how to call things to mind, but also how to lock them away.

Check: Once per day, you can meditate for ten minutes in order to suppress part of your conscious mind. If you wish, you may also set a trigger condition which reverses this process instantly. After ten minutes, you attempt a DC 25 Autohypnosis check to put the relevant mental blocks in place.

Perception Filter: Choose one object, creature or type thereof (such as "longswords," "elves," "my +1 greatsword", or even a specific individual). You are unable to perceive the chosen subject and act at all times as if it were not present. This only applies to your

actions, not their effects; for example, if you are tied up, you could use this skill unlock to make yourself believe the ropes were not there, but you would still be tied up. You still have enough subconscious awareness of your surroundings that you will attempt to walk around obstacles if possible. If you are forced into combat against something you cannot perceive due to this ability, treat it as invisible (even if you could normally see invisible creatures). While normally used to prevent information leaks, this ability is also useful for fighting creatures that are somehow dangerous to look at (such as medusas).

Suppress Knowledge: You voluntarily forget about one topic, burying all related memories and knowledge in the deepest recesses of your mind (including the fact that you have used this ability, if you wish). Anyone attempting to extract information on that topic from your mind must succeed on a Sense Motive check (DC equals your Autohypnosis check result when you used this skill unlock) or fail to discover it. You can still form new memories about the topic afterwards.

Suppress Talent: You may voluntarily give yourself negative levels up to half your Hit Dice (minimum 0), even if you are normally immune to negative levels. While under the effects of this ability, you count as a creature of your reduced level for the purpose of spells such as *detect evil* and similar effects. The penalty to skill checks from these negative levels becomes a bonus when applied to Bluff or Disguise checks made to seem less dangerous. You may dismiss this effect as a full-round action, or as a move action by expending your psionic focus.

Action: Suppressing part of your mind requires ten minutes of uninterrupted concentration.

Try Again: Yes. You may attempt to suppress more than one part of your conscious mind, but only once per day.

Touch Telepathy (Knowledge [psionics])

You are capable of a limited form of telepathy which functions only through direct skin contact.

Check: While you are in physical contact with a willing creature, you can communicate with each other telepathically as if under the effects of the *mindlink* power. Once per day, you may attempt to form this bond with a creature who is not willing by succeeding on a melee touch attack as a standard action, or by attempting to start a grapple. If you succeed, then you form a *mindlink* which lasts for 1 round per rank in Knowledge (psionics) you possess, but only functions while you are in physical contact.

Action: Touching an unwilling creature to establish contact is a standard action.

Try Again: Yes. You may contact the same unwilling creature more than once, but only once per day.

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TABLE 7-1: NEW FEATS

Feat Name	Prerequisites	Description
Absolute Focus	Autohypnosis 3 ranks, focus powers class feature	Expend psionic focus to cheapen a single focus power.
Augmented Elements	Kineticist level 1st	Learn a simple blast from any element.
Boon Phantom	Phantom class feature	Increase your effective level for phantom statistics.
Charlatan	Bluff 1 rank, Spellcraft 1 rank	Disguise magical effects as different effects.
Composite Power (Metapsionic)	—	Use multiple elements in a psionic power.
Detect Hostility	Blind Fight or the scent ability, Knowledge (martial) 5 ranks	Sense killing intent using psychic skill unlocks.
Constant Vigilance	Detect Hostility	Passively detect hostility.
Extended Crystalline Bond	Crystalline bond class feature	Use crystalline bond for 6 more rounds per day.
Fire Starter	Bardic performance or raging song class feature, kineticist level 1st	Stack kineticist levels with other levels for performances, and start songs with <i>kinetic blasts</i> .
Thunderstruck	Fire Starter, inspire courage class feature	Imbue allied weapons with energy instead of granting bonuses with inspire courage.
Inner Fire	Gather power class feature	Expend psionic focus to gather more power.
Kinetic Duelist	Two Weapon Fighting, <i>kinetic blade</i> wild talent	Wield two <i>kinetic blades</i> .
Mass Haunting	Collective class feature, phantom class feature	Stack spiritualist levels with other levels for collective, and keep your phantom in your collective for free.
Mental Block	Autohypnosis 5 ranks	Gain additional effects with the suppress psyche skill unlock.
Mind Afire	Kineticist level 1st, must use an ability score other than Constitution to determine your hit points (such as by possessing the Altered Life feat)	Use the ability score you use to determine your hit points for burn.
Poltergeist's Hand	You must be a phantom	Use <i>far hand</i> at will as a psi like ability.
Psicrystal Ball	Psicrystal Affinity, character level 3rd	Divine future d20 rolls using your psicrystal.
Ripple in Still Water	Ki pool class feature, kineticist level 1st	Stack kineticist levels with other levels for ki, and you don't provoke when using <i>kinetic blasts</i> .
Soulbound Implements	Enhanced mind blade class feature, occultist level 1st	Stack occultist levels with soulknife levels for mind blade, and combine mind blades and implements.
Unknowable Fear	Intimidate 5 ranks	You gain the project hostility skill unlock, and others find it harder to Intimidate you.

