PSionics Augmented





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PSIONICS AUGMENTED SOULKNIVES

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FROM THE AUTHOR

First, I want to thank you for checking out this chapter of the Psionics Augmented lineup, that of course being for the soulknife class! As the developer of the *Path of War* line, when *Psionics Augmented* was being discussed I immediately jumped on this class, one of my all time favorites of the psionic classes. What can I say? I love combat!

From its first appearance in early editions of our preceding game system, the soulknife has always had a special place in my heart for the image it embodied - the epitome of mind over matter. There is something *really cool* about being able to create a blade of psychic energy right out of nowhere! Since its origins, the soulknife class has gotten better and better, and with its latest incarnation in the pages of *Ultimate Psionics*, the soulknife has finally come home and I'm honored to be able to take part in molding the class. Check out what's next for the soulknife! I think in the end you'll agree with me that the mind is the sharpest weapon that you - or your character! - will ever wield.

Chris "ErrantX" Bennett Developer Dreamscarred Press

INTRODUCTION

Welcome to *Psionics Augmented: Soulknives*! Within the pages of this book, you will find options and abilities to do more with your soulknife than ever before. The psionic potential of the soulknife is explored more deeply, and ever-more secret techniques can be found. Will your soulknife learn the ways to manipulate a psicrystal to enhance mundane steel? Create a floating host of weapons? Or perhaps channel incredible of amounts of pain and rage to create a weapon of wrath.

The Soulknife Augmented: This book brings new options to the soulknife class in the form of new blade skills and new archetypes.

Augmented Blade: Gain a psicrystal and fuse it to a weapon to enhance it with mental powers.

Brutality Blade: Rage-fueled warrior who bends his psychic energy into a mind blade of pure anger.

Psychic Armory: Create a panoply of floating blades to fight your enemies for you.

With *Psionics Augmented: Soulknives* you will find a whole wealth of new options to make your soulknife and the idealized-blade of mental power that they wield into the weapon you've always wanted to wield in your *Pathfinder RPG* games!

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THE SOULKNIFE AUGMENTED

Let's talk about the soulknife. The soulknife can be broken down into several key parts that make up the tools at its disposal: its basic chassis (which includes full base attack bonus, good Reflex and Will saves and a skill selection the gives it the basics of what it needs to succeed), blade skills (which are the bread and butter of the soulknife's career, allowing for a great deal of customization and potency, as well as establishing a theme for a character), and the mind blade (with its built-in scaling enhancement upgrades). Each piece of this class has mutable elements that have been explored in a variety of ways, either through new blade skills, archetypes, or through different expressions of the mind blade's uses. Prestige classes may modify these functions as well. This makes the soulknife a wonderfully modular class that is highly adaptable and makes for a variety of different warriors - which in turn means that you'll rarely get the same soulknife twice, each one being a distinctly different and unique being with a weapon and style all their own. And let's face it, soulknives wouldn't want it any other way.

NEW BLADE SKILLS

Listed here are several new blade skills to use with the soulknife class and the archetypes found within this book (and with other archetypes, where applicable).

Animal Senses: (Feral Heart only) The feral heart's senses sharpen to animal-like levels. She gains lowlight vision (if she already possessed this, then she does not gain any visual bonuses), a +2 bonus on Perception checks, and the scent special ability. The soulknife must possess the form claws class feature to select this blade skill.

Blade Rush: The soulknife rushes forward with a dash of incredible speed. As a swift action, the soulknife may expend her psionic focus and move up to her speed without provoking attacks of opportunity. The soulknife must be at least 6th level in order to select this blade skill.

Blade Rush Frenzy: The soulknife can expend her psionic focus as a full-round action to move up to her speed without provoking attacks of opportunity and make a single melee attack against each creature she is adjacent to at any point in her movement. Each attack is made at her highest base attack bonus with a -2 penalty on the attack roll. The soulknife must be at least 8th level and possess the Blade Rush blade skill in order to select this blade skill.

Caltrop Spray: The soulknife is capable of shattering and scattering her mind blade into dozens of tiny pieces to lay down caltrops over an area as a standard action. The soulknife must be wielding her mind blade to use this blade skill, and she destroys it to create this effect (she can re-manifest it as normal). For each die of psychic strike damage she has (minimum of 1), the soulknife lays down a 5-foot area of caltrops within 30 feet of her. Unlike normal caltrops, these psychically-created traps harbor the soulknife's will within them, and gain a bonus on their attack rolls equal to her Wisdom modifier. In addition, they can tell friend from foe, and never attack or damage the soulknife's allies. These caltrops count as magic weapons for the purposes of overcoming damage reduction, and exist for a number of rounds equal to the soulknife's class level.

Cleave Space: By using the potential psychic power that resides within her mind blade, the soulknife may carve through the veil between planes and slip gently through it to another location nearby. The soulknife

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must be wielding her mind blade to use to use this blade skill. As a standard action, the soulknife expends her psionic focus and cuts through the world around her, teleporting as if she had manifested the *fold space* power with a manifester level equal to her soulknife level. Just as with the *fold space* power, the use of this ability ends her turn. At 16th level, the soulknife can use this ability as a move action. This blade skill meets the prerequisites for and functions with Dimensional Agility and feats that require it as a prerequisite. The soulknife must be at least 10th level and possess the Ghost Step blade skill in order to select this blade skill.

Devastating Blade: Improving on the principles of the Knife to the Soul blade skill, the soulknife has learned to refine this art into a truly destructive ability. When using the Knife to the Soul blade skill, the soulknife can damage any ability score instead of just mental ability scores, and deals 2 points of ability damage per psychic strike die instead of 1. The soulknife must be at least 16th level and possess the Knife to the Soul blade skill to select this blade skill.

Dispelling Strike: With this blade skill, the soulknife is capable of channeling her psychic strike damage into caustic, anti-psionic energy. As a standard action, the soulknife can expend her psionic focus and her psionic strike to make an attack with her mind blade (or equivalent weapon). If it hits, it deals weapon damage as normal, and the soulknife affects the target with a targeted *dispel psionics* power as a psilike ability, with a manifester level equal to her class level. The soulknife does not apply the expended psychic strike's damage to her attack. The soulknife must be 8th level to select this blade skill.

