PSIOMICS EXPANDED

+ HIDDEN INTENTIONS



Psionics Expanded

HIDDEN INTENTIONS

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

Psionics Expanded requires the use of Psionics Unleashed: Core Psionics System, © 2010 Dreamscarred Press. See http://dreamscarredpress.com for more information on Psionics Unleashed.

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INTRODUCTION

While *Psionics Unleashed* does a great job of implementing psionics in the *Pathfinder Roleplaying Game*, there were a lot of things that could have been done for psionics that just did not make it into the final version of *Psionics Unleashed*.

That's where *Psionics Expanded* comes in.

The goal of the Psionics Expanded project was to implement all of those advanced psionics concepts that we left out of *Psionics Unleashed* because of time, space, or resource constraints. Psionic healing, new prestige classes, a true system for psionic talents, a true psionic tank, and psionic versions of options found in the *Pathfinder*® *Roleplaying Game: Advanced Player's Guide* are all included in *Psionics Expanded*, as well as a host of new player options.

Who is it for?

Where *Psionics Unleashed* contained information for both the player and the GM, *Psionics Expanded* is aimed primarily for players. With new classes, feats, character options, powers, prestige classes, and psionic items, everything in this book has been developed with the player in mind.

Playtesting

Like *Psionics Unleashed*, all of the material in *Psionics Expanded* was playtested by you - the players. Players across the world used this material in their own games, giving sometimes harsh feedback about the new mechanics. It is our belief that by including the psionic players in the development process, the final product ends up being of higher quality, better balanced, and simply more fun.

We truly appreciate all the time, effort, and feedback that the psionic community has given for this project.

Serialized Releases

Unlike *Psionics Unleashed*, *Psionics Expanded* is being released as a series of smaller documents, each of a certain theme. This is being done because it makes it easier to get the constituent parts of Psionics Expanded available to you, the player, while we work on the finished compiled book. By separating the book into six initial pieces, it becomes significantly easier to manage.

This release focuses on the cryptic base class, as well as stealth and intrigue options, and new feats, powers, and items. As the final portion of the project, some additional material was added that might not fit in with stealth or intrigue, but simply because this is the last serialized release in Psionics Expanded and it had to go somewhere!

Because this project is being released in several parts, it is possible that material from one release is referenced in another. While attempts were made to minimize this cross-referencing, major items like new classes are not reprinted in each release.

Definition of Terms

Below are definitions of some of the common terms used in this book.

Augment: An optional cost in power points that can be paid during manifestation to improve certain powers. The total power point cost is equal to the base power's cost plus any power points spent on augmentation; this total power cost cannot exceed the character's effective manifester level.

Base Class: A class that progresses from level 1–20.

Character Level: The sum of a character's class levels.

Class Level: The level of a character in a particular class.

Key Ability Modifier: The ability score modifier for the character's key ability score. For psions, this is Intelligence, for psychic warriors it is Wisdom, and Charisma for wilders.

Manifester Level: Generally equal to the number of class levels in a given manifesting class. Some prestige classes add manifester levels to an existing class. Manifester levels from multiple base classes do not stack (they are tracked individually, akin to how sorcerer and wizard caster levels are tracked individually). A character with psi-like abilities, but no class levels in any manifesting class, does not have a manifester level for most purposes, including feat and prestige class requirements.

Metamorphosis Powers: One of the powers with metamorphosis in its name. Specifically *minor metamorphosis, metamorphosis, major metamorphosis*, and *true metamorphosis*.

Power Point Reserve: A character's personal store of power points. A character with a power point reserve gains the psionic subtype and can gain psionic focus, even if the power point reserve has been depleted.

Psionic Class: Any class which requires or grants psionic power points.

Psionic Focus: A psionically-empowered state of mind. Some abilities can only be used while a character has psionic focus. Some abilities can only be used by expending psionic focus; only one such ability can be used when psionic focus is expended. Gaining psionic focus is a full-round action that provokes attacks of opportunity.

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<u>CLASSES</u>

Along with a brand new base class, the cryptic, presented in this section you will also find new options for the different psionic base classes and even archetype options for the non-psionic classes like the rogue. There are also new advanced disciplines for the psion, psychic warrior paths, and wilder surge options.

