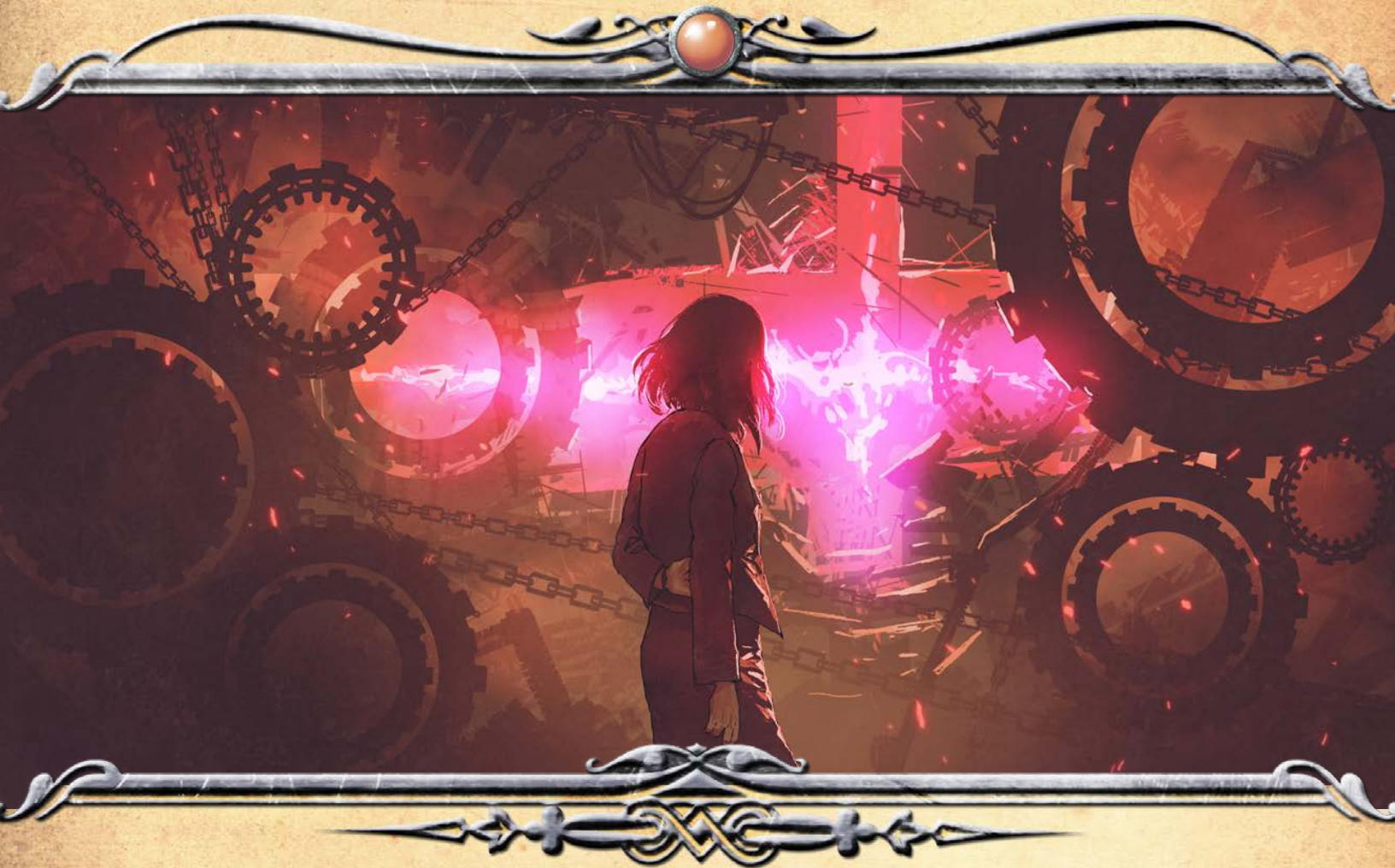


# PSIONICS AUGMENTED



## ◆ VOYAGER ◆

By Michael Shih





# PSIONICS AUGMENTED

## VOYAGER

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### FOREWORD

So here we are again.

The voyager has been an exercise in pushing the envelope. I've been told that playing a voyager has been a unique experience, in a good way. As a result, they may be a little tough to play at first. There are a lot of moving parts, but I like to think that they all work together as a cohesive whole—like a clock!

Psionics is a fun toybox for me to play with. It naturally veers towards themes beyond fantasy. You might be able to tell that science fiction was a major influence on the class, though it is hardly an exclusive inspiration. With psionics, while being grounded in themes of space and time, the voyager can also be a tinkerer with the laws of physics in general.

Enjoy the voyager. Remember that the journey is just as important as the destination!

—Michael Shih, author

### USING THIS BOOK

The options in this book make use of the rules found in *Ultimate Psionics*. As such, this book, along with the *Pathfinder Roleplaying Game Core Rulebook*, is necessary to make full use of this product.

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## CHAPTER 1: THE VOYAGER

*"I go where I want—free of the restrictions of space and time."*

—Narcisse, a voyager

The voyager is an explorer at heart. She traverses not only the borders of countries, but also the restrictions of time. The voyager's psionic abilities are uniquely tuned towards the flow of causality. Throughout time, her future, past, and parallel selves reach out and lend their aid to the present-day voyager. While they cannot manifest directly, they can contribute during the voyager's journey with a portion of their own psionic abilities and advice. In turn, the voyager devotes some of her own time and energy to aid herself throughout her storied pasts.

The voyager exploits assistance from her temporal counterparts shamelessly, combining her skills with the experience she gleans from her destiny. The voyager is her own greatest accomplice, and her greatest student. In combat, the voyager thrives when she is able to move freely and use the momentum she gathers to her advantage, in combination with her psionic powers. The voyager's accomplices enable her by carrying out temporal tricks to support her or shift her positioning to best leverage her movement-based, psionic-fueled fighting style.

The voyager is versatile and does not falter at providing assistance even outside of battle. The voyager seems to always know more than she should, and while her fingers may not be the nimblest, she always seems to know how a trap is constructed before she starts working.

**Role:** The voyager is a skirmisher that combines movement and psionic power to shape her fighting style. She can mix powers into her attacks, and can convert her spent power points and gathered momentum into additional movement. Her parallel actions can contribute to her mobility, augment her attacks and powers, and inconvenience enemies. With the above abilities, she has unparalleled flexibility and swiftness on the battlefield.

**Alignment:** Any. A voyager is free to act and believe however she wishes.

**Starting Wealth:** 4d6 × 10 gp (140 gp). In addition, each character begins play with an outfit worth 10 gp or less.

**Hit Die:** d6

### Class Skills

The voyager's class skills are Acrobatics (Dex), Autohypnosis (Wis), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Knowledge (Geography) (Int), Knowledge (History) (Int), Knowledge (Psionics) (Int), Knowledge (Planes) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Use Magic Device (Cha).

**Skill Ranks per level:** 6 + Int modifier

### Class Features

The following are the class features of the voyager.

**Weapon and Armor Proficiencies:** A voyager is proficient with all simple weapons and one martial weapon of her choice. She is proficient with light armor and shields (except tower shields).

**Power Points/Day:** A voyager'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: Voyager. In addition, she receives bonus power points per day if she has a high Intelligence score.

**Powers Known:** A voyager begins play knowing one voyager power of her choice. Each time she achieves a new level, she unlocks knowledge of a new power.

Choose the powers known from the voyager power list. (*Exception:* The feat Expanded Knowledge does allow a voyager to learn powers from the lists of other classes.) A voyager can manifest any power that has a power point cost equal to or lower than her manifester level.

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

A voyager 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 powers.

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

**Maximum Power Level Known:** A voyager 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 Table: Voyager.

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

**Talents (Su):** A voyager learns minor powers called talents that she can use at will. At 1st level, she gains two talents from the voyager power list.

**Accelerate (Su):** A voyager's psionic ability enhances her agility, altering her personal time to accelerate herself. She gains Speed of Thought as a bonus feat at 1st level.



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TABLE 1-1: VOYAGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points Per Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+2	+2	Accelerate, momentum, parallel action, parallel initiative (-8), trap foresight	1	1	1st
2nd	+1	+0	+3	+3	Evasion, manifestation of speed	2	2	1st
3rd	+2	+1	+3	+3	Accelerate (+10 ft), afterimage, parallel action (-4)	4	3	1st
4th	+3	+1	+4	+4	Stored power, voyager knowledge	6	4	2nd
5th	+3	+1	+4	+4	Astral voyager, manifestation of speed, momentous maneuvers	8	5	2nd
6th	+4	+2	+5	+5	Information exchange, uncanny dodge	12	6	2nd
7th	+5	+2	+5	+5	Parallel action (+0), time saver	16	7	3rd
8th	+6/+1	+2	+6	+6	Accelerate (+20 ft), temporal duelist	20	8	3rd
9th	+6/+1	+3	+6	+6	Improved uncanny dodge, multitask	24	9	3rd
10th	+7/+2	+3	+7	+7	Astral voyager, borrowed time	28	10	4th
11th	+8/+3	+3	+7	+7	Endless, parallel action (+4)	36	11	4th
12th	+9/+4	+4	+8	+8	Improved evasion	44	12	4th
13th	+9/+4	+4	+8	+8	Accelerate (+30 ft), speeding strike	52	13	5th
14th	+10/+5	+4	+9	+9	Swapped selves	60	14	5th
15th	+11/+6/+1	+5	+9	+9	Astral voyager, parallel action (+8)	68	15	5th
16th	+12/+7/+2	+5	+10	+10	Fate in flux	80	16	6th
17th	+12/+7/+2	+5	+10	+10	Greater multitask	92	17	6th
18th	+13/+8/+3	+6	+11	+11	Accelerate (+40 ft)	104	18	6th
19th	+14/+9/+4	+6	+11	+11	Parallel action (+12)	116	19	6th
20th	+15/+10/+5	+6	+12	+12	Eternity awaits	128	20	6th

At 3rd level and every five class levels thereafter, the voyager's Speed of Thought feat improves, increasing its insight bonus to speed by 10 feet. When a voyager expends her psionic focus to increase the feat's speed bonus, she doubles the existing bonus, rather than increasing it to +30 feet.