Empowered Fist: The soulknife learns to manifest her mind blade as a field of destructive energy as well as the forms her mind blade normally may take. Selection of this blade skill grants the empowered strikes class feature (see soulbolt archetype), and the soulknife gains Improved Unarmed Strike as a bonus feat. The soulknife's empower strikes gain the enhancement bonus of the soulknife's mind blade, and she may select its own enhancements (such as distance or flaming) as if it were a separate weapon from her mind blade. The soulknife may now also take deadly fis specific blade skills. This cannot be taken if you possess the empowered strikes class feature previously. The soulknife must be at least 4th level to select this blade skill.

Empowered Natural Weapons: The deadly fist may treat any natural attacks she possesses as unarmed strikes for the purposes of class features that affect unarmed strikes and for the Flurry of Fists blade skill, as well as blade skills that require it as a prerequisite).

Ghost Step: The soulknife has learned a potent trick that some call the 'ghost step'; a teleportation-based principle that allows the soulknife to slip between nearby places at great speed. As a move action, the soulknife can expend her psionic focus to teleports to any location she can see within close range (25 feet + 5 feet per 2 soulknife levels). She can carry no more than 50 lbs. of additional gear, and cannot bring creatures other than her psicrystal (if she has one) with her. The use of this ability ends the soulknife's turn. At 10th level, the this ability can be used to teleport up to medium range (100 feet + 10 feet per soulknife level), and she may teleport as a swift action instead of a move action. This is a teleportation effect. This blade skill meets the prerequisites for and functions with Dimensional Agility and feats that require it as a prerequisite. The soulknife must be at least 4th level in order to select this blade skill.

Launch Multibolt: The soulknife gains the benefits of the Manyshot feat with her mindbolt. The soulknife must possess the Launch Mindbolt class feature to select this blade skill.

Improved Deadly Shield: The soulknife retains her enhancement bonus and shield special defensive properties on her mind shield while still gaining weapon-like traits from the Deadly Shield blade skill. The soulknife must be at least 6th level and possess the Deadly Shield blade skill in order to select this blade skill.

Improved Mind Armaments: (Armored Blade only) The armored blade is capable of shaping her mind blade as well as her mind armor in the same action. She may manifest both as a move action, and starting at 10th level she may manifest both mind blade and mind armor as a swift action. The soulknife must be at least 6th level in order to select this blade skill.

Improved Psychokinetic Discharge: The deadly fist is capable of launching volleys of discharged psychokinetic energy more efficiently, allowing her empowered strikes class feature to remain empowered to allow for full attack actions to be made at range. The range of these attacks increases to 30 feet and may be used with the deadly fist's Flurry of Fists blade skill (and subsequent blade skills that improve it). The soulknife must be at least 6th level in order to select this blade skill.

Mindflayer: The soulknife with this blade skill may channel her psionic energies into a long, thin mind whip of mental strength that is capable of both flaying body and mind. The whip functions in all respects as whip or scorpion whip (chosen when manifesting a mind blade using this blade skill). While in this form, PSIONICS AUGMENTE

the soulknife is considered to be proficient with both weapons. Mindflayer is compatible with the Whip Mastery feat (and subsequent feats). The soulknife may expend her psionic focus when making an attack using her psychic strike to cause intense levels of pain with her mind whip. The target must make a Fortitude save (DC 10 + 1/2 soulknife level + Wisdom modifier) or become dazed for one round. The soulknife must be 6th level to select this blade skill.

Multi-Blade Manifestation: The soulknife who possesses this blade skill is capable of splitting his mind blade further than others of his kind due to having more than two limbs capable of wielding a weapon. Limbs capable of wielding mind blades after the first two can be armed with light weapon versions of her mind blade; just as when using shape mind blade to create multiple mind blades, the enhancement bonus is reduced by one for these blades as well. The soulknife must be 6th level to select this blade skill and must possess three or more hands (or their equivalent) to select this blade skill.

Power Reserve: The soulknife's innate psychic essence is stronger than others of her kind, growing more powerful as she advances in level. The power point pool granted by the Wild Talent (or Psionic Talent) feat that the soulknife receives at 1st level increases in size by two points per soulknife level (the soulknife does not gain bonus power points for having a high ability score from this ability). If the soulknife possesses a power pool from another source (such as a manifesting class or the gifted blade archetype), this feature adds to that power pool instead. These points may be used to manifest powers (if any are known) and support other abilities that require use of a power point pool. Once selected, the soulknife must rest for 8 hours every day to gain or recover these power points. This blade skill may only be selected once.

Psicrystal Affinity: The soulknife gains the Psicrystal Affinity feat with this blade skill, and she may use her soulknife level in place of her manifester level to determine the effectiveness of her psicrystal or to meet requirements or prerequisites for abilities, feats, powers, or item usage (but not for prestige classes) related to her psicrystal.

Psionic Grapnel: The soulknife's Psychic Net gains new versatility, gaining the ability to reel her opponent in towards her reach: or she can use this connection to her psychic net to vault herself towards her target instead. This functions as as a psilike ability of the power *ectoplasmic grapnel*, using the character's soulknife level as her manifester level. When using this blade skill, the soulknife may substitute her Wisdom score for her Strength score when making CMB checks for this ability. If choosing to launch herself towards her target, she may move along her connection to the target as a free action that does not provoke attacks of opportunity due to how swiftly she moves. The soulknife must be at least 6th level and possess the Psychic Net blade skill in order to select this blade skill.

Psionic Training: Gain a psionic feat instead of selecting a blade skill. The soulknife must meet all prerequisites of the psionic feat selected. She may not select the feat Extra Blade Skill with this blade skill. This blade skill may be selected multiple times.

Psychic Net: The soulknife may generate a temporary field of energy in the form of a heavy net of psychic power created from her mind blade. By throwing a mind blade at a target and expending his psionic focus, it rapidly expands into an ectoplasmic construct that envelops the target as if the soulknife had manifested the *entangling ectoplasm* psionic power (in lieu of causing damage from the thrown weapon). Treat this as a psi-like ability that uses the character's soulknife level as the effective manifester level of the power and the DC to break free of this net with a Strength check is Wisdom-based. The soulknife must be at least 4th level in order to select this blade skill.