NEW FEATS

Absolute Focus (Psionic)

You can convert psionic power into mental focus.

Prerequisites: Autohypnosis 3 ranks, focus powers class feature.

Benefit: Choose one focus power you know. You can expend your psionic focus when using the chosen focus power to reduce its cost in mental focus points by 1 (to a minimum of 0).

Augmented Elements

You have the spark of psionic power, allowing you to broaden your elemental abilities.

Prerequisites: Kineticist level 1st.

Benefit: You learn a simple blast from any element (including your primary element, if there is another blast for you to choose). Unless you later gain access

to this blast through another method, you increase its burn cost by 1 whenever you use it. In addition, you gain the psionic subtype, allowing you to take psionic feats, metapsionic feats, and psionic item creation feats. If you do not have your primary element's basic utility talent (for example, if you have traded it away with an archetype), you also gain that wild talent.

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.

Charlatan

You can fake out practitioners of magic when using your own superhuman abilities.

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Prerequisites: Bluff 1 rank, Spellcraft 1 rank.

Benefit: Whenever you use a power, psi-like ability, spell, spell-like ability, or supernatural ability, you may make a Bluff or Spellcraft check to obfuscate the nature of your ability. A creature watching you while you use this ability must succeed at a Sense Motive or Spellcraft check with a DC equal to your Bluff check result or they believe that you used a type of effect of your choice from the above list. They do not gain insight into the exact nature of your ability; for example, you could fool a creature into thinking that you've cast a spell, but they will not be sure of what exact spell you've cast. If your ability has obvious components (such as verbal, somatic, or material components, a psionic power's display, or a dragon's breath weapon erupting from its mouth), then you take a -5 penalty on your Bluff check. A creature that succeeds on its check may still make a Spellcraft check to identify a spell or power being used, as normal.

Special: If your campaign uses *Path of War*, you may use this feat to obfuscate a supernatural martial maneuver, or to disguise one of the listed effects as a martial maneuver. If you do, you may make a Knowledge (martial) check in place of your Bluff or Spellcraft check, and viewers may attempt a Knowledge (martial) check in place of their Sense Motive or Spellcraft check. A maneuver does not have obvious components for the purposes of this feat.

Composite Power (Metapsionic)

You can fuse elements together.

Benefit: To use this feat, you must expend your psionic focus. You can mix a second element into any power that deals cold, electricity, fire, or sonic damage. Choose one other energy type from that list; half of the power's damage is that element rather than its normal type. If the power has additional effects based on the type of damage it deals, then both the effect of the original element and the effect of the second element are applied to the targets. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Constant Vigilance

Your ability to sense aggression in your enemies has developed into a sixth sense.

Prerequisites: Detect Hostility.

Benefit: Whenever you come within 30 feet of a creature feeling hostility, you are entitled to a Knowledge (martial) check to notice it as if you were actively searching for it. You can detect hostility aimed at yourself from any range as long as the target is observing you in some way, even through divination magic, but you cannot determine where it is coming from unless you can see the source (which may require a Perception check) or the source is within 30 feet.

Detect Hostility

You know how to search for the "killing intent" that creatures subconsciously aim at their enemies.

Prerequisites: Blind-Fight feat or the scent ability, Knowledge (martial) 5 ranks.

Benefit: You can perform the anticipate ambush occult skill unlock even if you can't cast psychic spells. If you can cast psychic spells or have the Psychic Sensitivity feat, you can use anticipate ambush one additional time per day.