**Momentum (Su):** A voyager generates kinetic energy that amplifies her dodging ability, but can also be channeled into an attack. Whenever the voyager moves, she generates 1 point of momentum for every 10 feet she moved. If the voyager teleports, she can treat the distance between her origin and arrival points as distance moved for the purposes of this effect. Effects that move or teleport the voyager unwillingly, such as a bull rush or a hostile teleport effect do not cause the voyager to generate momentum.

The maximum amount of momentum a voyager can have at once is equal to her class level, no matter how far she moves. A voyager gains a +1 dodge bonus to her AC and Reflex saves for each point of momentum she currently has, up to a maximum bonus equal to her Intelligence modifier (minimum +1).

When the voyager makes an attack against a single target, she can spend points of momentum to deal an additional 1d6 points of damage per point consumed. On any attack that the voyager spent at least 1 point of momentum on, she gains a +2 bonus on her attack roll (even if momentum was spent in other ways, such as powering an *augmented attack*).

Momentum is not entirely retained from round to round—a voyager loses half of her gathered points of momentum at the start of each of her turns.



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**Trap Foresight (Su):** A voyager can use Disable Device to disarm magic traps like a rogue, and whenever she uses the Disable Device skill, she can expend her psionic focus to roll twice and take the higher of the two rolls. If the voyager could take 10 on the check, she can choose to use this ability to take 10 with one die and roll the other die (using the higher result).

**Parallel Initiative (Su):** A voyager's future and alternate selves can act in some capacity on their present self's reality. Their activities are represented through a unique turn known as a parallel turn. Whenever a voyager rolls initiative, she also rolls initiative for her parallel turn. She makes a second initiative roll at a -8 penalty. This result is noted as the voyager's parallel turn. If the voyager has another ability that allows her to reroll initiative checks or roll additional dice, she can apply them to either roll.

A voyager's parallel turn is not a true turn, and as such, the voyager herself does not act normally during it. Instead, on the parallel turn's initiative count each round, the voyager can use a single parallel action she knows (see below). If she wishes, the voyager can delay the initiative count of her parallel turn, just like a normal turn. At 3rd level and every 4 levels thereafter, the voyager gains a +4 bonus to her parallel initiative roll, up to a +12 bonus at 19th level.



Outside of combat, when not tracking initiative orders, a voyager's parallel turn can be considered the same as her own (letting her freely use her parallel actions), but the confusion of combat quickly desynchronizes the voyager and her counterparts when initiative is rolled.

**Parallel Action (Su):** A voyager's aid from her parallel selves manifests through parallel actions that she knows. Parallel actions come in several categories, each with a listed level. When a voyager reaches the listed level, she chooses a specified number of parallel actions of the category of that level to learn. In addition, all voyagers learn the helping hand parallel action at 1st level for free.

The categories of parallel actions are as follows:

- *Combat Assistance (1st level):* The voyager learns two parallel actions that support her in a fight or in a relatively mundane way.
- *Time Manipulation (3rd level):* The voyager learns two parallel actions that bend time to suit her needs.
- *Manifesting Support (7th level):* The voyager learns two parallel actions that assist her when manifesting powers.
- *Advanced Assistance (11th level):* The voyager learns one parallel action that influences the battlefield in unusual ways.
- *Backup Plans (15th level):* The voyager learns one parallel action that serves to get her out of tight situations.
- *Parallel Intrusion (19th level):* The voyager learns a parallel action that allows her to temporarily stop time and act as she wishes.

Parallel actions are supernatural abilities that require the voyager's mental input to use, meaning if the voyager is under an effect that would impair her ability to think or remove her actions entirely (such as stunning or a *dominate person* spell), her parallel actions are likewise affected.

Using a parallel action does not provoke attacks of opportunity. Likewise, movement and teleportation made as part of a parallel action does not provoke attacks of opportunity. Unless otherwise noted, parallel actions that target something or teleport the voyager require line of sight, though those that teleport do not require line of effect. Some of the voyager's parallel actions allow a save to resist their effects. The DC of saves against the voyager's parallel actions is DC 10 + 1/2 the voyager's class level + the voyager's Intelligence modifier. A voyager can take the Ability Focus (parallel action) feat, in which case it affects the DC of saving throws made against any of the parallel actions the voyager uses.

These rules for parallel actions, as well as the parallel actions themselves, are listed in their own section on page X.

**Evasion (Ex):** At 2nd level, a voyager can avoid even magical and unusual attacks with great agility. If the voyager makes a successful Reflex saving throw against



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an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the voyager is wearing light armor or no armor. A helpless voyager does not gain the benefit of evasion.

**Manifestation of Speed (Su):** At 2nd level, a voyager gains the ability to combine her kinetic and psionic energy into special types of attacks called *augmented attacks*. Making an *augmented attack* is a standard action and is made like a normal attack with a weapon, but is prefaced by the expenditure of points of momentum, power points, or both.

When making an *augmented attack*, the voyager first chooses how many points of momentum and power points she spends on *augmented attack* abilities, listed below. At this point, she also determines how many points of momentum she uses on the attack. The maximum combined total amount of power points and points of momentum spent on this ability (including the normal use of momentum) is equal to her manifester level.

Once this is decided, she then makes an attack with a weapon she is wielding, activating each applicable effect in the order specified by the ability. In addition to whatever effects she is paying for, the voyager can use the *blink* and *dash* abilities based on the power points and points of momentum spent on the *augmented attack*. Momentum is gained from the combined movement of these abilities after the *augmented attack* is made, meaning it cannot be used to enhance the attack or pay the *augmented attack's* other costs.

Once this is decided, she then makes an attack with a weapon she is wielding, activating each applicable effect in the order specified by the ability. In addition to whatever effects she is paying for, the voyager can use the *blink* and *dash* abilities based on the power points and points of momentum spent on the *augmented attack*. Momentum is gained from the combined movement of these abilities after the *augmented attack* is made, meaning it cannot be used to enhance the attack or pay the *augmented attack's* other costs.

- **Blink:** When the voyager spends power points on an *augmented attack*, she can teleport up to 5 feet per power point spent, either before or after her attack. This teleportation must bring her to an unoccupied space she can see.
- **Dash:** When the voyager spends points of momentum on an *augmented attack* (including from the normal use of momentum to enhance an attack's damage), she can move up to 5 feet per point of momentum spent, either before or after her attack. This movement provokes attacks of opportunity.

Each ability listed below can only be applied once per *augmented attack*, though some allow the voyager to spend additional power points or momentum to enhance the ability. Powers manifested as part of an *augmented attack* do not provoke attacks of opportunity, and powers

learned through Expanded Knowledge count as voyager powers for the purposes of this ability.

In addition to enhancing her attack with momentum, the voyager can spend power points on her *augmented attack* in the following way:

- **Power Channel:** The voyager can bend time to attack and manifest a power at once. When making her *augmented attack*, she can manifest a voyager power (spending power points normally) with a manifesting time of 1 standard action or less. The power manifested must be either a personal power or a non-personal power that normally has a single target, including touch powers and rays. Powers with a variable number of targets (such as energy missile, or an energy ray with Split Psionic Ray) cannot be used with *power channel*. For powers targeting the voyager, the power can be manifested before or after her attack (allowing her to choose whether the power may affect the attack before it is delivered).

For non-personal powers, the effect is channeled through her *augmented attack*. If her weapon attack hits, it applies the power's normal effect (if the power normally involves an attack roll and has effects on a miss, it will likewise apply them on a miss). If the weapon attack made as part of an *augmented attack* targets multiple creatures, the voyager chooses one target to affect with the power out of those that the attack hit.

Powers that would normally apply to the voyager's next attack (such as sonic blast) can be manifested with *power channel*, applying their effects to the *augmented attack*. A critical hit with her weapon attack does not cause the power to also critical hit.

At 5th level, the voyager adds the following abilities to her list of *augmented attack* options.

- **Maneuver Augmentation:** When the voyager makes an *augmented attack*, instead of making a weapon attack, she can attempt a combat maneuver that takes a standard action. If she expends momentum for this combat maneuver with Momentous Maneuvers (see below), it counts towards her *augmented attack* (contributing to *dash* and counting towards the limit of her manifester level). If she attempts to deliver a power through *power channel* with such an *augmented attack*, it applies the power's normal effect. If the power normally involves an attack roll, it will apply them if she succeeds on the combat maneuver attempt. If it has effects on a miss, it will apply them if she fails.