Psychic Platform: The soulknife produces a disk of solid, barely luminous force beneath her feet on which to stand. As an immediate action, the soulknife expends her psionic focus to generate this psychic construct which acts as a 5-foot circle of force that exists for a number of rounds equal to her Wisdom modifier (minimum of 1) or until the soulknife is no longer standing on it. This platform is either stationary and may float in mid-air or in liquid, or it is subject to gravity as normal (the soulknife chooses upon manifesting the platform) and has a hardness of 5 and 10 hit points. This platform can be elastic (allowing for the soulknife to be treated as if she had a running start for checks made to jump), slick (to allow for sliding down surfaces such as hills or staircases), and/or 'sticky', where the soulknife may stick to it at an otherwise impossible angles (such as upside down or at 90 degree or more angles) at her will. Many uses of this platform are subject to GM decision (Acrobatics checks for jumping or balancing, for example). Actions related to the use of this platform gain a competence bonus on checks equal to the soulknife's enhancement bonus on her mind blade. The soulknife must be at least 6th level and possess the Telekinetic Athletics blade skill in order to select this blade skill.

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Psychic Strike: The soulknife gains the psychic strike class feature. When learned, this skill allows the soulknife to add an additional 1d8 points of damage to an attack with her mind blade, as per the psychic strike class feature. This may be improved by the Powerful Strikes blade skill. The soulknife must not previously possess the psychic strike class feature to select this blade skill. The soulknife must be 4th level to select this blade skill.

Psychic Toolkit: By concentrating her mind blade down into tiny slivers of hardened thought, the soulknife can create tools with which to perform a variety of tasks that she otherwise would need to use specialized tools for. With this blade skill, the soulknife may manifest her mind blade into different tools (artisans tools, a blanket, a mess kit, a thief's toolkit, a 10-foot. pole, the form of a 50-foot silk rope with grappling hook, or more with GM discretion) as a move action. These tools add the mind blade's enhancement bonus as a competence bonus on skill checks when using these tools, and if relevant they possess the standard hardness, hit points, and break DC of items of these types. The soulknife must maintain contact with these tools for them to remain cohesive. Upon reaching 5th level, these tools can be generated as a swift action.

Psychokinetic Armor: The soulknife may form mind armor as if she possessed the mind armaments class feature (see armored blade soulknife archetype); this only allows her to form mind armor from the mind armaments class feature (weapons must be formed from another ability). She may form the mind armor as a move action and remains until it is dismissed (free action) or until she is knocked unconscious or dead. She uses the mind armaments enhancement bonus from the armored blade archetype to determine the mind armor's enhancement bonus based on her soulknife level and may select armor special abilities from that archetype. As usual, whenever the soulknife forms multiple items, the enhancement bonus of all items she forms decrease by 1 per item formed after the first. She may also shape the form of her mind armor as if she possessed the shape mind armaments class feature (mind armor only). Unlike the mind armaments class feature of the armored blade, psychokinetic armor is not subject to the benefits of the Improved Enhancement blade skill. This functions otherwise in all ways as the mind armaments class feature for the purposes of prerequisites and requirements. The soulknife must be 4th level to select this blade skill.

Psychokinetic Blast: The soulknife may cause her psychic strike to explode out from her target into a sudden burst of psychokinetic energy. When making an attack, the soulknife expends her psychic strike to deal her psychic strike damage to her target as well as all adjacent creatures to the target (excluding the soulknife). The soulknife must be 4th level to select this blade skill.

Psychokinetic Grenade: The soulknife may charge her mind blade (or equivalent ability) with explosive psychokinetic energies. As a standard action, the soulknife uses her throw mind blade class feature (or equivalent ability) against a target creature. This attack must be charged by her psychic strike class feature. Upon successfully hitting the target, the attack explodes with psychokinetic power as if it were a splash weapon against targets within a 10-foot-radius zone from the targeted creature. The splash damage is equal to her psychic strike damage plus her mind blade enhancement bonus per psychic strike die. The soulknife may apply the following blade skills to her psychokinetic grenades: Fire Blade, Ice Blade, Lightning Blade, or Thunder Blade. The soulknife must be 6th level to select this blade skill.

Stealth Armaments: Whenever the soulknife forms mind armor using her mind armaments class feature (or the Psychokinetic Armor blade skill), her mind armor gains the appearance and benefits of a mundane outfit worth 200gp or less. The soulknife must possess the ability to form mind armor to select this blade skill.

Stunning Blade: By channeling disruptive psionic energies through her mind blade, the soulknife may stun her foes with her psychic strike. When attacking a foe with her mind blade, she may expend her psychic strike and her psionic focus to stun her target. The target must make a Fortitude save (DC 10 + 1/2the soulknife's class level + the soulknife's Wisdom modifier) or become stunned for 1 round (until just before your next turn). This blade skill also counts as the Stunning Fist feat for the purposes of fulfilling prerequisites or for effects and abilities that modify or use the feat. The soulknife must be 6th level to select this blade skill.

Telekinetic Athleticism: The psionic energies of the soulknife's mind permeate her body, greatly enhancing her athletic prowess. She gains the benefits of the Mental Leap and Speed of Thought psionic feats while she maintains her psionic focus, and may expend her psychic strike's charge to fuel the secondary abilities of these feats instead of using her psionic focus.

Telekinetic Blade: (Soulbolt only) The soulbolt learns to manifest her mind bolt as a melee weapon in addition to its myriad of uses as a ranged one. Selection of this blade skill grants the form mind blade and throw mind blade class features. The soulknife is always PSIONICS AUGMENT

considered proficient with her mind blade. The mind blade gains the enhancement bonus of the soulknife's mind bolt and may select its own enhancements (such as *keen* or *flaming*) as if it were a separate weapon from her mind bolt. The soulbolt must be at least 4th level to select this blade skill.

Telekinetic Bolt: The soulknife learns to manifest her mind blade as a variety of ranged weapons as well as the forms her mind blade normally may take. Selection of this blade skill grants the form mind bolt and launch mind bolt class features (see soulbolt archetype). The soulknife is always considered proficient with her mind bolt. The mind bolt gains the enhancement bonus of the soulknife's mind blade and may select its own enhancements (such as *distance* or *flaming*) as if it were a separate weapon from her mind blade. The soulknife may now also take soul bolt specific blade skills. This cannot be taken if you possess the form mind bolt class feature previously. The soulknife must be at least 4th level to select this blade skill.

Telekinetic Edge: The soulknife's mind blade can be honed to such a sharp edge that it can pass through a foe's defenses and strike at the softer and more vital bits inside. While psionically focused, the soulknife may expend her psychic strike charge as a free action to ignore a target's damage reduction or an object's hardness until her next turn instead of inflicting additional damage. The soulknife must be at least 4th level to select this blade skill.