NEW BASE CLASS

While the four core psionic classes - the psion, psychic warrior, soulknife, and wilder - can fill many roles for the party, there are still necessary positions within an adventuring group that cannot be covered solely by psionics. Presented below you will find the cryptic class, a manifester who sees the world as patterns to manipulate and use to affect the world around her.

CRYPTIC

The very fabric of the world is visible through the eyes of the cryptic, who sees all things as patterns of energies that can be understood and manipulated. This unique insight allows the cryptic the ability to foresee events and even manipulate the energy of her

surroundings to accomplish her tasks. Whether it is knowing where to step to avoid being seen, where to place an attack for maximum effect, or how to temporarily alter the laws of physics, the cryptic is a master of any pattern she sees.

Role: The cryptic excels as a finder of dangers and at remaining undetected even in the most difficult locations. With modest combat prowess, a cryptic can help her allies defeat enemies, although her limited defensive capabilities means she needs to avoid becoming the main target of her opponents.

Alignment: Any. Hit Die: d8.

Class Skills

The cryptic's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Autohypnosis (Wis), Climb (Str), Craft (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha). Skill Ranks per Level: 4 + Int modifier.

Class Features

All the following are class features of the cryptic.

Weapon and Armor Proficiency: Cryptics are proficient with all simple weapons, plus the rapier and shortbow. Cryptics are proficient with light armor but not with shields. Armor does not interfere with the cryptic's class features.

Power Points/Day: A cryptic'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: The Cryptic. In addition, she receives bonus power points per day if she has a high Intelligence score (see Table: Ability Modifiers and Bonus Power Points). Her race may also provide bonus power points per day, as may certain feats and items.

Powers Known: A cryptic begins play knowing one cryptic power of your choice. Each time she achieves a new level, she unlocks the knowledge of a new power.

> Choose the powers known from the cryptic power list. (*Exception:* The feat Expanded Knowledge does allow a cryptic to learn powers

from the lists of other classes.) A cryptic can manifest any power that has a power point cost equal to or lower than her manifester level.

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

> A cryptic simply knows her powers; they are ingrained in her mind. She does not need

A cryptic uses the patterns of the world to achieve her goals

> to prepare them (in the way that some spellcasters prepare their spells), though she must get a good night's sleep each day to regain all her spent power points.

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

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Maximum Power Level Known: A cryptic 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.

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

Pattern Designs (Su): Unlike normal manifesters, a cryptic manipulates the world around her by creating tattoos and patterns that alters reality in different ways. Cryptic powers show up on the cryptic's body in the form of tattoos. The cryptic's known powers can be identified via Spellcraft checks with a DC equal to 10 + double the power's level. These tattoos do not count against the number of psionic tattoos that the cryptic can safely wear.

When a cryptic manifests one of her powers, it creates a visual pattern of energy during the action

taken to manifest the pattern. While the cryptic's powers have the normal displays for psionic powers - auditory, mental, and the like - this visual pattern unique to the cryptic cannot be suppressed as normal displays can be suppressed.

Altered Defense (Su): A cryptic learns early on to modify the patterns around her to grant her protection as a swift action. The cryptic chooses from the options below and may only have one such effect active at any given time. The cryptic can use this ability for a number of rounds per day equal to 4 + her Intelligence modifier. The cryptic can maintain this ability as long as she wants as long as she has rounds available, or dismiss it at any time as a free action.

Absorb: The cryptic gains DR 1/-.

Deflect: The cryptic gains a +1 dodge bonus to his AC.