At 9th level, the voyager adds the following ability to her list of *augmented attack* options.

- **Multitask:** The voyager can manifest a voyager power (spending power points normally, though within the limits of manifestation of speed) with a manifesting time of 1 standard action or less, before



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or after her *augmented attack*. This may be any power she knows as a voyager; it need not target herself or the creature she is attacking, nor is it delivered through her weapon.

At 13th level, the voyager adds the following ability to her list of *augmented attack* options.

- **Speeding Strike:** The voyager can expend her psionic focus in addition to power points and points of momentum. If she does so, instead of making a normal *augmented attack*, she can teleport a distance equal to the distance she could have moved with *blink* and *dash*, and make an *augmented attack* that strikes at every creature directly between the start and end points of her teleportation. She makes one attack and damage roll, and uses these rolls against each target (momentum, if spent, applies damage to each target). The voyager takes a -2 penalty to damage on the attack for each target damaged by this attack beyond the first.

When manifesting a power with a single target with *power channel*, the voyager chooses one creature out of the ones struck to affect with the power. However, when using this ability, the voyager can manifest a power that normally affects an area or multiple targets with *power channel* and apply its effects to every creature struck by this attack.

Finally, at 17th level, the voyager adds the following ability to her list of *augmented attack* options.

- **Greater Multitask:** The voyager can manifest a voyager power (spending power points normally, though within the limits of manifestation of speed) with a manifesting time of 1 round or less, before or

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## SAMPLE AUGMENTED ATTACKS

Within the limits of her manifester level, the voyager has a significant amount of flexibility with her use of manifestation of speed. She can mix manifestation, use of momentum, and movement to perform hit-and-run strikes with a unique flair.

For example, an 8th-level, melee-focused voyager could spend 5 points of momentum to enhance her attack, and 3 power points on *power channel*. This would allow her the following abilities:

- 25 feet of movement from *dash*.
- 15 feet of teleportation from *blink*.
- A single weapon attack, taken at the same time as the power she manifested with *power channel*.

She can use these abilities in any order; for example, she could move 25 feet towards her target, make her attack and use her power, then teleport 15 feet away. Or she could do the inverse, teleporting to her target before moving away. She could even combine the teleportation and movement, to attack a target 40 feet away.

In each case, after the entire action and movement takes place, the voyager would regain 4 points of momentum.

after her *augmented attack*. This may be any power she knows as a voyager; it need not target herself or the creature she is attacking, nor is it delivered through her weapon.

The voyager can potentially manifest multiple powers as part of her *augmented attack* (such as by using any combination of *power channel*, *multitask*, and *greater multitask*), but the combined costs are still limited by her manifester level, as noted above. If she uses *Overchannel* or a similar effect that would increase her manifester level for one of the powers, its benefits apply to all of them, as well as the ML bonus increases the total maximum spent on the *augmented attack*.

The voyager can potentially manifest multiple powers as part of her *augmented attack* (such as by using any combination of *power channel*, *multitask*, and *greater multitask*), but the combined costs are still limited by her manifester level, as noted above. If she uses *Overchannel* or a similar effect that would increase her manifester level for one of the powers, its benefits apply to all of them, as well as the ML bonus increases the total maximum spent on the *augmented attack*.

**Afterimage (Su):** At 3rd level, the voyager gains some reach with her parallel actions beyond her body. Once per round, as a free action that can be taken at any point during her turn, the voyager can create an afterimage of herself occupying her space, that remains for as long as it is medium range (100 feet + 10 feet per class level) of herself. An afterimage does nothing by itself but denote the location its source occupied, and provide a vector for the voyager's parallel actions. Afterimages do not block creatures from passing through or occupying the space they occupy. The voyager can dismiss her afterimage as a free action. A voyager can only have one afterimage of herself at a time, and creating a new one causes older afterimages to disappear. Leaving the range of an afterimage also causes it to disappear.

Afterimages serve as an additional vector for the voyager's parallel actions, besides her own position. She can treat her afterimage's position as if it were her own for the purposes of determining her range with parallel actions. For example, this would allow her to use a parallel action that normally affects a creature adjacent to her, to affect a creature adjacent to her afterimage.

At the beginning of her parallel turn, the voyager can move her afterimage a distance up to 15 feet + 5 feet per 3 additional class levels past 3rd level. Her afterimage can move in any direction, and is not impaired by difficult terrain. However, it cannot pass through obstacles that the voyager could not pass through.

An afterimage usually resembles a ghostly form of the voyager (though due to her nature, they may appear different from herself). In all cases, afterimages are translucent and allow viewers to see through them, displaying their unreal nature like a disbelieved phantom or figment. If the voyager is currently using *Stealth*, she can have her afterimages do so as well, so long as they



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are in positions where they could hide. If she does, they use the same roll and result as the voyager's Stealth check.

**Stored Power (Su):** At 4th level, a voyager's mind gathers and stores excess psionic power from her parallel timelines. She gains a second pool of power points that she can draw upon when she would normally spend power points. This second pool can contain a maximum amount of power points in this way equal to 1/3 of her normal maximum power points from voyager levels (including bonus power points from her Intelligence). Power points from the voyager's stored power pool are treated as part of her normal pool for the purposes of manifesting powers; she may pay power costs partially with stored power and partially with normal power points, if she wishes.

Whenever the voyager regains power points after a night's rest, this secondary pool of power refills as well.

**Voyager Knowledge (Ex):** At 4th level and each time voyager gains access to a new level of voyager powers afterwards, she also adds a special trick to her psionic repertoire, gaining Expanded Knowledge as a bonus feat.

In addition, when she gains a voyager level, the voyager can choose to gain one of the feats in place of a power known. The feats she has access to is determined by the level of the power she could have learned, and she does not need to meet its prerequisites. The voyager is limited in the number of feats she can gain in place of powers. At 4th level through 6th level, she can gain a total of 1 feat in this way. At 7th level and every three voyager levels thereafter, the maximum number of feats she can gain increases by 1.

- *1st- and 2nd-level powers:* Acrobatic Steps, Blind-Fight, Mobility, Quick Draw, and Up The Walls.
- *3rd- and 4th-level powers:* Cloak Dance, Deflect Arrows, Mixed Combat, Shot on the Run, Sliding Dash, and Spring Attack.
- *5th- and 6th-level powers:* Burrowing Power, Cartwheel Dodge, Ready Response, and Stunning Irruption.

**Astral Voyager (Su):** At 5th level, a voyager's journey can extend to the Astral Plane and beyond. The voyager gains *astral traveler* as a bonus power known, if she does not know it already. In addition, voyager can use *astral caravan* at will as a psi-like ability. Unlike a normal psi-like ability, the manifesting time for this effect is 1 hour (like a normal *astral caravan* power).

Unlike with a normal *astral caravan*, the voyager can start and lead a caravan even if her companions are not maintaining hand to hand contact. As long as her companions remain within close range (25 feet + 5 feet per 2 class levels), the voyager can maintain the *astral caravan* and move them along with her as if she were maintaining hand to hand contact with them.

At 10th level, a voyager grows more accurate in navigating the Astral Plane. On a successful navigation to a plane, the voyager is able to choose what direction the caravan appears in relation to her intended destination.

She also reduces the distance her group appears from her intended destination by a degree of 10 (so if she would have appeared 1,000 miles from her destination, she would instead appear 100 miles from it).

At 15th level, a voyager can locate her destination with greater precision. On a successful navigation to a plane, the voyager can reduce the distance her caravan appears from her intended destination to 1 mile. In addition, she halves the time it takes to make a Knowledge (Planes) check while traveling through this ability. This ability stacks with time saver, potentially reducing the time it takes to make each Knowledge (Planes) check to 3 hours.

**Momentous Maneuvers (Ex):** At 5th level, the voyager can use her momentum for more than just direct damage, channeling it to enhance her tactical maneuvers. When she makes a combat maneuver check, she can expend momentum to augment her action and avoid provoking attacks of opportunity with the maneuver. She gains a +2 bonus on the combat maneuver roll for each point of momentum spent. The maximum bonus granted by this ability is  $2 + 1/2$  her voyager level.

The voyager can also spend momentum on damaging applications of combat maneuvers, such as on a sunder attempt or the damage option in a grapple. This deals damage equal to the damage she could normally deal with momentum (normally 1d6 per point of momentum spent in this way).

The voyager is treated as having Dex 13, Int 13, Combat Expertise, and Improved Unarmed Strike for the purposes of meeting the prerequisites of improved combat maneuver feats or feats that require those improved combat maneuver feats as prerequisites.

**Information Exchange (Su):** At 6th level, a voyager can begin to make contact with her other selves to exchange knowledge, gaining insight into a subject that another version of herself is an expert on. The voyager gains a bonus equal to half her class level on checks with a Knowledge skill of her choice, and can make checks with that Knowledge skill untrained. As a full-round action, the voyager can search her timeline in order to locate a version of herself knowledgeable in another aspect, allowing her to switch this bonus to a different Knowledge skill.

**Uncanny Dodge (Ex):** Starting at 6th level, a voyager can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A voyager with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her.