Telepathic Gift: The psychic potential within the soulknife opens up telepathic pathways in her mind, allowing her to reach out and connect to the minds of others. She gains telepathy out to a range of 200 feet and can communicate with any creature, regardless of language, so long as they have an Intelligence of 1 or higher. The range of her telepathy increases by 10 feet for every two soulknife levels after. Additionally, as long as she maintains psionic focus, she can detect other creatures within 30 feet using telepathy to communicate, although she cannot determine the content of the communication. The soulknife must be at least 6th level to select this blade skill.

Vampiric Blade: The soulknife with knowledge of this art has learned that staying power is sometimes more important than a faster kill. Armed with this skill, the psychic strike of the soulknife's mind blade is capable of being a life-draining conduit to restore the vital energy of the wielder. When the soulknife expends her psychic strike ability on an attack against a living, corporeal creature she may choose to inflict only 1/2 her psychic strike damage and heal an equal amount of hit points.

ARCHETYPES

In this section, we'll explore new options for soulknives who grow up in different traditions or training methods, or ones that find their psionic abilities develop in a divergent way than more traditional soulknives do.

Augmented Blade

Most soulknives rely on the idealized weapon-form that is created by their concentrated will and effort. Some soulknives, however, are unable to physically manifest a solid-thought weapon into existence and use this for war because they prefer to rely on physical weapons. These soulknives introduce a psicrystal to their combat method to utilize their arts. By focusing this weapon-manifesting energy into their psicrystal, they can cause it to bind to a weapon and augment its abilities in combat just like more traditional soulknives.

Weapon and Armor Proficiencies: The augmented blade is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and with all shields (except tower shields). This replaces the soulknife's normal weapon and armor proficiencies.

Augmented Bladeworks: At 1st level, the augmented blade may select a bonus feat from the following list: Point Blank Shot, Power Attack, Two-Weapon Fighting, or Weapon Focus. If the augmented blade chooses feats that select specific weapon types (such as Improved Critical, Weapon Focus, or Weapon Specialization), she may select 'mind blade' and gain the benefits of that feat regardless of what type of weapon she is currently augmenting. This ability replaces the bonus feat gained at 1st level.

Psicrystal Affinity: At 1st level, the augmented blade gains the Psicrystal Affinity blade skill. This replaces the throw mind blade class feature.

Psicrystal Augment: At 1st level, the augmented blade learns how to attach her psicrystal to a weapon and cause it to bond to the item as a move action (reclaiming the psicrystal is a free action). Some weapons become covered in a thin sheen of crystal, for other augmented blades the entire weapon becomes psychic energy - the result is the same regardless of the cosmetic appearance. Once bonded, this psicrystal augmentation allows for the bonded weapon to be used with blade skills and is treated as a masterwork item when augmented. Weapons created through temporary means (such as the *call weaponry* power, or the *flame blade* spell) may not be bonded with the augmented blade's psicrystal due to their ephemeral nature.

If the augmented blade is ever separated from her weapon (or an item augmented by her psicrystal), the psicrystal stays with that object(s) as long as the item stays within range of the augmented blade and his telepathic link (one mile) with the psicrystal. At any time, the augmented blade can cause the psicrystal to abandon them item as a free action within that range and command her psicrystal as normal.

Starting at 3rd level, the bonded weapon gains a cumulative +1 enhancement bonus that increases every odd level thereafter that they may spend on an actual enhancement bonus or on weapon special abilities. An augmented blade's level determines her maximum enhancement bonus (see Table: The Soulknife as per the enhanced mind blade class feature for melee weapons or see Table: The Soulbolt as per the enhanced soul bolt class feature for ranged weapons). The augmented blade may (and must, when her total enhancement is higher than her maximum bonus) apply any special ability from Table: Weapon Special Abilities instead of an enhancement bonus, as long as she meets the level requirements. This overrides any magical or psionic enhancements that may already be on this weapon, but the weapon retains any material or masterwork bonuses it may have. An augmented blade can choose any combination of weapon special abilities and/or enhancement bonus for attack and damage rolls before assigning any special abilities each time that the augmented blade uses this ability. This replaces the Form Mind Blade and Enhanced Mind Blade class features, but counts as Form Mind Blade and Enhanced Mind Blade for prerequisites or requirements.

Blade Skills: In addition to the blade skills accessible by a normal soulknife, an augmented blade may choose from the following list when he selects a blade skill. This ability does not cause the augmented blade archetype to be incompatible with other archetypes that alter the blade skills class feature.

Augmented Armor: By placing his psicrystal to his armor, he may enhance his armor as he would enhance a weapon when using his psicrystal. See mind armaments class feature of the armored blade archetype in Ultimate Psionics to see the list of available armor special qualities that can be added to a suit of armor.

Augmented Item: By attaching his psicrystal to a tool or item when making a Craft or Profession skill check, or when using an item to aid in Acrobatics, Climb, or Swim checks, the augmented blade gains a competence bonus on these checks equal to his mind blade enhancement bonus.

Augmented Psyche: By attaching his psicrystal to a headband or eye-slot item the augmented blade gains a competence bonus equal to his mind blade's enhancement bonus on any Appraise, Autohypnosis, Knowledge, Perception, Sense Motive or Spellcraft skill checks.

Augmented Shield: By placing his psicrystal to his shield, he may enhance his shield as he would enhance a weapon when using his psicrystal. See form mind shield class feature of the shield blade archetype in Ultimate Psionics to see the list of available shield special qualities that can be added to a shield.

Improved Psicrystal Augment: Magical or psionically enchanted weapons that possess special abilities that are not normally on the soulknife's enhanced mind blade list (such as *bane*) are temporarily added to that list for use by the augmented blade when using his psicrystal augment class feature, and the enhancement bonus applied to the weapon by that class feature increases by +1. The augmented blade must be at least 4th level to select this blade skill.

Psicrystal Power Source: As a move action, the augmented blade can attach his psicrystal to a magic item that uses the spell trigger (e.g. wands, staffs) or power trigger (e.g. dorjes, psicrowns) activation methods, allowing him to add his Wisdom Modifier to Use Magic Device checks with that item in place of his Charisma modifier (if higher). When using that item to produce a spell or power effect, in place of expending a charge or power points from that item, he may choose to spend a number of his own power points equal to double the effect's spell or power level (e.g. using a wand of *fireball*, a 3rd-level spell, would require 6pp); if he does so, then he may use his class level in place of the effect's normal caster level or manifester level, and may calculate its saving throw DCs using his Wisdom modifier instead of the minimum modifier needed to cast a spell or power of that level. If manifesting a psionic power from the item, then he may expend additional power points to augment that power as normal. In the case of a spell from a staff which normally requires multiple charges to use, this ability reduces the number of charges required to cast that spell by one - this reduction does not stack with itself.