Maximum

TABLE:	The	Cryptic
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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Design Level Known
1st	+0	+0	+2	+2	Altered defense 1, disrupt pattern 1d6, pattern designs, scribe tattoo, trapfinding, trapmaker	1	1	1st
2nd	+1	+0	+3	+3	Hidden pattern +2, insight	2	2	1st
3rd	+2	+1	+3	+3	Enhanced disruption +1d6, evasion	4	3	1st
4th	+3	+1	+4	+4	Insight, rapid defense	6	4	2nd
5th	+3	+1	+4	+4	Altered defense 2, enhanced disruption +2d6, hidden pattern +4	8	5	2nd
6th	+4	+2	+5	+5	Insight, swift trapper	12	6	2nd
7th	+5	+2	+5	+5	Enhanced disruption +3d6	16	7	3rd
8th	+6/+1	+2	+6	+6	Hidden pattern +6, insight	20	8	3rd
9th	+6/+1	+3	+6	+6	Altered defense 3, enhanced disruption +4d6	24	9	3rd
10th	+7/+2	+3	+7	+7	Hide in plain sight, insight	28	10	4th
11th	+8/+3	+3	+7	+7	Enhanced disruption +5d6	36	11	4th
12th	+9/+4	+4	+8	+8	Insight	44	12	4th
13th	+9/+4	+4	+8	+8	Altered defense 4, enhanced disruption +6d6	52	13	5th
14th	+10/+5	+4	+9	+9	Enduring defense, insight	60	14	5th
15th	+11/+6/+1	+5	+9	+9	Enhanced disruption +7d6	68	15	5th
16th	+12/+7/+2	+5	+10	+10	Insight	80	16	6th
17th	+12/+7/+2	+5	+10	+10	Altered defense 5, enhanced disruption +8d6	92	17	6th
18th	+13/+8/+3	+6	+11	+11	Insight, unchanging pattern	104	18	6th
19th	+14/+9/+4	+6	+11	+11	Enhanced disruption +9d6	116	19	6th
20th	+15/+10/+5	+6	+12	+12	Supreme insight	128	20	6th

Retaliate: The cryptic gains a +1 bonus on his attack rolls against any opponent that successfully hit him since his last turn.

Every four cryptic levels thereafter, this bonus increases by 1 (to 2 at 5th level, 3 at 9th level, 4 at 13th level, and 5 at 17th level).

Disrupt Pattern (Su): All cryptics are able to disrupt the patterns they can perceive, although the potency of this disruption is based on the cryptic's focus. When a cryptic gains psionic focus, she selects one creature type as her active type (she does not need to select a subtype). As a standard action, the cryptic can make a ranged touch attack with a range of 30 feet, firing a ray of black energy at the target. If the attack is successful, the cryptic deals 1d6 points of damage + additional damage equal to the cryptic's Intelligence modifier. This attack deals half damage if the target's type is not of the cryptic's active type. Like some other rays, if the attack roll of this ability would indicate a critical hit, the damage is doubled. This ability can only be used once per round, even if an item or other effect would duplicate it.

Lesser Insights: Cryptics learn minor powers they can use at will to aid them in a variety of ways. The cryptic gains 2 talents from the cryptic talent list.

Scribe Tattoo: At 1st level, cryptics receive Scribe Tattoo as a bonus feat. A cryptic can scribe tattoos of any power she knows (up to 3rd level). The power must be one that can be made into a tattoo. The cryptic does not need to meet the prerequisites for this feat.

Trapfinding: A cryptic adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A cryptic can use Disable Device to disarm magic traps.

Trapmaker: A cryptic gains a competence bonus on Craft (traps) checks equal to her class level.

Hidden Pattern (Ex): A cryptic learns how to recognize patterns in light and sound around her that can help her to mask her presence. At 2nd level, a cryptic gains a +2 competence bonus on all Stealth checks. This bonus increases to +4 at 5th level, and then again to +6 at 8th level. At 10th level, as long as the cryptic maintains psionic focus, she can use the Stealth skill to hide, even while being observed.

Insight (Su): Starting at 2nd level, and then again every 2 levels thereafter (up to 18th level), a cryptic learns a unique ability related to her perception of the patterns in the world around her.

Binding Pattern (Su): A cryptic with this insight can cause creatures struck with her disrupt pattern ability to become entangled for a number of rounds equal to the cryptic's Intelligence modifier, although the disrupt pattern damage is minimized (all dice rolls are treated as 1s). Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the 10 + 1/2 the cryptic's level + the cryptic's Intelligence modifier. A cryptic must be at least 4th level before selecting this insight.