If a voyager already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

**Time Saver (Su):** At 7th level, whenever the voyager carries out a task, however boring it may be, an alternate self can pitch in to halve the time it takes. For the voyager, taking 20 on a given check is not considered



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to distract her for the purposes of Perception checks. In addition, the voyager halves the amount of time needed for taking 20 on skill checks, as well as the time taken on skill checks that take a number of hours or days (excluding the skill checks for crafting magic and psionic items).

**Temporal Duelist (Su):** At 8th level, the voyager can gain information on the timeline of a creature and use her foreknowledge to evade their attacks. As a swift action, the voyager can choose a creature within close range (25 feet + 5 feet per 2 class levels). Against this creature, even if she does not have any momentum, the voyager is treated as if she had her maximum bonus to AC and Reflex from momentum with an additional +2 bonus. In addition, once per round, the voyager can force the affected creature to reroll an attack roll that is made against her. The voyager has these effects against that creature until she chooses another creature with this ability. The voyager can only maintain these effects against one creature at a time; using this ability again removes the effects she gained against its previous target.

**Improved Uncanny Dodge (Ex):** At 9th level and higher, a voyager can no longer be flanked. This defense denies a rogue the ability to sneak attack the voyager by flanking her, unless the attacker has at least four more rogue levels than the target has voyager levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

**Borrowed Time (Su):** At 10th level, a voyager can devote an instance of her own time towards empowering and directing her parallel counterparts. As a swift action, the voyager can carry out one of her known parallel actions. She cannot use the same parallel action twice in a single round.

**Endless (Su):** At 11th level, a voyager can continue their exploration of time for as long as she desires. A voyager ceases to age, though she may begin aging normally if she wishes to. This is a decision that the voyager can change at any time. The voyager cannot be magically aged, unless she allows it.

**Improved Evasion (Ex):** At 12th level, a voyager's evasion improves. While the voyager still takes no damage on a successful Reflex saving throw against attacks, she takes only half damage on a failed save. A helpless voyager does not gain the benefit of improved evasion.

**Swapped Selves (Su):** At 14th level, a voyager can exchange her present self with an alternate version of herself. While her appearance may change between these transitions, the voyager's statistics, abilities, conditions, and current equipment and weaponry on her person remain the same, as do her motivations and goals. However, the voyager gains a separate pool of hit points, with a maximum equal to her original. As a full-round action, the voyager can switch her hit points from her original set of hit points, to this alternate set of hit points, or vice versa. When the voyager receives healing, she can

choose to apply this healing to either set of hit points.

**Fate in Flux (Su):** At 16th level, a voyager gains unique insight into the nonlinear nature of time, and can reach back to adjust one of the decisions she made in the past. Once per day, by meditating for 10 minutes, the voyager can use *psychic reformation* as a psi-like ability. She can only target herself with this effect, takes no penalties from it. In addition to the power's normal effect, the voyager can also change her parallel actions known when she uses this ability.

**Eternity Awaits (Su):** At 20th level, when a voyager dies, a future version of herself manifests to carry on her tasks. This does not happen if the voyager dies of old age.

The future self appears in an unoccupied space within 50 feet of the present voyager's passing, and possess all of the voyager's statistics and abilities except for her swapped selves and eternity awaits class features. The voyager's magical items and equipment are transferred to her future self as she appears. The voyager's future self appears with maximum hit points, the same amount of power points as the voyager had when she passed, and 20 points of momentum that do not disappear at the start of her first turn. Should this future self die, their body vanishes and they cannot be raised from the dead.

The voyager's future self carries on with the voyager's tasks as she would have. After a night's rest, the future self is able to reverse the voyager's death and restore her body and soul to life. After doing so, she departs to her own time with a stern warning to her past self.

## VOYAGERS AND PRESTIGE CLASSES

Prestige classes that advance manifesting can advance voyager momentum. At each level where a class would progress a voyager's manifesting level by one, treat her as if she had gained a class level for the purposes of the maximum damage dice and momentum points of her momentum class feature. She does not gain any other benefits she may have gained from an increased level (such as speed increases or parallel actions).

## PARALLEL ACTIONS

Parallel actions are unique abilities that can only be used on a voyager's parallel turn. A voyager's parallel turn is not a true turn, and a voyager can not take normal actions during it. A voyager can use one parallel action on her parallel initiative. Each parallel action lists a minimum voyager level required to use it, and the voyager must choose which parallel action or actions she learns at each given level.

Unless otherwise noted, parallel actions that target something or teleport the voyager require line of sight, though those that teleport do not require line of effect. Parallel actions that interact with creatures or objects within a certain range of the voyager can also be used on creatures or objects within that same range of her afterimage. For example, the helping hand parallel action allows the voyager to teleport an adjacent object to her. She can also teleport unattended objects that are



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adjacent to her afterimage.

Some of the voyager's parallel actions allow a save to resist their effects. In all cases, the DC to that save is  $DC\ 10 + 1/2$  the voyager's class level + the voyager's Intelligence modifier). A voyager can take the Ability Focus (parallel action) feat, in which case it affects the DC of saving throws made against any of the parallel actions the voyager uses.

## Helping Hand (1st level)

Unlike other parallel actions which must be selected to be learned, all voyagers gain the helping hand parallel action at 1st level.

**Helping Hand:** The voyager's future counterparts reach from across time and space. On the voyager's parallel turn, the voyager can designate an unattended object for her alternate selves to interact with. This object must be one she is holding, or one that is adjacent to her. She can manipulate that object as if she were using a standard or move action to do so, but cannot make an attack or activate magical items. If the object is unattended and is at most 10 lbs, the voyager can have it teleported to her location, into her possession. Alternatively, this parallel action can be used to preserve the voyager's momentum; if used in this way, at the beginning of the voyager's next turn, she does not lose any gathered points of momentum.

## Combat Support (1st level)

At 1st level, the voyager learns two parallel actions from the following list.

**Accomplished Accomplice:** The voyager's greatest partners are her other selves, some armed with foreknowledge of the future. When she gains this parallel action, the voyager chooses 3 skills that her parallel self can assist with using this parallel action. The voyager can use this parallel action to make a specialized aid another attempt, to assist herself or an ally. This can only be applied to attacks, AC, and checks with her chosen skills.

In the case of assisting in a skill check, she may assist herself or an ally adjacent to her. In the case of attacks and AC, the voyager may assist herself or an ally against an enemy adjacent to her. On a success, like a normal aid another check, the voyager applies a +2 bonus to the next application of the chosen action (as long as that action comes before the beginning of her next parallel action).

At 6th level and every 5 levels thereafter, the bonus gained from this aid another check increase by 1. Unlike other aid another checks, the bonus granted by this ability cannot be altered by other effects (including traits and feats that influence aid another bonuses).

**Assisted Escape:** The voyager can receive a nudge from her counterparts across time and space, causing her to disappear momentarily and reappear in a slightly different position. On the voyager's parallel turn, the voyager can teleport 5 feet. Unlike a normal teleportation, this teleportation allows her to stand if she was prone, and frees the voyager from effects that would physically restrain or reduce her movement, such as the *entangle*

## TRACKING PARALLEL ACTIONS

It may be difficult to remember all of your voyager's known parallel actions while playing. This is understandable; parallel actions are an entirely different paradigm from a normal character's turn.

If you dislike the idea of maintaining two separate initiatives, you may use the metronome archetype to simplify gameplay somewhat, by uniting your normal and parallel initiatives.

If you anticipate difficulty in remembering your options on your parallel turns, it's recommended to have brief summaries of each parallel action you know, somewhere on your character sheet or on flash cards.

spell or a grapple. At 7th and 15th level, the distance the voyager can teleport with this parallel action increases by 5 feet.

The voyager can expend her psionic focus to use this parallel action as an immediate action after taking damage, being targeted by a combat maneuver, or being affected by an ability.

**Dual Threat:** The voyager's parallel selves can present a danger to enemies, extending her effective reach. When the voyager uses this parallel action, she designates a square adjacent to her. For 1 round, she can threaten and flank creatures from this square, as well as from her own location (as normal). If a creature provokes an attack of opportunity while adjacent to this location, the voyager can make an attack of opportunity against that creature as if she were occupying that square, even if she is out of reach normally. While this parallel action is active, the voyager's attacks of opportunity deal bonus damage equal to the voyager's class level.

**Foreshadow:** The voyager's alternate selves can prepare the way for their present-day counterpart, pointing out paths and targets of least resistance. When the voyager uses this parallel action, she creates a path of connected squares up to 20 feet long within her line of sight. At 3rd level and every 4 levels thereafter, the length of the path can extend an additional 5 feet.

For 1 round, the voyager can move through these squares at full speed, even if they are occupied or would cost her additional movement normally (though she cannot end her movement in the space of a creature of her size or larger). She can even run or charge in such situations. Her movement within these squares does not provoke attacks of opportunity, including while leaving or entering these squares. If the voyager moves in such a way that normally necessitates that she move in a straight line—such as a charge—she can change the direction of her movement freely as long as she remains within this area.

**Phantom Feint:** The voyager's temporal allies show a pseudo-real set of the voyager's actions, letting her fake out her enemies. The voyager chooses an empty square adjacent to her to generate a temporary image of herself. She then determines its action from the following list:



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- The image seems to make a misstep. Any creature that threatens that square must succeed at a Will save or make an attack of opportunity against it. Afterwards, they cannot make additional attacks of opportunity for 1 round.
- The image seems to strike out at a creature adjacent to it, forcing their attention from the voyager to it. The voyager can immediately make a feint against this creature, using her Intelligence modifier instead of her Charisma modifier on any applicable Bluff checks. Unlike a normal feint, a successful feint from this parallel action affects all of the voyager's melee or ranged attacks against the target until the end of her next turn.