At any time as a standard action, you can attempt a Knowledge (martial) check to detect whether any creatures within 30 feet carry a desire to fight, kill or otherwise defeat someone they can see. Using this ability does not require you to be aware of the creatures in question, but you cannot sense hostility from a creature immune to mind-affecting effects unless they are actively focusing it onto another creature in some way (such as via the Intimidate skill, the paladin's smite evil, the cavalier's challenge or the harbinger's dark claim). If you succeed then you learn the locations of each source of hostility, as well as the type of hostility involved (friendly, adversarial or malicious). If you succeed by 5 or more then you can determine who these hostile feelings are directed at, as long as both the target and the aggressor are within your line of sight. You always know if hostility is directed at you, even if you cannot see the target.

Type of Hostility	DC
Friendly (wants to spar with the target)	15 + the aggressor's base attack bonus + the aggressor's Wisdom modifier
Adversarial (wants to stop the target)	10 + the aggressor's base attack bonus + the aggressor's Wisdom modifier
Malicious (wants to make the target suffer)	5 + the aggressor's base attack bonus + the aggressor's Wisdom modifier

DC Modifiers	DC
Aggressor is attacking the target	-10
You are the target of the aggressor's feelings	-5
Aggressor is shaken, frightened or panicked	+5
Aggressor is using the Intimidate skill on target	-5
Aggressor has placed a smite, challenge or Claim on target.	-5
Aggressor is under the effects of a <i>nondetection</i> spell or similar effect	+10

If an aggressor is concerned of its hostility being noticed and wants to hide it, then the Knowledge (martial) DC is instead equal to 10 + their Bluff modifier (if higher than the normal DC). Creatures using the Stealth skill are assumed to be hiding their hostility unless stated otherwise.

Special: Outsiders with the evil subtype are considered to radiate malicious hostility towards all creatures they can see, regardless of the personality and goals of the outsider in question. At your GM's option, other kinds

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of creatures might radiate hostility of different kinds (such as celestials radiating friendly hostility, or ghosts radiating adversarial hostility).

A warder with the sworn protector archetype (or a character with a similar ability) may treat hostility aimed at their ward as hostility aimed at themselves for determining their ability to sense it.

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.

Fire Starter

You conduct your energies with a powerful rhythm.

Prerequisites: Bardic performance or raging song class feature, kineticist level 1st.

Benefits: Your kineticist levels and your levels in the class that granted you the bardic performance or raging song class feature stack for determining the number of performance rounds you have per day and the strength of your music effects (but not which effects you have access to). In addition, you can activate a bardic performance or raging song ability that normally requires a standard action to start as part of using a kinetic blast. If you do, the ability takes effect before your attack roll.

Inner Fire (Psionic)

You use psionic power to augment your rampaging elemental abilities.

Prerequisites: Gather power class feature.

Benefit: You can expend your psionic focus while gathering power to reduce the action needed to alleviate burn. If you take a swift action, you are treated as if you had gathered power as a move action. If you take a move action, you are treated as if you gathered power for a full round. You cannot gather power in another way in the same turn you use this feat.

Kinetic Duelist (Combat)

You can create a second kinetic blade.

Prerequisites: Two-Weapon Fighting, *kinetic blade* wild talent.

Benefit: When you use the *kinetic blade* wild talent, you may make a second *kinetic blade* in your off hand. You can only make one attack with this second kinetic

blade, regardless of how many off-hand attacks you would normally receive. You pay burn costs for the second *kinetic blade* as normal, and can make the second *kinetic blade* using a different *kinetic blast* than the first, if you wish. If you used gather power to reduce the cost of the first *kinetic blade*, the reduction from gather power does not apply to the second blade's cost as well.

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.

Mental Block (Psionic)

You have learned how to erect walls in your mind, and potentially in those of your allies.

Prerequisites: Autohypnosis 5 ranks.

Benefit: You can perform the suppress psyche occult skill unlock even if you can't cast psychic spells. If you can cast psychic spells or have the Psychic Sensitivity feat, you can use suppress psyche one additional time per day.

In addition, you can use suppress psyche on another willing creature as long as your minds are somehow linked together (such as via *mindlink*, *Geth's mind control*, or the collective class feature). In this case the DC for success is 20 + the subject's Will save modifier against mind-affecting enchantment (compulsion) effects. On any round where the subject's suppressed state could make them do something suicidal or against their nature (e.g. walking into lava they can't perceive, or attacking an ally they have forgotten), they are entitled to a Will save (DC = 10 + 1/2 your character level + your Charisma modifier). A successful save ends the suppression immediately.