Bleeding Pattern (Su): A cryptic with this insight can choose to make her disrupt pattern ability deal bleed damage. This attack causes the target to take 1 additional point of damage each round for each die of the cryptic's disrupt pattern (e.g., 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess. A cryptic must be at least 6th level before selecting this insight.

Branding Pattern (Su): As a swift action, the cryptic can manipulate the pattern of one enemy to "mark" them as a ranged touch attack. Until the cryptic's next turn, each time the cryptic makes a successful attack against that enemy, she deals an additional amount of hit point damage equal to her Intelligence modifier.

Bypass Pattern (Su): The cryptic learns how to temporarily displace a pattern without damaging it. As a standard action, the cryptic can treat one trap or lock as if it did not exist for a number of rounds equal to her Intelligence modifier, although the object to be affected must have a weight under 100 lbs and the cryptic must make a successful Disable Device check on the trap or lock to be affected. When the cryptic successfully uses this ability, her allies also ignore that trap or lock. After the effect expires, the lock or trap functions as normal, although if the trap would have been triggered due to the cryptic not returning everything to its original state, such as a trap triggered by a door opening, the trap immediately activates. Otherwise, the trap is left untriggered.

Claim Pattern (Su): The cryptic can attune a trap to herself as a standard action and by making a successful Disable Device check against the trap's DC, after which the trap only triggers when the cryptic decides it can be triggered. If the trap is attuned in a similar fashion to another creature, the cryptic must make a manifester level check against a DC of 11 + the current owner's manifester level or the attunement fails. If the attunement is successful, the cryptic can trigger the trap as a swift action at any time in the future. A cryptic may only have one such attuned trap at any given time. The cryptic must be at least 8th level before selecting this insight.

Discerning Pattern (Su): When fighting a creature that is not of one of her active enemy types, she may

attempt to identify that creature with a Knowledge check appropriate to the creature's type as a swift action; if successful, she may treat the creature as if it was one of her active enemy types until the target is dead or unconscious or until combat ends. The cryptic may only attempt to identify a creature in this way once per 24 hours.

Dislocating Pattern (Su): When a cryptic with this insight makes a successful disrupt pattern attack, she causes the target to take a -2 penalty to all attack rolls, damage rolls, skill checks, and saving throws until a successful DC 15 Heal check is made. A cryptic must be at least 8th level before selecting this insight.

Disrupted Healing (Su): When a cryptic with this insight uses her disrupt pattern ability, if the creature struck is of her active type, any healing that creature receives for a number of rounds equal to the cryptic's Intelligence modifier is reduced by half (minimum 1).

Efficient Trapsmith (Ex): When a cryptic with this insight constructs a mechanical trap, she only pays 75% of the normal cost. A cryptic must be at least 10th level before selecting this insight.

Empower Trap (Su): The cryptic can, as a standard action, cause a trap's effect to be empowered, dealing 50% additional damage when activated. This insight can only be used on traps that have not yet been activated and that the cryptic is aware of.

Enhance Tattoo (Ex): A number of times per day equal to her Intelligence modifier, the cryptic can cause any tattoo she taps to function at a manifester level equal to her class level.

Eternal Tattoo (Ex): If a cryptic taps a tattoo that she extends, the effects of that tattoo become permanent until she chooses to make another tattoo effect permanent. A cryptic must be at least 16th level and must possess the extend tattoo insight before selecting this insight.

Explosive Pattern (Su): A cryptic with this insight can cause her disrupt pattern ability to explode upon impact. If the cryptic's disrupt pattern attack successfully hits, it causes splash damage to nearby creatures. The splash damage is equal to the minimum damage of the disrupt pattern. A cryptic must be at least 6th level to select this insight.

Extend Tattoo (Ex): A number of times per day equal to her Intelligence modifier, the cryptic can cause any tattoo she taps that does not have an instantaneous duration to function at twice its normal duration.

Fast Stealth (Ex): This ability allows a cryptic to move at full speed using the Stealth skill without penalty.

Fold Trap (Su): A cryptic can 'fold' the pattern of a trap she has personally crafted, compressing the trap into a light-weight projectile which can be thrown at a later time. As a standard action, the cryptic can

throw the folded trap at an unoccupied square up to 30 feet away. No attack roll is necessary and the trap is immediately 'unfolded' and ready to be triggered as normal. The trap affected must have a CR no greater than half the cryptic's level (minimum 1). The cryptic must have the Quick Trapsmith insight before selecting this insight.