## Time Manipulation (3rd level)

At 3rd level, the voyager learns two parallel actions from the following list.

**Fast-Forward:** The voyager's parallel selves can accelerate the timeframe of herself or a creature adjacent to her. For 1 round, all of the affected creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by the voyager's Intelligence modifier times 5 feet (minimum +10 feet). When the affected creature gains this bonus, they can immediately move up to their speed (using any movement mode they possess), as if they had taken a move action. This movement does not provoke attacks of opportunity. If they choose to do this, they become staggered for 1 round afterwards.

**Rewind:** The voyager can use her parallel turn to pull herself back to an afterimage of herself, teleporting herself from her current location to her afterimage (even if her afterimage is out of her line of sight). If the space is occupied, she appears at the nearest available space (determined randomly, if needed). This causes her afterimage to disappear, though she can create a new one as normal afterwards.

The voyager can also expend her psionic focus as her parallel action to mark her current afterimage with her current hit point total until the end of her next parallel turn. If the voyager uses a parallel action to return to an afterimage marked with a hit point total, she can change her current hit point total to the value marked by the afterimage (whether it is higher, lower, or the same as her former hit point total). If this total is somehow higher than the her current maximum hit points, her hit points are instead set to her maximum total.

**Pause:** The voyager's parallel selves can direct their focus into attempting to stop the flow of time around a creature. A creature adjacent to the voyager vanishes as if they were affected by the time hop power for 1 round unless they succeed at a Will save. Unlike time hop, however, creatures affected by pause leave behind a phantom image of themselves during their absence. A creature successfully affected by pause cannot be affected by it again for one round after it returns.

## Manifesting Support (7th level)

At 7th level, the voyager learns two parallel actions from the following list.

**Lightning Focus:** The voyager's focus is her lifeline, and her parallel selves can assist in maintaining it. For one round after this parallel action is used, she can regain her psionic focus as part of a move action, moving up to her speed and regaining her psionic focus with the same action. If she has the Psionic Meditation feat, she can regain her psionic focus as a swift action.

**Power Echo:** The voyager's alternate selves gather and hold an echo of the next power she manifests within 1 round. The echo itself, once created, lasts until the end of her next turn. If she manifests the same power as an echo before it expires, the voyager expends the echo and is refunded half power points she spent on the second manifestation (rounded down). This ability cannot be combined with other effects that would refund power points; only the highest refund applies. A power whose cost is partially-refunded will still charge a new echo, if the voyager used this parallel action again in preparation for it.

**Special Delivery:** The voyager can prime her afterimage with psionic energy that synchronizes with her own. For one round after this parallel action is used, creatures other than the voyager who are adjacent to her afterimage take a -2 penalty on saving throws.

In addition, the voyager can use her afterimage to deliver her powers. While this effect is active, the voyager can use her afterimage's location instead of her own when determining the line of effect and range of her voyager powers.

## Advanced Support (11th level)

At 11th level, the voyager learns a parallel action from the following list.

**Keep Watch:** The voyager's senses extend to her afterimage. For one round after this parallel action is used, the voyager can use all of her available senses to perceive her environment as if she were occupying the space of her afterimage as well as herself. In addition, where both the voyager and the afterimage can see, the voyager can see invisible creatures.

While this parallel action is active, the voyager takes a -2 penalty on Perception checks due to the mixture of senses from herself and her afterimage. When attempting to locate the source of a sound or sensation perceivable from both her afterimage and her own location, however, she instead gains a +4 bonus due to being able to triangulate the source from both places.

**Paradox Shift:** The voyager's parallel selves reach out and disrupt the flow of time, causing the actions and actions made against a another creature within 5 feet of her to become inconsistent.

Until the end of their next turn, the affected creature gains a 50% miss chance against attacks made against them, and their attacks suffer a 50% miss chance. The



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miss chances from this ability do not stack with itself or with concealment; if both the miss chance from paradox shift and a miss chance from concealment would be applied to an attack, the higher one is used.

## Backup Plans (15th level)

At 15th level, the voyager learns a parallel action from the following list.

**Emergency Stasis:** The voyager's partners set up a safety net for the voyager or a creature adjacent to her. The voyager can expend her psionic focus to use this parallel action as an immediate action. For one round after this parallel action is used, if the target of this parallel action would die, they do not die and instead enter a state of temporal stasis for a number of rounds up to the voyager's Intelligence modifier (minimum 1). Any hit point damage taken is retained, but effects that would kill them are removed. While in this state, the creature cannot be harmed but cannot act. At the end of each of the creature's turns in this state, they regain hit points equal to their character level and heal 1 point of ability damage (if they have currently taken any).

The voyager can choose to end this effect on other creatures as a free action. If it is the voyager undergoing this effect, she maintains faint awareness of her surroundings but cannot act or use her parallel actions. Each turn, she can decide to either maintain the effect and end her turn, or to end the effect and take her actions.

**Reversal of Fortune:** The voyager's companions guide her towards the most favorable outcome. For one round, she can reroll a single d20 that she rolls, and take the higher of the two rolls. The choice to make this reroll is taken after learning what the results of the roll would be. A voyager can also activate this ability as an immediate action to reroll a single d20 she just rolled. If she does, she must skip her next parallel action.

## Parallel Intrusion (19th level)

A voyager learns the following parallel action at 19th level.

**Parallel Intrusion:** The voyager's parallel selves can interfere directly, breaking through into the voyager's time stream to act as she would for a brief instant. When the voyager uses this parallel action, she gains one round's worth of actions as if she had manifested the *temporal acceleration* power. She cannot use parallel actions on this additional round's worth of actions. Once this parallel action is used, she cannot use it again for 1 minute.

## RACIAL FAVORED CLASS OPTIONS

Voyagers can choose from the following alternate racial favored class options.

- **All:** Gain 1/6 of a bonus psionic feat. Any race can choose this favored class option.
- **Aasimar:** Add +1/2 to the voyager's saving throws against psychoportation powers or effects.
- **Blue:** Whenever the voyager manifests and augments a clairsentience voyager power, she

regains 1/6 of a power point. She cannot regain more power points than she spent augmenting the power.

- **Changeling:** Whenever the voyager manifests and augments a psychoportation voyager power, she regains 1/6 of a power point. She cannot regain more power points than she spent augmenting the power.
- **Dhampir:** The save DCs (if any) of the voyager's parallel actions increases by +1/6.
- **Dromite:** The voyager gains a +2 bonus to her speed each time she passes through the space of an ally. This bonus is cumulative up to a maximum of twice her voyager level, and lasts for 1 round. This option has no effect unless the voyager gains enough speed to reach increments of 5; this effect at +4 feet is effectively the same as the effect at +0 feet.
- **Dwarf:** The voyager gains a +1/3 bonus on saving throws and to CMD against effects that would force the voyagers to move (including bull rush and reposition attempts, as well as any effect that would make her leave your space, included by unwanted teleportation).
- **Elan:** Add +1/4 power known from any class's list. This power must be at least one level below the highest power the voyager can manifest.
- **Elf:** The voyager gains a +1/3 bonus on saving throws and to CMD against effects that would restrain, halt, or otherwise inhibit the voyager's movement (including trip and grapple attempts, as well as any effect that would reduce her movement speed or keep her from leaving her space, but not necessarily including conditions that simply rob her of her actions).
- **Gnome:** The voyager gains a +1/2 racial bonus on rolls to disable a trap.
- **Halfling:** The voyager gains a +1/4 bonus on initiative checks.
- **Half-Elf:** The voyager gains a +1/3 bonus for a skill check of her choice.
- **Human:** Add +1/4 power known from the voyager power list. This power must be at least one level below the highest power the voyager can manifest.
- **Ifrit:** The voyager deals +1 additional fire damage when she gains bonus damage from momentum. The maximum bonus this ability can grant to a given attack is equal to the amount of momentum consumed by that attack.
- **Maenad:** The voyager deals +1/2 additional sonic damage on attacks when she gains bonus damage from momentum. The maximum bonus this ability can grant to a given attack is equal to the amount of momentum consumed by that attack.
- **Ophidian:** The voyager can ignore 2 foot of difficult terrain each round, moving across it unhindered (but still is affected by other effects of that terrain, if any). This option has no effect unless the voyager has selected it 5 times (or another increment of 5);



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this effect at +4 feet is effectively the same as the effect at +0 feet.

- **Ratfolk:** The voyager gains either +1/2 additional AC against melee or ranged attacks when she gains AC from momentum, chosen whenever she takes this bonus.
- **Samsarans:** The voyager gains a +1 bonus to Knowledge (history) checks.
- **Sylph:** The voyager deals +1/2 additional electricity damage on attacks when she gains bonus damage from momentum. The maximum bonus this ability can grant to a given attack is equal to the amount of momentum consumed by that attack.
- **Tiefling:** The voyager deals +1 additional damage on attacks against flat-footed creatures, when she gains bonus damage from momentum. The maximum bonus this ability can grant to a given attack is equal to the amount of momentum consumed by that attack.
- **Wayang:** The voyager gains a +1/2 on Stealth checks.
- **Xeph:** Increase the voyager's base speed by 1. This option has no effect unless the voyager has selected it 5 times (or another increment of 5); a bonus to movement of +4 feet is effectively the same as a bonus of +0 feet.