Split Crystal: You may split off portions of your crystal to perform multiple augmentations on items. When you split your psicrystal in this fashion, small child-crystals are birthed onto a piece of a equipment when using augmentation abilities that fuse to the item, and may be reclaimed by touching the psicrystal to these child-crystals as a free action. When the crystal is split, its overall enhancement bonus is

Metaforge - **Augmented Blades, Crystal Warriors, and what happened to my Psicrystal?** This may come up where a player wants to combine these two psicrystal using classes together and move towards metaforge potentially. The question arises - what happens to my psicrystal? How can I do both? The Split Psicrystal blade skill is what can alleviate this, allowing the character to effectively have two psicrystals at once for the purposes of augmenting his weapon as a soulknife and his armor as an aegis. When performing this type of augmentation through both aegis and soulknife, the normal reduction of the overall enhancement bonus is ignored because the character is using two separate class features. As both classes gain Psicrystal Affinity at 1st level, the augmented blade/crystal warrior may add her levels in both soulknife and aegis together (including metaforge) to determine the abilities of the psicrystal.

reduced by 1 for each item enhanced. This may be applied to a second weapon if the character wishes to fight with two weapons, or as a prerequisite for other blade skills specifically tailored to the augmented blade's skill set (such as augmenting a shield or a piece of armor). The augmented blade must be at least 4th level to select this blade skill.

The augmented blade is unable to use the following blade skills: Alter Blade, Bladestorm, Bladewind, Deceptive Blade, Discipline Blade Shapes, Dual Imbue, Emulate Melee Weapon, Emulate Ranged Weapon, Enhanced Range, Full Enhancement, Improved Armor, Mind Daggers, Mindflayer, Psychic Toolkit, Psychic Net, Psychokinetic Armor, Telekinetic Blade, Telekinetic Bolt, and Twin Strike. Alternately, the augmented blade may select a bonus combat feat in place of a blade skill.

This alters the blade skills class feature.

Fast Augmentation: At 5th level, the augmented blade can augment an item in her possession with her psicrystal as a free action once per round. This replaces the quick draw class feature.

Weapon Training (Ex): At 6th level, the augmented blade gains weapon training, as the fighter ability, adding an additional weapon group every six levels after 6th (to a maximum of three groups at 18th level) and increasing the bonus on attack and damage rolls for weapon groups chosen by +1. This ability replaces the blade skill normally gained at 6th.

Fighter Training (Ex): At 7th level, the augmented blade counts her soulknife level –3 as her fighter level for the purpose of qualifying for feats (if she had levels in fighter; these levels stack).

Brutality Blade

Soulknives find a variety of ways to train to bring out their signature weapon, the mind blade. Some must calm their minds, some visualize the weapon, and others recall a moment in time where they most wished they had the blade. Brutality blades conjure forth rage and hatred as their triggers for their weapons, and this reflects in their blade skills and the very nature of how they influence their blade - and how it influences them in return.

Soul of Wrath (Ex): A brutality blade uses his Charisma 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 Charisma instead of his Wisdom for abilities gained from prestige classes that advance his mind blade.

Manifest Rage Blade (Su): At 1st level, the brutality blade can let his anger and hatred rise to the surface in a wild flood of psychic energies that alter his mind blade, changing it into a rage blade. While the rage blade is manifested, a brutality blade gains phenomenal psionic empowerment to his mind blade, but may harm himself by the reckless use of his power (see psychic enervation, below).

A brutality blade can choose to manifest his rage blade whenever he forms his mind blade or he may empower his already formed mind blade with this incredible wrath. A rage blade is always a single weapon and is never split like a normal mind blade can be - the brutality blade needs to keep his focus (if the brutality blade has used his form mind blade class feature to form two mind blades, he releases one of these to focus his power into the remaining mind blade). Rage blades may not be thrown and cannot be disarmed as the weapon is almost fused with the brutality blade's body. When he manifests his rage blade, he increases the mind blade's enhancement bonus by +1 (even if the mind blade normally does not have an enhancement bonus). The enhancement bonus boost gives him the ability to add special weapon properties (such as flaming or keen), or push the enhancement bonus of the weapon beyond its normal maximum from the enhanced

Crystalline Focus Items and Rage Blades - When using an item like a *crystal hilt* with a manifested rage blade, *crystalline focus* items normally limit the maximum enhancement bonus to attack and damage rolls to +5. Rage blades may surpass this limit and increase this limit by the enhancement bonus of the *crystalline focus*. For example - a +3 *crystal hilt* would have a maximum enhancement bonus of +8; up to +5 from the enhanced mind blade class feature and then up to an additional +3 from the *crystal hilt* itself.

mind blade class feature. For example, a 7th level brutality blade (+2) with a normally +1 keen mind blade using this ability on his mind blade would be able to add +2 to his enhancement mind blade class feature (increasing the mind blade's enhancement bonus from +2 to +4), allowing him to increase the enhancement bonus to hit by +1 and adding flaming to make it a +2 keen flaming mind blade. Whenever the rage blade is manifested, the brutality blade may freely reconfigure the blade's enhancements as if they had used the Improved Fluid Form blade skill (without suffering the penalties of using this blade skill), and when the rage blade is dismissed it returns to its usual form. If the brutality blade has the ability to manifest a mind shield or mind armor, the rage blade's enhancement bonus increases do not affect their enhancement bonuses, and the formation of multiple items reduces each item's enhancement bonus by 1.

At 7th level, a brutality blade increases this enhancement bonus to his mind blade by two instead of one. At 13th level, he increases this enhancement bonus to his mind blade by three. These bonuses to the enhancement bonus of the rage blade equal a total bonus of +10 (not to exceed the +5 enhancement

TABLE: BRUTALITY BLADE PROGRESSION	
Weapon Special Ability	Enhancement Bonus Value
1st	
2nd	_
3rd	+1
4th	+1
5th	+1
6th	+2
7th	+2
8th	+3
9th	+3
10th	+3
11th	+4
12th	+4
13th	+5
14th	+5
15th	+5
16th	+6
17th	+6
18th	+7
19th	+7
20th	+7

bonus maximum for attack and damage rolls). The brutality blade's rage blade always is enhanced for the maximum amount possible, for unleashing such rage and hate in this fashion does not lend itself to using self-control.