Improved Evasion (Ex): This works like evasion, except that while the cryptic still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless cryptic does not gain the benefit of improved evasion. A cryptic must be at least 10th level before selecting this insight.

Join Patterns (Su): The cryptic links two creatures touched (or herself and another creature) as if affected by affinity field for a number of rounds equal to the cryptic's Intelligence modifier. A cryptic must be at least 14th level before selecting this insight.

Light-bending Pattern (Su): The cryptic learns how to mask her pattern entirely. As a standard action, the cryptic can become invisible for one round per cryptic level. The effect ends as soon as the cryptic attacks any creature. This insight can be used a number of times per day equal to 3 + the Cryptic's Intelligence modifier. A cryptic must be at least 10th level before selecting this insight.

Quick Disable (Ex): It takes a cryptic with this ability half the normal amount of time to disable a trap using the Disable Device skill (minimum 1 round).

Quick Trapsmith (Ex): As a full-round action, a cryptic with this talent can set a simple trap with a CR no greater than 1/2 her cryptic level. To do this, she must purchase the components, spend the required time constructing the trap in advance, and have its components at hand. The type of trap that can be constructed in this way is subject to GM discretion.

Ranger Trap (Su): A cryptic with this insight learns how to create one ranger trap (see below) of her choice. The DC for the trap is equal to 10 + 1/2 the cryptic's class level + the cryptic's Intelligence bonus, and it lasts 1 day per two cryptic levels. The cryptic may set either extraordinary or supernatural traps. The cryptic may use ranger traps a number of times per day equal to 1/2 her cryptic level plus her Intelligence bonus. The cryptic must be at least 6th level before selecting this insight. This insight may be selected multiple times; each time, the cryptic selects another ranger trap to learn to create.

Rebuild Pattern (Ps): Once per day, the cryptic can restore the pattern of a slain creature. The target is brought back to life as if the cryptic had used *psionic revivify*, but with 1 hit point instead of -1 hit points. A cryptic must be at least 16th level before selecting this insight.

Recognize Pattern (Ex): A cryptic with this insight can recognize and prepare against the same behavior from creatures. Any time the cryptic is subjected to the same effect or combat maneuver by the same creature, she gains a bonus against that effect's saving throw (if any) or to her CMD equal to half her class level (minimum 1). The effect or combat maneuver must have previously been used against the cryptic within a number of rounds equal to her Intelligence modifier (minimum 1).

Reforming Pattern (Su): A cryptic with this insight has learned to modify her own pattern so it will reform if she is killed. The cryptic must make an anchor pattern to activate this ability, a process which takes 24 hours of uninterrupted concentration. When the cryptic is slain, she can reform as if affected by *astral seed*, although she suffers two permanent negative levels once her physical body is reformed and the storage crystal is formed at the site of the anchor pattern. The cryptic may only have one such anchor pattern at any given time and it lasts a number of days equal to her Intelligence modifier. A cryptic must be at least 16th level before selecting this insight.

Redirect Trap (Su): A cryptic with this pattern has learned how to alter the pattern of reality to psychoportively redirect the effect of a trap. As a standard action, the cryptic can redirect the effect of a trap that the cryptic has claimed by Claim Pattern. The effect can be redirected up 60 ft. away from the location of the trap. The destination must still be in the cryptic's line of sight and this insight cannot be used on pit traps. A cryptic must have the Claim Pattern insight and be at least 10th level before selecting this insight.

Repair Pattern (Su): A number of times per day equal to the cryptic's Intelligence modifier, she can heal one creature touched for a number of hit points equal to her class level plus her Intelligence modifier. This can alternatively be used on a nonmagical object, repairing the item instead of healing a creature. A cryptic must be at least 6th level before selecting this insight.

Shatter Pattern (Su): The cryptic learns how to break a minor pattern with her touch, allowing her to destroy a non-magical unattended item with hit points equal to double the cryptic's level. This effect ignores any hardness the object might have. The cryptic may attempt to use this insight on an attended object, but doing so provokes attacks of opportunity and she must make a successful touch attack with a -4 penalty against the target's touch AC.