## VOYAGER POWERS

The following is the voyager power list. Powers marked with an "A" are augmentable. Powers marked with a dagger (†) are single-target, and powers marked with a double-dagger (‡) are personal, and thus legal for use with *power channel*.

### 0-level Voyager Powers (Talents)

**Blinding Flash**<sup>A†</sup>: Dazzle an opponent.

**Conceal Thoughts**<sup>‡</sup>: You conceal your motives.

**Detect Psionics:** You detect the presence of psionics.

**Far Hand**<sup>A</sup>: Move small objects at a limited distance.

**Missive**<sup>A†</sup>: Send a one-way telepathic message to subject.

**Psionic Repair:** Mend an object.

**Telepathic Lash**<sup>A†</sup>: Humanoid creature of 4 HD or less loses next action.

**Trick Shot:** Your ranged attacks defy the laws of physics.

### 1st-level Voyager Powers

**Astral Traveler:** Enable yourself or another to join an astral caravan-enabled trip.

**Burst**<sup>A‡</sup>: Gain +10ft. to speed this round.

**Call To Mind**<sup>A†</sup>: Gain additional Knowledge check with +4 competence bonus.

**Catfall**<sup>A†</sup>: Instantly save yourself from a fall.

**Circumstance Shield**<sup>A†</sup>: Gain a +2 bonus to Initiative. Discharge for a bonus to a single Reflex save.

**Chameleon**<sup>A†</sup>: Gain +10 enhancement bonus on vision based Stealth checks.

**Dazzling Swordplay**<sup>A†</sup>: Dazzle next creature struck.

**Deceleration**<sup>A†</sup>: Target's speed is halved.

**Déjà Vu**<sup>A†</sup>: Your target repeats his last action.

**Destiny Dissonance**<sup>†</sup>: Your dissonant touch sickens a foe.

**Detect Teleportation**<sup>A</sup>: Know when teleportation powers are used in close range.

**Dissipating Touch**<sup>A†</sup>: Your touch deals 1d6 damage.

**Empty Mind**<sup>†</sup>: Gain +2 on Will saves until your next action.

**Hidden Pocket**<sup>A</sup>: Transport a small item into an extradimensional space.

**Judge**<sup>A†</sup>: Gain a +2 bonus to Sense Motive checks.

**Kinetic Legerdemain**<sup>A</sup>: Make Disable Device checks without the need for a toolkit.

**Know Direction And Location**<sup>†</sup>: You discover where you are and what direction you face.

**Inertial Armor**<sup>A</sup>: Tangible field of force provides you with +4 armor bonus to AC.

**Inevitable Strike**<sup>A</sup>: Gain an insight bonus on your next attack.

**Locate Secret Doors:** Reveals hidden doors within 60 ft.

**Metamorphosis, Minor**<sup>A†</sup>: You can change your physical form to a minor degree.

**Metaphysical Weapon**<sup>A</sup>: Weapon gains +1 bonus.

**Mindlink**<sup>A</sup>: You forge a limited mental bond with another creature.

**Precognition, Defensive**<sup>A†</sup>: Gain +1 insight bonus to AC and saving throws.

**Precognition, Offensive**<sup>A†</sup>: Gain +1 insight bonus on your attack rolls.

**Precognition, Tactical**<sup>A†</sup>: Gain +2 enhancement bonus to combat maneuvers.

**Prescience, Offensive**<sup>A†</sup>: Gain +2 insight bonus on your damage rolls.

**Prevenom Weapon**<sup>A</sup>: Your weapon is mildly venomous.

**Psychic Tracking**<sup>A</sup>: Track a creature by thought, rather than by physical tracks.

**Sense Link**<sup>A</sup>: You sense what the subject senses (single sense).

**Skate**<sup>A†</sup>: Subject slides skillfully along the ground.

### 2nd-level Voyager Powers

**Body Adjustment**<sup>A†</sup>: Heal 1d12 damage.

**Body Equilibrium**<sup>†</sup>: You can walk on nonsolid surfaces.

**Breach:** Opens locked or psionically sealed door.

**Cloud Mind**<sup>A†</sup>: You erase knowledge of your presence from target's mind.

**Concealing Amorpha**<sup>A†</sup>: Quasi-real membrane grants you concealment.

**Deflect:** Avoid a single ranged attack.

**Defy Gravity**<sup>†</sup>: You move up and down, forward and back, via mental support.

**Delayed Response**<sup>A†</sup>: Cause the target to act last.

**Detect Hostile Intent:** You can detect hostile creatures within 30 ft. of you.

**Dimension Swap**<sup>A</sup>: You and an ally switch positions.

**Distracting Strike**<sup>A†</sup>: Next creature struck suffers penalty on attack rolls and cannot make attacks of opportunity.

**Endorphin Surge**<sup>A†</sup>: You incite a rush of endorphins, augmenting your physical form.

**False Future**<sup>A†</sup>: Show the target incorrect glimpses into the future, moving them 5 feet.

**Feat Leech**<sup>A†</sup>: Borrow another's psionic or metapsionic feats.



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**Gravitational Well<sup>At</sup>:** Cause the target to draw attacks toward it.

**Natural Linguist<sup>At</sup>:** Communicate even if you do not understand a language.

**Object Reading<sup>A</sup>:** Learn details about an object's previous owner.

**Repositioning Strike<sup>At</sup>:** Next attack swaps your position with the struck creature; expend focus to allow an ally to treat the struck creature as flanked.

**Proximity Strike<sup>At</sup>:** Next attack deals additional damage and allows you to teleport the struck creature back to you.

**Psionic Lock:** Secure a door, chest, or portal.

**Recall Agony<sup>At</sup>:** Foe takes 2d6 damage.

**Sonic Blast<sup>At</sup>:** Next attack deals sonic damage; expend focus to trip target.

**Sidestep:** Avoid a single melee attack.

**Sensitivity to Psychic Impressions:** You can find out about an area's past.

**Wall Walker<sup>†</sup>:** Grants ability to walk on walls and ceilings.

## 3rd-level Voyager Powers

**Concealing Amorpha, Greater:** Quasi-real membrane grants you total concealment.

**Danger Sense<sup>At</sup>:** You gain +4 bonus against traps.

**Delayed Response<sup>At</sup>:** Cause the target to act last.

**Dimension Slide<sup>A</sup>:** Teleports you very short distance.

**Dispatch<sup>A</sup>:** Set up and deliver spectacular finishing strikes.

**Dispel Psionics<sup>A</sup>:** Cancels psionic powers and effects.

**Ectoplasmic Form<sup>†</sup>:** You gain benefits of being insubstantial and can fly slowly.

**Escape Detection<sup>†</sup>:** You become difficult to detect with clairsentience powers.

**Evade Burst<sup>At</sup>:** You take no damage from a burst on a successful Reflex save.

**Expose Weakness<sup>At</sup>:** Cause a creature to become clumsy.

**Flexible Trajectory<sup>A</sup>:** Ranged attacks follow imaginary path to target.

**Gravitational Anchor<sup>†</sup>:** Alter gravity to direct toward the creature or object you touch.

**Hustle<sup>†</sup>:** Instantly gain a move action.

**Metamorphosis<sup>†</sup>:** Change your physical form.

**Mind Trap<sup>A</sup>:** Drain 1d6 power points from anyone who attacks you with a telepathy power.

**Mindhunter:** Discover the location of your target while you sleep.

**Physical Acceleration<sup>A</sup>:** You move faster, gain +1 on attack rolls, AC, and Reflex saves.

**Time Hop<sup>At</sup>:** Subject hops forward in time 1 round/level.

**Touchsight<sup>At</sup>:** Your telekinetic field tells you where everything is.

**Ubiquitous Vision<sup>†</sup>:** You have all-around vision.

**Vampiric Blade<sup>†</sup>:** You heal half your base weapon damage.

## 4th-level Voyager Powers

**Augured Answer<sup>†</sup>:** Provides useful advice for specific proposed action.

**Aura Sight:** Reveals creatures, objects, powers, or spells of selected alignment axis.

**Backlash<sup>A</sup>:** Attack a creature who has attacked you, but suffer a daze effect.

**Energy Adaptation<sup>At</sup>:** Your body converts energy to harmless light.

**Detect Remote Viewing<sup>†</sup>:** You know when others spy on you remotely.

**Expulsion<sup>†</sup>:** Forces a creature to return to its native plane.

**Flight<sup>†</sup>:** You fly at a speed of 60 ft.

**Fold Space<sup>A</sup>:** Teleports you short distance.

**Slip The Bonds<sup>†</sup>:** You cannot be held or otherwise rendered immobile.

**Remote Viewing<sup>A</sup>:** See, hear, and potentially interact with subjects at a distance.

**Shift The Tide<sup>At</sup>:** Target rerolls a d20 roll or may be staggered.

**Steadfast Perception<sup>†</sup>:** Gain immunity to illusory effects, +6 bonus on Perception checks.

**Thundering Step:** Attack creature and deal additional damage and daze, then teleport away.

**Trace Psychoport<sup>A</sup>:** Learn destination of subject's teleport or *psychoport*.

**Vanishing Strike<sup>†</sup>:** Make a single melee attack and then become invisible and teleport away.

**Wrench<sup>†</sup>:** Bars extra-dimensional movement.

## 5th-level Voyager Powers

**Barrage:** Execute a flurry of swift attacks against nearby targets.

**Baleful Teleport<sup>At</sup>:** Destructive teleport deals 9d6 damage.

**Clairtangent Hand<sup>A</sup>:** Emulate *far hand* at a distance.

**Pierce The Veils<sup>†</sup>:** See all things as they really are.

**Planar Travel:** Travel to other planes.

**Psychic Crush<sup>A</sup>:** Brutally crush subject's mental essence, reducing subject to -1 hit points.

**Psychoport<sup>At</sup>:** Instantly transports you as far as 100 miles/level.

**Psychoport Trigger<sup>†</sup>:** Predetermined event triggers *psychoport*.

**Retrieve<sup>A</sup>:** Teleport to your hand an item you can see.

**Second Chance<sup>At</sup>:** Gain a reroll.

**Summoning Strike<sup>At</sup>:** Teleport a nearby creature to you and attack it.

## 6th-level Voyager Powers

**Barred Mind, Personal<sup>At</sup>:** You are immune to *scrying* and *remote viewing* and gain a bonus to mental effects.