Mind Afire

You can fuel your psychic powers with the same mental fortitude that strengthens your body.

Prerequisites: Kineticist level 1st, must use an ability score other than Constitution to determine your hit points (such as by possessing the Altered Life feat).

Altered Life (Heritage)

Your unusual nature affects your vitality, bolstering you in ways different from other mortals.

Prerequisites: Aberration, fey, ooze, plant, or undead type.

Benefit: Choose Wisdom or Charisma. You calculate your bonus hit points per Hit Die based on the chosen ability score instead of your Constitution.

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Benefit: You can use the ability score you use to determine your hit points instead of your Constitution for determining how much burn you can possess, the save DCs of your kineticist class features, the bonus damage of your *kinetic blasts*, and any wild talent that uses your Constitution modifier to determine its effect.

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.

Psicrystal Ball (Psionic)

You can use your psicrystal to take quick glimpses into the future.

Prerequisites: Psicrystal Affinity, character level 3rd.

Benefit: Once per day, you may spend ten minutes divining the future using your psicrystal. When you do, roll a number of d20s equal to the highest of your Intelligence, Wisdom or Charisma modifiers and record the results. As an immediate action, when you or another creature you can see within 60 feet rolls a d20, you may force them to use one of the recorded rolls instead of the result of their die roll, treating it in all ways as if they had rolled it. Using this ability expends the roll in question. An unwilling target can make a Will save (DC 10 + 1/2 your character level + the highest of your Intelligence, Wisdom or Charisma modifiers). If they succeed on their saving throw, they roll their die as normal, and the roll you tried to substitute is still expended. You may roll and record an additional d20 per day for every five character levels you possess. This feat is a supernatural ability.

Ripple in Still Water (Combat)

Like a calm river's hidden currents, your stilled mind conceals deadly intent.

Prerequisites: Ki pool class feature, kineticist level 1st.

Benefits: Your kineticist levels and your levels in the class that granted you the ki pool class feature stack for determining the number of points in your ki pool each day and the base damage of your *kinetic blasts*. In addition, you do not provoke attacks of opportunity for using your *kinetic blast* while threatened (neither from it being a spell-like ability nor from it being a ranged attack).

Soulbound Implements (Psionic)

You form your mind blade with a touch of psychic power, warping its function to match your implement's.

Prerequisites: Enhanced mind blade class feature, occultist level 1st.

Benefit: Your occultist levels and your soulknife levels stack to determine the enhancement bonus granted by your enhanced mind blade class feature and the maximum enhancement bonus of your mind blade. In addition, you can channel your mind blade with the power of one of the implement on your person,

reducing its enhancement bonus by +1 to tie it to that implement's school. Once per round, when you hit an opponent with your mind blade, you can activate one of that implement's focus powers that is normally used as a standard action as a free action, paying 1 extra point of mental focus to do so. If the focus power is an effect that targets an opponent, it must target the opponent you hit. Your mind blade can be reduced to a +0 enhancement bonus by this feat without needing to reshape it, and you can return it to its normal enhancement bonus (breaking its link with the implement) as a free action.

Normal: If your mind blade is reduced to a +0 enhancement bonus, you must reshape it to have a valid combination of enhancement bonus and weapon special abilities.

Thunderstruck (Combat)

Your music carries the fury of the elements.

Prerequisites: Fire Starter, inspire courage class feature.

Benefit: When you use your inspire courage ability, you can choose to imbue the attacks of affected allies with elemental energy, rather than giving them a bonus on attack and weapon damage rolls. This choice is made when you activate the ability, and choice applies to affected allies.

An affected ally does not gain the normal competence bonus on attack and weapon damage rolls, and instead deals additional 1d6 damage with their weapons for each point of competence bonus that your inspire courage would normally grant. The type of this damage depends on your primary element. This feat is a supernatural ability.

- **Aether:** The weapon's normal damage type.
- **Air:** Electricity.
- **Earth:** Sonic.
- **Fire:** Fire.
- **Water:** Cold.
- **Void:** Bludgeoning.
- **Wood:** Positive energy.

Special: If you do not have a primary element or if your primary element is not on the above list, then this feat's additional damage type defaults to electricity. At the GM's option, you can use a different damage type from the list (or an entirely new one) based on your primary element.

Unknowable Fear

Your terrifying presence precedes you.