Shining Pattern (Su): When a cryptic with this insight makes a successful disrupt pattern attack, all creatures within 15 ft. of the creature struck must make a Fortitude save (DC 10 + 1/2 the cryptic's level

+ the cryptic's Intelligence modifier) or be blinded for 1 round. A cryptic must be at least 8th level before selecting this ability.

Social Pattern (Ex): The cryptic develops a deeper knowledge of patterns of speech, behavior, and deception. The Cryptic adds Bluff and Diplomacy to her list of class skills and gains a +2 bonus to Diplomacy checks to improve initial reaction attitudes.

Steal Pattern (Su): The cryptic can attempt to steal a pattern from a creature by making a touch attack. If the attack is successful, the cryptic can choose one psionic tattoo or one spell-like, psi-like, or supernatural ability the target has and makes a manifester level check against the target (DC 11 + the target's manifester level or hit die, whichever is higher). If the cryptic succeeds on the manifester level check, the target loses the tattoo permanently or the ability for 1 minute and a daily use of the ability and the cryptic gains the tattoo or one use of the ability stolen. Powerful abilities like a creature with a spell-like ability of *wish* cannot be stolen in this fashion.

Steal Tattoo (Su): A cryptic with this insight can attempt to steal the psionic tattoo of a creature within 30 ft. by making a ranged touch attack



RANGER TRAPS

Rangers are legendary for their ability to hunt down and capture their prey. Some rangers can create elaborate traps out of scraps, vines, and perhaps a little bit of specialized magic. Cryptics can learn how to set these traps by having the Ranger Trap insight. Her cryptic level counts as ranger level for the effect of the traps and she may use her Intelligence bonus instead of her Wisdom bonus.

Setting a trap is a full-round action that provokes attacks of opportunity. A trap fills a single 5-foot square, and cannot be placed in the same area as another ranger trap or a magical trap such as a *glyph of warding*. The ranger only needs simple materials to create the trap, such as a piece of cloth, a small amount of metal (such as a dagger, iron spike, or a few nails), a foot of rope or vine, and so on. The DCs for Perception checks to notice the trap, Disable Device checks to disable it, and for saving throws to avoid it are equal to 10 + 1/2 the character's level + the character's Wisdom bonus. All ranger traps are **Trigger:** location, and **Reset:** none.

Ranger traps, originally presented in *Ultimate Magic*, are either extraordinary or supernatural; extraordinary traps are **Type:** mechanical, and supernatural traps are **Type:** magic. Some of the traps listed below may be set as extraordinary traps or as magical (supernatural) traps; learning such a trap lets a ranger set it either way. An extraordinary trap has a -2 penalty to its DC. An extraordinary trap lasts 1 day per ranger level or until it is triggered, whichever comes first. A magical trap lasts only 1 hour per level or until triggered, whichever comes first. A trap's DC decreases by 1 for each full day (or hour, for a magical trap) that passes after it is set. Traps marked with an asterisk (*) add to or modify the effects of another trap; a ranger can add one of these trap types to any standard ranger trap (this costs 1 additional use of the trap ability).

ALARM TRAP* (EX OR SU)

Effects: When the trap is triggered, it also creates a momentary loud noise equivalent to the audible alarm version of *alarm*.

BURNING TRAP* (EX OR SU)

Effects: A ranger can only add this to a fire trap. If the triggering creature fails its Reflex save, it catches on fire, taking 1d6 points of fire damage at the start of its turn for 1d4 rounds. The burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

EXPLODING TRAP* (EX OR SU)

Effects: A ranger can only add this to a fire trap. The trap explodes in fire, filling all squares adjacent to the trap and dealing a number of points of fire damage equal to 1d6 + 1/2 the ranger's level (Reflex negates). If it is an extraordinary trap, the ranger must use an explosive material such as alchemist's fire when setting the trap.

FIRE TRAP (EX OR SU)

Effects: The trap explodes in flames, dealing a number of points of fire damage equal to 1d6 + 1/2 the ranger's level to the triggering creature (Reflex negates). If it is an extraordinary trap, the ranger must use an explosive material such as alchemist's fire when setting the trap.