**Cosmic Awareness<sup>At</sup>:** You gain insight bonus on single attack roll, check, or save.

**Defer Fatality:** You avoid death through suspended animation.

**Dispelling Buffer:** Subject is buffered from one dispel psionics effect.

**Dream Travel:** Travel to other places through dreams.

**Ethereal Passage:** Invisible passage through wood or stone.

**Hypercognition<sup>†</sup>:** You can deduce almost anything.

**Metamorphosis, Major<sup>†</sup>:** Radically change your physical form.

**Reposition<sup>A</sup>:** Teleport multiple creatures short distances to different locations.

**Temporal Acceleration<sup>At</sup>:** Your time frame accelerates for 1 round.

**Trigger Power<sup>†</sup>:** Sets trigger condition for another power.



# PSIONICS AUGMENTED

## PLAYING A VOYAGER

*"I used to put off things... always figured that if I set a problem aside, Future Me could handle it. That stopped working when Future Me showed up with a to-do list."*

—Narcisse, discussing her abilities

What does the future hold?

At first glance, the voyager may seem like a walking paradox. When her abilities fall under greater scrutiny, this impression only grows. Some claim to have witnessed blatant contradictions: receiving faulty information from a voyager's future counterpart, or watching a voyager fall in battle alongside an image of her future self. Even innocent interactions between a voyager and her counterparts betray a sense of discordance; a parallel self may act in a manner absolutely contrary to the voyager herself, displaying emotions or acting in ways that the voyager may never imagine herself doing. Those observing a voyager might glimpse such imagery, but most voyagers can suppress at least most of these signs.

There are a number of possibilities, each with their own implications. The voyager might be accessing possible futures, each ever so slightly different from her own reality. Dying means she stumbled across an unfortunate event unique to herself. Other versions of her might continue their travels in their own timelines, regardless of her demise.

Alternatively, the voyager may create sub-realities, contained within her very intellect. She may calculate the future, creating alternate versions of herself that experience her predictions. Her future counterparts are mental constructs, formed in an unconscious effort to predict the future.

Perhaps the simplest explanation is that her psionic power may be altering the timestream directly, and allowing any paradoxes to happen in spite of logic.

It is a paradox that a voyager and those who know her may puzzle over. Should the voyager change, the future selves and the predictions she receives from them may change accordingly. A voyager's destiny is not immutable.

## INDIVIDUAL VOYAGERS

The appearance and behavior of an individual voyager's abilities can vary widely. Each voyager is enveloped within the concept of time, though their mindsets regarding it can be quite different. Some voyagers run from their past, others step boldly towards the future, and some simply live in the moment.

### Speeding with Style

Momentum is the result of the voyager using speed to its potential. The bonus damage from momentum may be expressed visually in different ways, according to an individual's preferences and the context of a situation. While in direct combat, the bonus damage may be the result of a set of hyper-fast follow-up attacks, or the voyager may have wound up and hit their opponent with



everything they had in one dramatic strike. For ranged attacks, the enhanced attack may simply be infused with a massive amount of kinetic force, or generate 'phantom bolts' of pure kinetic energy that echo after the initial attack.

Your voyager is free to favor any of these options, use them interchangeably, or find their own methods of expressing the power of speed. However, the mechanics remain the same, regardless of what the voyager's momentum attacks look like.

### Ambush!

What happens when a voyager unexpectedly comes under attack? Without proper preparation it may be difficult to determine how much momentum the voyager starts the battle with, and where her afterimage may be in such cases.

To address this, it is suggested to establish 'preset' behaviors for both your voyager and her afterimage. What is your voyager inclined to do while out of combat? It is easy enough to imagine a voyager regularly pacing about even when not doing anything important, simply to keep up her defenses. If there is nothing preventing your voyager from moving for several turns in a row before combat begins, it may be safe to assume that she begins combat with as much momentum as she can muster (and unless her parallel actions were otherwise occupied, the helping hand parallel action would prevent it from falling off each round).

The second question that is to be addressed, is where is your voyager inclined to keep her afterimage? Some may favor keeping it near potential enemies or allies, opening up offensive or supportive options right away if a fight breaks out. Others may want to keep it away, in places of safety to ensure that the voyager has an escape route.

Discuss both of these with your GM so that they know what the status of your voyager will be, to avoid unpleasant surprises for either of you out of character.



## CHAPTER 2: ARCHETYPES

The following are archetypes for the voyager class.

### Crossfire

*“Keep the rhythm. Ready! Aim! Fire!”*

There is an unusual synchronicity between the firearm and a voyager’s abilities. Firearms are often anachronistic instruments, used only by the brave or foolhardy; An adventurous weapon with as many drawbacks as advantages in comparison to normal weaponry. And like a voyager, a bullet’s offensive power is tied to its speed. The union of such an individual and such a weapon is known as a crossfire: a temporal gunner who mixes her psionic power with black powder and bullets.

A crossfire may have chosen the art of the gun because of a natural inclination, or because of its anachronistic nature. Either way, a crossfire devotes part of her time to her weapon in a very literal way. Her parallel selves can assist her in the intricate process of reloading or repairing her firearm after a mishap. If she seeks to further pursue the way of a gunner, the crossfire can up the ante and gain additional abilities that improve her performance with a firearm.

**Weapon and Armor Proficiencies:** A crossfire is proficient with all simple weapons and firearms. She is proficient with light armor. This alters the normal voyager’s weapon and armor proficiencies.

**Gunsmith (Ex):** At 1st level, a crossfire gains one of the following firearms of her choice: blunderbuss, musket, or pistol. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it’s worth 4d10 gp when sold). The crossfire also gains Gunsmithing as a bonus feat.

**Slowed Step, Steady Aim (Su):** A crossfire gains Amateur Gunslinger as a bonus feat at 1st level. The crossfire’s grit pool is based on her Intelligence.

As a psionic character, the crossfire’s Amateur Gunslinger feat can grant them psionic deeds. These deeds can be found in Chapter VI of *Ultimate Psionics*.

A crossfire gains the accelerate class feature at 3rd level instead of 1st level. Their accelerate class feature improves every 5th level afterwards, as normal. This ability alters accelerate.

**Parallel Action (Su):** The crossfire’s parallel actions function the same as the voyager’s, with the following exceptions. At 1st level, the crossfire learns the following parallel actions instead of the voyager’s normal parallel actions. As a result, the crossfire does not learn any additional parallel actions at 1st level (though she may learn them with the Backtrack feat). This ability

alters parallel action, but does not make the crossfire incompatible with archetypes that only alter or replace parallel actions at following levels.

**Firearm Assistance (1st level):** The crossfire’s parallel selves can interact with a firearm she is holding, rewinding mundane ammunition fired from it (allowing it to be used again), or reloading with magical ammunition on the crossfire’s person. In addition, as part of this parallel action, the crossfire can expend her psionic focus in order to rewind the structure of the firearm. This removes the broken condition from a firearm she is holding. This parallel action replaces helping hand.

**Covering Fire (1st level):** A crossfire’s alternate selves can cover her retreat or support her attack, with a semi-real hail of suppressing fire. On her parallel action, the crossfire makes a combat maneuver check against a creature within the first range increment of a firearm she holds, using her Dexterity instead of her Strength to determine her CMB. If she succeeds, the target is hampered by the rain of bullets, becoming unable to make attacks of opportunity for 1 round. In addition, for this duration, ranged attacks against the target gain a +1 competence bonus on their attack roll (increasing by a further +1 at 4th level and every four class levels thereafter).

The crossfire can expend her psionic focus in order to affect all creatures within a 10-foot-radius spread within range, rolling one combat maneuver check and using it against each creature. A crossfire learns this parallel action in place of a 1st level parallel action.

### Focused Crossfire

In addition to the above adjustments, a voyager with the crossfire archetype may select from any of the following alternate class features by altering or exchanging them with the listed voyager base class feature. For example, a voyager with the crossfire archetype may take kinetic snipe, losing kinetic wave.