The brutality blade can manifest his rage blade for a number of rounds equal to 4 + his Constitution modifier. At each level after 1st, he can maintain his rage blade for 2 additional rounds. Temporary increases to Constitution, such as those gained from powers like animal affinity or spells like bear's endurance, do not increase the total number of rounds that a brutality blade can maintain his rage blade per day. Once a brutality blade dismisses his rage blade, he loses psionic focus and is fatigued for 1d4+1 rounds and may not regain psionic focus during this time. A brutality blade can manifest his rage blade as a free action as part of manifesting his mind blade normally. The total number of rounds per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

This replaces the throw mind blade class feature and the bonus feat gained at 1st level.

Psychic Enervation (Ex): Pushing oneself by manifesting a rage blade is dangerous to one's mind and body. Immediately following the manifesting of the rage blade, a brutality blade may be overcome by the strain of her effort, causing him to take 2 hit points of damage per brutality blade level. The chance of suffering psychic enervation is 10%. This ability functions identically to the wilder's psychic enervation class feature and qualifies for prerequisites and requirements using this ability.

Enhanced Mind Blade: The brutality blade's mind blade is improved like a standard soulknife's mind blade, including if the brutality blade creates two mind blades, except the enhancement bonus increases at a reduced rate, rather than every odd level, as indicated on Table: Brutality Blade Progression.

This replaces the Enhanced Mind Blade class feature, but counts as Enhanced Mind Blade for prerequisites or requirements.

Wrath Augments: Starting at at 2nd level, a brutality blade may take a special, rarified form of blade skill they refer to as wrath augments. These abilities function as blade skills, may be selected by brutality blades when he would otherwise select a blade skill. This ability does not cause the brutality PSÍODÍCS AUGULEN

blade archetype to be incompatible with other archetypes that alter the blade skills class feature.

Blade Geyser: While manifesting a rage blade, the brutality blade may expend his psionic focus as a full round action and drive his blade into the ground at his feet, causing the blade to split beneath him and erupt into circle of blades around him. This blade skill functions as per the Whirlwind Attack feat.The brutality blade must be at least 4th level to select this blade skill.

Body of Rage: While manifesting a rage blade, the brutality blade with this wrath augment subsumes his rage blade as a swift action and grows in size as if he had used the expansion psionic power (using his class level as his manifester level to determine its effects). While in this form, his hands radiate raging psychic energy in the form of crude claws or knives. These claws are treated as light weapon forms of his mind blade except that they count as both natural and manufactured weapons. Bloody ectoplasm also forms blades on his body, which count as armor spikes. The rage blade takes a -1 to its overall enhancement bonus while manifested this way, but his both of his rage blades and his armor spikes share the same enhancement bonuses and weapon properties. This infusion of wrathful power is maintained as long as the rage blade is manifested. The brutality blade must be at least 10th level to select this blade skill.

Destroyer's Will: While under the benefits of a raging surge, the brutality blade channels his boundless anger to shrug off magics and afflictions alike. The brutality blade may expend his psionic focus to reroll a failed Fortitude or Will saving throw as an immediate action. The brutality blade must be at least 4th level to select this blade skill.

Fountain of Blood: With this wrath augment, the brutality blade's rage blade inflicts bleeding wounds when he activates his psychic strike or upon making a successful critical hit on a target creature. The target suffers 1d4 points of bleed damage for each psychic strike die the brutality blade possesses. This target creature bleeds each round until the wound is bandaged properly (DC 15 Heal check) or until magical healing (such as a *cure* spell) has been applied. The target can be subject to multiple bleeding wounds. The brutality blade must be 6th level to select this blade skill.

Hand of Hatred: The brutality blade's wrath can be infectious, spreading to his allies and inspiring them to acts of rage. While in a raging surge, the brutality blade may expend his psionic focus as a swift action and share his raging euphoria bonuses with allies within 30 feet of his position while his rage blade is manifested. The brutality blade must possess the raging euphoria wrath augment to select this wrath augment.

Raging Euphoria: The brutality blade is capable of churning forth great anger and turmoil when his rage blade has manifested. While his rage blade is manifested, the brutality blade's innate psionic energies empower his physical form with surging forces. This surge of rage and anger provides a +1 morale bonus to his attack and damage rolls. This bonus improves by +1 at 14th level and again at 20th level. These bonuses persist while the rage blade is manifested and end when the rage blade is dismissed. The brutality blade must be 8th level to select this blade skill.

Rend the Body: While under the benefits of a raging surge, the brutality blade with this wrath augment may unleash furious blows upon his target. When attacking a foe and unleashing his psychic strike ability upon them, he may expend his psionic focus to make a second attack at the same attack bonus upon the target.

Raging Surge (Su): At 4th level, the brutality blade channels his emotions into a physical boost of energy that strengthens his body. A brutality blade can invoke a raging surge while manifesting his rage blade, and this surge is maintained while the rage blade is manifested. The brutality blade gains a +4 morale bonus to his Strength after invoking a raging surge. At 8th level, the brutality blade also gains a +2 morale bonus to Constitution during a raging surge. At 12th level, the morale bonus to Constitution increases by +2. At 16th level, the morale bonus to Strength increases to +6. At 20th level, the morale bonus to Constitution increases to +6. Hit points gained by increasing his Constitution score through a raging surge are lost first.

Invoking a raging surge when manifesting his rage blade increases the risk of psychic enervation from 10% to 20%. This replaces the blade skills gained at 4th level and 12th level.

Instantaneous Wrath (Su): At 5th level, the brutality blade may manifest his mind blade as a free action if he manifests it as a rage blade. This replaces the quick draw class feature.

Wrath Perfected: At 20th level, a brutality blade reaches the pinnacle of his wrath and his connection to his unending rage is so strong that it cannot be quenched. He no longer requires a Will save to maintain his mind blade in a null psionics field so long as his rage blade is manifested and it retains all enhancement bonus and special abilities. Additionally, the brutality blade's hatred is so perfect with its purity that he no longer suffers a risk of psychic enervation when manifesting his rage blade. This replaces the

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mind blade mastery class feature.

Psychic Armory

Most soulknives work on perfecting one blade, their idealized blade, that forms the core of what they do with their psychic abilities. Some however, either cannot settle on a singular blade or otherwise cannot gain the proper focus to forge the image of an ideal mind blade. These soulknives, known as psychic armories, generate multiple quasi-real mind blades that swarm around them. This swarm form of mind blades however, does lend itself towards being both weapon and shield for psychic armory soulknife and many new options for battle are born from it.