Prerequisites: Intimidate 5 ranks.

Benefit: Other creatures take a -2 penalty on Intimidate checks against you, and you can perform the project hostility occult skill unlock even if you can't cast psychic spells. If you can cast psychic spells or have the Psychic Sensitivity feat, then creatures do not become immune to your project hostility for 24 hours after being targeted with it.

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NEW CRYSTALLINE FOCUS

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		

Like all soulknives, a living legend can empower himself with psionically-imbued crystals. A *crystal bookmark* is the crystalline focus item for living legends.

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

NEW WONDROUS ITEM

FLICKER GAUNTLET		PRICE 1,000 gp
SLOT hands (see text)	CL 6th	WEIGHT —
AURA moderate conjuration		

This elegant gauntlet made of gleaming metal is far thinner and lighter than it appears; almost like a glove made of flexible metal. As a free action, the wearer can store a single item that weighs up to 20 pounds within the gauntlet; the item must be one that they can hold in one hand. When stored within the gauntlet, the item has a negligible weight and the hand wearing the gauntlet is now considered empty. Spell durations and other effects on the item are not suppressed, and continue to expire. An item can only be stored within the gauntlet for a short time; one minute after using this ability, the item reappears in the wearer's hand (or falls to the ground, if their hand is occupied).

At any point before that time, the gauntlet's wearer can retrieve the item with a snap of their fingers (also a free action). If the gauntlet's effect is suppressed or dispelled, the stored item appears instantly. A character can wear a *flicker gauntlet* on each of their hands; however, while wearing at least one *flicker gauntlet*, they cannot use other items that also use the hand slot. When a *flicker gauntlet* is worn by a character with an active element, active energy type, or elemental focus, its surface pulses with waves of colors reminiscent of the wearer's element or elements.

CONSTRUCTION REQUIREMENTS	COST 500 gp
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Craft Wondrous Item, *rope trick*

REFERENCE MATERIALS

The living legend soulnife, host of heroes aegis, and empath medium each grant bonus feats, access to more customizations, adjusted feat effects, or psionic powers not found in *Ultimate Psionics*. We've reprinted these materials in this section for ease of use.

EMPATH FEATS

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

Cosmopolitan

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

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

Endurance

Harsh conditions or long exertions do not easily tire you.

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

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

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

Enlarge Collective (Psionic)

Your collective has a longer range than normal.

Prerequisites: Manifestor level 3rd, collective class feature.

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

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

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

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

Expanded Collective (Psionic)

You are able to include more creatures in your collective.

Prerequisites: Collective class feature.

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

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

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

Expansive Collective (Psionic)

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

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

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

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

Fleet

You are faster than most.

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

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

Racial Heritage (Human)

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

Prerequisites: Human.

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

Special: An empath can receive this as a bonus feat from the volksgeist class feature, even if she is not human. When she does, she does not get to choose the race for this feat. Instead, the chosen race is the dominant

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race of the community she is in, even if that race is not humanoid. A human empath may still select this feat as one of her usual feats; if she does so, she chooses a humanoid race as normal.

EMPATH PSIONIC POWERS

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

CLUTCHING THE SHROUD

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

Display: Material and mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 3

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

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

GUIDANCE OF THE ANCESTORS

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

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 1

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

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

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

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

GUIDE THE WILLING

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

Display: Mental

Manifesting Time: 1 standard action

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

Target: One conscious, willing, and living target

Duration: Instantaneous

Saving Throw: None and Fort negates; see text

Power Resistance: No and yes; see text

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

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

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

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

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

RELEASE DEATH'S HOLD

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

Display: Mental and olfactory

Manifesting Time: 5 minutes

Range: Touch

Target: One undead creature

Duration: 1 round/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

You temporarily infuse an undead creature with life energy. The undead creature touched must succeed at a Will save or it becomes infused with life, no longer undead. The target loses the undead type (do not change its HD, skills, or saves), regaining whatever its type was in life (if its original type is uncertain, it instead becomes a magical beast). Its Constitution score becomes 10 temporarily, but it continues to use Charisma to determine hit points and bonus added to Fortitude saves. If it was mindless, it remains mindless.

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It also loses all undead immunities, channel resistance, and any energy drain abilities it may have possessed. If it was incorporeal, it loses the incorporeal subtype and grows a temporary body similar to the one it had in life, except that it has a Strength score of 10. It also becomes sensitive to pain. Whenever it suffers an amount of damage equal to or greater than its HD, it must succeed at a Will save or become sickened for one round.