A crossfire can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base voyager class as those altered or exchanged by the crossfire archetype.

**Round Redirection (3rd level):** The crossfire can create a vector for her attacks—forming a portal for her bullets, or creating a semi-real apparition with a phantom firearm of its own. On her parallel action, the crossfire can create a beacon within her line of sight that lasts for one round. For one round after using this parallel action, the crossfire can determine line of sight and effect with her firearm attacks using the beacon’s location as well as her own. A crossfire may gain this parallel action in place of a 3rd level parallel action.



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**Bullet Time (Su):** At 2nd level, a crossfire can choose to gain an alternate abilities for her *augmented attacks*. If there are no replacements listed at a given level, the crossfire gains the abilities normally learned at that level.

- **Focused Shot:** When the voyager spends power points on her *augmented attack*, the range increment of her firearm increases by 5 feet and she can gain momentum from the distance her bullets travel. For each additional power point spent, she increases the range increment of her firearm by an additional 5 feet. The crossfire gains 1 point of momentum for every 10 feet between her and the target of her *augmented attack*. Momentum gained from this cannot be used to pay the *augmented attack's* other costs. This ability replaces *blink*.

At 13th level, a crossfire gains the following ability instead of speeding strike.

- **Firing Squad:** By expending her psionic focus, the crossfire can replicate an *augmented attack* she makes with a firearm, allowing her to attack all creatures in an area within the first range increment of her firearm. This area is composed of a series of connected 5-foot squares, one for each point of momentum and power point spent on the *augmented attack*. The crossfire rolls once and applies all modifiers to the attack to all creatures within this area, including bonus damage from momentum and *augmented attack* abilities. When manifesting a power with a single target with *power channel*, the crossfire chooses one creature out of the ones struck to affect with the power. However, when using this ability, the crossfire can manifest a power that normally affects an area or multiple targets with *power channel* and apply its effects to every creature struck by this attack.

A crossfire may gain this ability, altering manifestation of speed.

**Gunfire Training (Ex):** At 4th level and every 3 levels thereafter, the crossfire gains a bonus feat from the following list. The feats she has access to is determined by the level of voyager powers she can learn, and she does not need to meet their prerequisites. In addition, whenever she gains a crossfire level, the voyager can choose to gain an additional bonus feat in place of a power known.

The feats she has access to is determined by the level of the power she could have learned, and she does not need to meet its prerequisites. The crossfire is limited in the number of feats she can gain in place of powers. At 4th level through 6th level, she can

gain a total of 1 feat in this way. At 7th level and every three voyager levels thereafter, the maximum number of feats she can gain increases by 1.

- **1st- and 2nd-level powers:** Acrobatic Steps, Intimidating Shot, Mobility, Quick Draw, and Up The Walls.
- **3rd- and 4th-level powers:** Cloak Dance, Deflect Arrows, Mixed Combat, Shot on the Run, Relentless Shot, and Trick Shooter.
- **5th- and 6th-level powers:** Circuitous Shot, Cartwheel Dodge, Knockdown Shot, Snap Shot, and Return Shot.

This crossfire may gain this ability, replacing voyager knowledge.

## Metronome

*"I am one with my past and future."*

—Talan, a metronome

A metronome strives to stay in sync with her temporal assistants, even if it means they may fall behind compared to other voyagers.

**Parallel Initiative (Su):** A metronome keeps pace with her parallel selves, even if it may mean she falls behind in speed. When she rolls initiative, instead of rolling a separate parallel initiative, the metronome rolls her own initiative at a -4 penalty. At 4th level and 7th level, the penalty to the metronome's initiative is reduced by 2.

A metronome's parallel action occurs at the same initiative as the metronome herself. The metronome must choose to have the parallel actions occur entirely before, or entirely after, her own actions, but otherwise the two occur at the same initiative count for all purposes, including the duration of effects that happen during either set of actions.

This ability alters parallel initiative, but does not cause the metronome archetype to be incompatible with other archetypes that alter the parallel initiative class feature.





## CHAPTER 3: FEATS

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

### Amplified Momentum (Psionic)

You can amplify your augmented strikes with momentum, or recycle it into your evasiveness.

**Prerequisites:** Momentum class feature.

**Benefit:** When you spend momentum to amplify an attack, you choose to gain one of the following:

- Your momentum deals an additional 1 point of damage per die added to the attack. Like momentum, the additional damage from this feat is not multiplied by critical hits and similar effects.
- You gain a +1 dodge bonus to AC and on Reflex saves for 1 round, that increases by 1 for every point of momentum you spent (to a maximum of your Intelligence modifier). These bonuses stack with the dodge bonuses you gain from momentum normally, but their total cannot exceed a maximum of your Intelligence modifier + 2.

### Backtrack (Psionic)

Your parallel selves learn an old trick, even after opportunity had passed them by.

**Prerequisites:** Voyager level 3rd.

**Benefit:** You gain a voyager parallel action in a category of your class level or lower that you did not already possess.

**Special:** You can take this feat multiple times; each time you do, you choose a different parallel action to learn.

### Blink Ambush (Psionic)

You can surprise foes with your teleportation abilities.

**Prerequisites:** Improved Feint, Slipstream Feint.

**Benefits:** Once per round, when you teleport to or from a location within 10 feet of a creature, you can make a feint attempt against that creature as a free action (even if it isn't your turn). If your feint succeeds, you can expend your psionic focus to cause the target to become flat-footed for 1 round.

### Bookmark (Psionic)

You can leave an imprint behind for as long as you wish, for you to retreat to later.

**Prerequisites:** Afterimage class feature, rewind parallel action.

**Benefit:** As a full-round action, you can set a semi-permanent afterimage on your current location. You can use rewind to return to this location instead of one of your normal afterimages as long as you are within a

certain range of it, based on your character level (see below). This afterimage lasts until you rewind to it, or until you set another afterimage using this feat. This ability cannot cross planar boundaries; it only functions if you are still on the same plane as the bookmark.

Character Level	Bookmark Distance
3rd	100 feet
5th	500 feet
8th	1 mile
11th	10 miles
14th	100 miles
17th	1,000 miles
20th	Unlimited

### Divert Perception (Psionic)

Your movement itself obscures your presence, allowing you to hide more easily.

**Prerequisites:** Stealth 5 ranks.

**Benefit:** You can move up to your speed and use Stealth at no penalty. You can use Stealth while running or charging with a -5 penalty.

In addition, whenever you take a move action to move while psionically focused, you can expend your psionic focus in order to make a Stealth check to hide at the end of the movement, even if you do not have concealment or are observed. You remain hidden until the end of your next turn or until you break Stealth, whichever comes first.

**Normal:** You can move up to half your normal speed and use Stealth at no penalty. When moving at a speed greater than half but less than your normal speed, you take a -5 penalty. It's impossible to use Stealth while attacking, running, or charging.

### Fade from Memory (Psionic)

You can vanish from the immediate memory of those around you.

**Prerequisites:** Divert Perception feat, Stealth 8 ranks.

**Benefit:** When you use Stealth to hide, you can expend your psionic focus to cause creatures within close range (25 feet + 5 feet per two character levels) to forget about you until you reappear. Only creatures who failed to see through your initial Stealth check are affected, and an affected creature can make a Will save (DC 10 + 1/2 your character level + your highest mental ability score modifier) to resist this effect. When you expend your psionic focus in order to hide at the end of your



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movement using the Divert Perception feat, you can also use this one as part of the same action, without having to expend psionic focus a second time.

## Faster and Faster (Psionic)

You are truly dedicated to the concept of speed.

**Prerequisites:** Accelerate class feature.

**Benefit:** Each time you gain a 10 feet insight bonus to speed from the accelerate class feature (including the initial 10 feet from the Speed of Thought feat), you instead gain 15 feet of additional speed.

## Focused Swiftsness (Psionic)

You imbue your body with the essence of speed, psionically enhancing your movements.

**Benefit:** You can psionically focus your body in the same manner in which you gain psionic focus normally. At any time when you need to expend your psionic focus on an ability that is normally taken during movement or would change your location (including both movement and teleportation), you can expend this psionic focus instead. At any time when you need to maintain psionic focus with such an ability, you can use this psionic focus instead. Psionically focusing with this feat works just like focusing your own mind.

**Special:** You cannot benefit from this feat at the same time as Psicrystal Containment, Deep Focus, or another

ability that grants you an extra psionic focus. If you have more than one of these, you may only have a single additional psionic focus at any given time.

## Independent Action (Psionic)

Your afterimage and parallel actions can function somewhat independently from your own thoughts, pursuing your goals even when your attention is elsewhere or your will is subverted.

**Prerequisites:** Parallel action class feature, afterimage class feature

**Benefit:** If your ability to think is impaired or your actions are removed entirely (such as by being stunned or affected by a *dominate person* spell), you can still move your afterimage and take parallel actions according to your best interests, even if an effect would normally prevent you from doing so or control your choices. This does not give your afterimages abilities they otherwise didn't have, though—they still use your senses (they do not have their own), do not have minds of their own, and so on. This feat merely allows you to continue to use parallel actions when you otherwise couldn't.

In addition, when you are affected by an ongoing mind-affecting effect that allows a saving throw such as *charm person* or *crushing despair*, you can use your parallel action to make another save against it.

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