Form Panoply of Blades: The psychic armory forms a myriad of blades around her body to encircle her loosely, orbiting over and around her in



shiftless patterns. These weapons are of all manner of shapes, large and small, and they glimmer in and out existence as used or if ignored for too long. These weapons are the psychic armory's mind blades, and while cosmetically they can look however they are imagined, they all function the same based on their weapon type. The psychic armory forms a number of weapons equal to 1 + her Wisdom modifier (minimum of 1) of light and one handed mind blades as a move action. At 2nd level, she adds 1 + her Wisdom modifier two-handed mind blades to her panoply of blades. These weapons are guasi-real and may not be used to attack directly in melee. Instead, the psychic armory directs them telekinetically, hurling them with the use of her psychokinetic throw ability. Once thrown or used to attack, the weapon dissipates after coming into contact with a creature or object. The panoply of blades replenishes at the start of the psychic armory's next turn. These mind blades form around the psychic armory and occupy her space.

These weapons threaten adjacent creatures, and the psychic armory may make attacks of opportunity as a ranged attack against targets within 5 feet should an attack be provoked. Ranged attacks made within melee reach of an enemy when using her panoply of blades never provoke attacks of opportunity. The concentration required to manifest the panoply of blades means the psychic armory cannot use other weapons, natural attacks or off-hand attacks while using Psychokinetic Throw but she may use a shield to defend herself.

Regardless of the weapon forms a psychic armory has chosen, her panoply of blades does not have a set damage type per weapon type. When shaping her panoply of blades and assigning abilities to it, the psychic armory chooses whether the weapon type (light, one-handed, or two-handed) will deal bludgeoning, piercing, or slashing damage. The psychic armory may change the damage type of an existing weapon group (light, one handed or two handed) in her panoply of blades, or may summon a new panoply of blades with different damage types, as a full-round action. Otherwise, the panoply of blades retains the last damage type configuration chosen every time it is summoned. If the psychic armory chooses to reshape the weapons within her panoply, it requires a full-round action to do so per weapon type she chooses to reshape. She may also re-assign the type of damage dealt as part of reshaping her panoply of blades if she so chooses. A psychic armory can reassign the special ability or abilities she has added to her panoply of blades from her enhanced armory class feature (see below). To do so, she must

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first spend 8 hours in concentration. These cannot be the normal 8 hours used for rest, even if the psychic armory does not require sleep. After that period, the panoply of blades materializes with the new ability or abilities selected by the psychic armory.

In all other respects, the panoply of blades functions as a the form mind blade class feature, and subject to anything that would affect a mind blade (except *crystal hilts.*) When using the psychic strike class feature, the psychic armory may charge a number of weapons from her panoply of blades of her choice. The panoply of blades may take enhancements as if it were both a melee and a ranged weapon. This replaces the shape mind blade and form mind blade class features but counts as these class features for prerequisites or requirements.

Psychokinetic Throw: Unlike a normal soulknife, the psychic armory never need touch her blades before psychokinetically hurling them at a target and may make iterative attacks as her base attack bonus allows. As the attack is directed mentally, the psychic armory makes the ranged attack using her Wisdom modifier instead of her Dexterity modifier to determine her ranged attack bonus with her panoply of blades. She adds her Wisdom modifier to damage in place of her Strength. Due to the purely mental nature of how these attacks are made, the psychic armory cannot use Psychokinetic Throw to make off-hand attacks (such as when fighting with two weapons). Feats that modify ranged attacks specifically (such as Deadly Aim and Rapid Shot) function normally for use with the psychic armory's panoply of blades.

The range and damage of this attack depends on what weapon type is used (light weapons have a range increment of 20 feet and one-handed weapons have a range increment of 15 feet). At 2nd level, the psychic armor gains the Two-Handed Throw blade skill for use with this class feature, allowing the psychic armory to use psychokinetic throw ability with two-handed members of her panoply of blades with a range increment of 10 feet. A psychic armory's panoply of blades has a maximum range of five range increments. This replaces the throw mind blade class feature but counts as throw mind blade for prerequisites or requirements.

Psychokinetic Combat: The psychic armory gains the benefits of the Point Blank Shot and Precise Shot feats when using her panoply of blades. This class feature counts as those feats for the purposes of requirements and prerequisites. This replaces the bonus feat gained at 1st level.

Blade Skills: At 2nd level, the psychic armory may select blade skills as would a normal soulknife. The

following blade skills are not available to a psychic armory: Alter Blade, Deceptive Blade, Discipline Blade Shapes, Emulate Melee Weapon, Emulate Ranged Weapon, Enhanced Range, Focused Offense, Interrupting Throw, Mindflayer, Telekinetic Blade, and Telekinetic Bolt. Fluid Form and Improved Fluid Form adjust the functions of the panoply of blades as it would with a normal mind blade. Shields formed from the psychic armory are in the panoply but operate normally, defending the player (these shields do not occupy the character's hands). If the Mind Daggers blade skill is selected, these are added to her panoply of blades and she summons 1 + her Wisdom modifier in floating daggers within her panoply.

Armory Tactics: A psychic armory gains a number of unique blade skills available to her use with her panoply of blades, that may be selected any time the psychic armory would get a blade skill. This ability does not cause the psychic armory archetype to be incompatible with other archetypes that alter the blade skills class feature.

Distill Panoply: As a move action, the psychic armory may gather one of her mind blades from the panoply and briefly focus it into a more traditional mind blade (if the psychic armory possesses the Quick Draw feat or the Swift Panoply class feature, she may gather a weapon as a swift action instead if she chooses). The psychic armory may grab a single light, one-handed or two-handed weapon, or a pair of light weapons; this weapon gains the benefits of the enhanced armory class feature and may be used in melee combat (the psychic armory may retain her ability to add her Wisdom modifier to attack and damage rolls, or may use her Strength score if she prefers to). A weapon gathered by this ability may be used with feats or special abilities that may be used with melee weapons of that type. This weapon stays manifest for 1 + the psychic armory's Wisdom modifier rounds (minimum of 2 rounds). If the character possesses the Mind Daggers blade skill, a pair of mind daggers may be distilled from her panoply for use in melee. If the psychic armory possesses a *crystal hilt*, she may use her distilled panoply with this item (crystal iouns will continue to lend their bonus to distilled weapons but cannot be combined with other crystalline focus items).