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

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

SHUNNING OF THE MATERIAL

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

Display: Mental

Manifesting Time: 1 standard action

Range: Touch

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

Duration: 1 min./level

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

Power Points: 1

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

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

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

HOST OF HEROES FEATS

Combat Expertise (Combat)

You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

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.

Deep Focus (Psionic)

You have learned to focus your subconscious mind even while awake.

Prerequisites: Psionic Body, Autohypnosis 4 ranks.

Benefit: You can psionically focus your subconscious in the same manner in which you gain psionic focus normally. At any time when you need to expend your psionic focus, you can expend your subconscious's psionic focus instead. At any time when you need to maintain psionic focus for an effect, you can use your subconscious's psionic focus instead. Psionically focusing your subconscious works just like focusing your conscious mind.

Special: You cannot benefit from both Psicrystal Containment and Deep Focus at the same time. If you have both feats, you may only have your psicrystal or your subconscious maintaining psionic focus at any given time.

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.

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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.

Martial Focus (Combat)

You have honed your skills with a group of related weapons.

Prerequisite: Base attack bonus +5.

Benefit: Choose one fighter weapon group. While wielding a weapon from this group with which you are proficient, you gain a +1 bonus on damage rolls.

Special: The Martial Focus feat counts as the weapon training class feature with the chosen fighter weapon group for the purpose of weapon mastery feat prerequisites and what weapons you can use with weapon mastery feats.

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.

Note: Two characters are engaged in melee if they are enemies of each other and either threatens the other.

Two-Weapon Fighting (Combat)

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

AEGIS CUSTOMIZATIONS

Unlike the new customizations introduced on page 19, these customizations, first printed in *Psionics Augmented: Seventh Path*, can be taken by any aegis.

1-Point Customizations

Ghostly Guidance: The aegis reduces any miss chance he would suffer on attack rolls while he is wearing his astral suit by 5%, to a minimum of 0%. In addition, while he is wearing his astral suit, he gains a +1 bonus on Perception checks. This customization can be taken once for every four levels the aegis possesses. Its effects stack.

Ward of Blood: The aegis gains a +2 bonus to his Armor Class against incorporeal attacks while he is wearing his astral suit. This customization can be taken once for every five levels the aegis possesses. Its effects stack.

2-Point Customizations

Presence: The aegis gains a +2 enhancement bonus to Charisma while he is wearing his astral suit. This customization can be selected a second time beginning at 5th level, and a third time starting at 10th level. Each subsequent time it is taken, the enhancement bonus to Charisma is increased by +2.

3-Point Customizations

Spirit Eyes: The aegis gains a modified version of lifesense while he is wearing his astral suit. He notices and locates living creatures and incorporeal undead within 60 feet, just as if he possessed the blindsight ability. The aegis must possess the blindsense and ghostly guidance customizations to take this customization. The aegis must be at least 11th level before selecting this customization.

Spirit Fury: The aegis draws the spirits of the fallen to him, gaining their power at the expense of self-control. While he is wearing his astral suit, he may rage for a number of rounds per day equal to 4 + his class level + his Charisma modifier. While raging, the aegis gains a +4 morale bonus to Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, he takes a -2 penalty to Armor Class. The increase to Constitution grants the aegis bonus hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, an aegis cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

An aegis can enter or end his rage as a free action, and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in rage. An aegis cannot enter a new rage while fatigued or exhausted.

This customization can be taken once for every six levels the aegis possesses. Each time it is taken after the first, the aegis may rage for additional 6 rounds per day, and gains a rage power that they qualify for. For the purpose of qualifying for rage powers, the aegis is treated as a barbarian of his class level. If the aegis possesses rage powers from another source (such as

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from levels in the barbarian class), they may not be used while in a spirit fury. The aegis must be at least 6th level before selecting this customization.

HOST OF HEROES SPELL

The archmage astral suit makes use of the *mirror image* spell, so we've reprinted it here for convenience's sake.

MIRROR IMAGE

School: Illusion (figment); **Level:** bard 2, sorcerer/wizard 2

Casting Time: 1 standard action

Components: V, S

Range: Personal

Target: You

Duration: 1 min./level

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When *mirror image* is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

LIVING LEGEND FEATS

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,

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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.

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