Hungry Blades: The psychic armory's panoply of blades threatened area increases. Her blades may now threaten squares up to an additional +5 feet away.

Increased Range: The psychic armory gains incredible range from his panoply's attacks. Light

Soulknives, High Psionics Campaigns, and You: Depending on the type of campaign world you play in, if the GM would call it a 'high psionics campaign', it would be within reason to allow soulknives to add the manifesting and power progression of the Gifted Blade archetype to all soulknives by default, for 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 abilities of the class. The Gifted Blade archetype in return adds some additional flexibility as well as in and out of combat versatility to the soulknife that lets it stand as both a combative and psionic equal to classes like the psychic warrior or marksman. In games with higher levels of expertise, powerful classes and abilities, or just generally *better* toys available to people, it would be considered prudent to add the Gifted Blade archetype's powers to the soulknife to keep them competitive.

weapons increase their range to 100 feet, one-handed weapons increase their range to 60 feet, and twohanded weapons increase their range to 30 feet. If the character possesses the Mind Daggers blade skill, their range increases to 200 feet.

Panoply Barrage: The psychic armory is capable of directing her panoply of blades while wielding a member of it in melee combat. When making a full attack, she may expend her psionic focus and make the same number of ranged attacks with her panoply as she does with her mind blade in melee combat (Example, if the psychic armory possesses a base attack bonus of +12, she can make up to three attacks with her mind blade in melee and up to three ranged attacks with her panoply of blades). All attacks made this round suffer a -2 penalty to attack rolls due to her divided focus. This blade skill takes a lot out of the mental faculties of the psychic armory, and she may only utilize this blade skill a number of times per day equal to her Wisdom modifier (minimum of 1). If used with the Improved Psychic Strike feat, the psychic armory must decide if it will affect the ranged attacks or the melee attacks made with her mind blade (never both). The psychic armory must be at least 14th level and possess the Distill Panoply armory tactic to select this armory tactic.

Panoply Counter: With lightning reaction time, the psychic armory is capable of bringing her panoply of blades into positions to defend her from attacks. As an immediate action, the psychic armory may expend her psionic focus to oppose her opponent's attack roll against her with panoply of blades. She makes an attack roll at her full base attack bonus to do to this as if she were making an attack with the panoply, and if the result is equal to or higher than the attacker's result, the attack is negated by the panoply blocking the attack. This can be used on melee or ranged attacks, and/or spells and powers with touch or ranged attacks equally.

Panoply Drive: The psychic armory directs her panoply into a teeming barrage of cutting shards of psychic fury. She expends her psionic focus and as a standard action, she directs her weapons to become a 60-foot line of cutting blades that inflicts 1d6 points of slashing and piercing damage per psychic armory level, plus the enhancement bonus of the psychic armory's panoply of blades to all targets along its path. A successful Reflex save (DC 10 + 1/2 the psychic armory's class level + the psychic armory's Wisdom modifier) halves this damage. This attack is subject to damage reduction as normal. This uses all of her blades for the round and they return to her panoply the following round. If the psychic armory possessed an energy-based blade skill (such as Fire Blade), the psychic armory may choose to deal 1/2 this damage as energy damage of the same type as the energybased blade skill of her choice.

Panoply Eruption: As a full round action, a psychic armory expends her psionic focus and spreads out her panoply of blades in a wide radius of bladed shards around herself (10 feet + 5 feet per four psychic armory levels), quivering with aggressive intent, ready to attack. Creatures that walk in this area treat it as difficult terrain, and the psychic armory may make attacks of opportunity as if she threatened every square in the burst. While in effect, she may make a number of additional attacks of opportunity equal to her Wisdom modifier. This uses all of her blades for the round and her panoply is refreshed the following round, ending this effect. If the psychic armory possessed an energy-base blade skill (such as Fire Blade), she may choose to deal half of the damage from attacks of opportunity made with this skill as energy damage of the same type as the energy based blade skill of her choice.

Psychic Fortress: The psychic armory is capable of driving her panoply of blades into the form of a temporary wall that can be used as cover and grants concealment, or total concealment if the character is completely sheltered behind the barrier using the total defense action. As a standard action, she expends her psionic focus and hardens her blades into a temporary shelter, forming a wall 10 feet long and 5 feet tall, with a hardness of 10 and 30 hit points.

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This depletes her entire panoply, and she may form her panoply of blades again on her next turn. The hardness and hit points of the wall is improved by the panoply's enhancement bonus. The wall lasts for a number of rounds equal to 3 + her Wisdom modifier.

Swirling Panoply: The psychic armory may set her panoply of blades spinning and may expend her psionic focus to cause them to explode out around her or at a designated point within medium range (100 feet + 10 feet per psychic armory level) as a standard action. This effect creates a 20-foot-radius explosion of cutting blades that inflicts 1d6 points of slashing and piercing damage per psychic armory level, plus the enhancement bonus of the psychic armory's panoply of blades to all targets within the blast radius. A successful Reflex save (DC 10 + 1/2 the psychic armory's class level + the psychic armory's Wisdom modifier) will halve this damage. This attack is subject to damage reduction as normal. This uses all of her blades for the round and they return to her panoply the following round. If the psychic armory possesses an energy-based blade skill (such as Fire Blade), she may choose to have her swirling panoply deal half its damage as energy damage of the same type as the energy based blade skill of her choice.

Enhanced Armory: At 3rd level, the psychic armory's panoply of blades are improved like a standard soulknife's mind blade. The enhancement bonus is set per weapon type. Example: An 11th level psychic armory with a +5 enhancement bonus could have her light weapons be +3 keen flaming mind blades, her one-handed weapons could be +2 keen impact mind blades, and her two-handed weapons could be +3 icy burst mind blades. The blade skills Fluid Form and Improved Fluid form may be used to change one or all of types of mind blades in the psychic armory.

This modifies the Enhanced Mind Blade class feature, but counts as Enhanced Mind Blade for prerequisites or requirements (see blade skills above for restrictions).

Swift Panoply: At 5th level, the psychic armory may conjure her panoply of blades as a swift action. This functions otherwise identically to the quick draw class feature, and counts as quick draw for prerequisites or requirements.

Mastery of the Armory: At 20th level, the psychic armory has reached the pinnacle of her art and her connection to her library of blades is so strong it cannot be severed. She no longer requires a Will save to maintain her panoply of blades in a null psionics field, although it still loses any enhancement bonus and special abilities. This replaces the mind blade mastery class feature.

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