FREEZING TRAP (SU)

Effects: The trap creates a burst of ice that damages and encases the triggering creature. The creature takes 1d3 points of cold damage + 1/4 the ranger's level and is entangled and stuck to the ground, similar to the effect of a tanglefoot bag. A successful Reflex save halves the damage and means the creature is not stuck to the floor by the ice. The ice is 1 inch thick per 2 Hit Dice of the ranger (minimum 1), has hardness 0 and 3 hit points per inch of thickness, and melts in 2d4 rounds.

MARKING TRAP* (EX OR SU)

Effects: If the triggering creature fails its save against the trap, it is marked with a dye and/or scent of the ranger's choosing. A scent mark decreases the DC of tracking the marked creature by scent by 4. The mark can be washed off with vigorous scrubbing, but fades on its own over several days.

POISON TRAP (EX OR SU)

Effects: The trap poisons the creature that triggers it. If it is a supernatural trap, the poison deals 1d2 Con damage per round for 6 rounds. If it is an extraordinary trap, the ranger must provide 1 dose of contact, inhaled, or injury poison when setting the trap, and the trap uses that poison's effects and DC.

SLEET TRAP (SU)

Effects: The detonating trap creates a 20-foot-radius burst of sleet with the effects of a *sleet storm*. The driving sleet lasts for 1 round, but the icy ground persists for 1 round per ranger level.

SNARE TRAP (EX OR SU)

Effects: The trap constricts around a limb or other part of the triggering creature's body (Reflex avoids). The creature cannot move from the location of the trap, unless the ranger included a "leash" when setting the trap, in which case the creature is limited to the length of the leash. The trapped creature can escape with an Escape Artist check (DC equal to the trap's DC) as a full-round action. The trap or its leash has a number of hit points equal to 1/2 the ranger's level, or can be burst as a full-round action with a DC 25 Strength check. The trap can hold up to a Medium creature; each extra daily use of the ranger's trap ability spent when the trap is set increases the maximum size of creature the trap can hold. At the ranger's option, if there is a tall object or structure nearby, she can have the trap lift the creature.

SWARM TRAP (EX OR SU)

Effects: The trap releases a bat swarm, rat swarm, or spider swarm that attacks all creatures in the area. The swarm remains in the general area for no longer than 1 round per ranger level, after which it disperses. If the trap is an extraordinary trap, the ranger must provide the creatures of the swarm (typically in a small box, cage, or crate); these creatures may die of starvation before the trap is triggered (an extraordinary trap lasts 1 day per level).

against that creature. If the attack is successful, the cryptic makes a manifester level check against a DC of 11 + manifester level of the psionic tattoo. If the check is successful, the psionic tattoo is immediately teleported onto the cryptic's body. The cryptic must have space on her body for an additional psionic tattoo or this ability automatically fails.

Summoning Pattern: A cryptic with this insight learns how to create a unique pattern at her current location as a full-round action and then to send a creature to that pattern at a later time by making a touch attack as a standard action. Unwilling creatures may make a Fortitude save (DC 10 + 1/2 the cryptic's class level + the cryptic's Ingelligence bonus) to negate this effect. The pattern created in this way lasts for a number of days equal to the cryptic's Intelligence modifier, although a cryptic may only have one such pattern active at any time. The cryptic and the creature to be affected must be on the same plane of existence as the pattern to send a creature to it. A cryptic may use this insight on herself. A cryptic must be at least 12th level before selecting this insight.

Swift Trigger (Ex): A cryptic with this insight can use a swift action to set off any trap within 30 feet that she constructed.

Throw Pattern (Su): The cryptic learns how to throw a link to her own pattern, giving her the ability to teleport up to 50 ft at will as a standard action. A cryptic must be at least 12th level before selecting this insight.

Trap Spotter (Ex): Whenever a cryptic with this insight comes within 10 feet of a trap, she receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

Enhanced Disruption: At 3rd level and every two levels thereafter, the cryptic's disrupt pattern deals an additional 1d6 points of damage. This additional damage is not multiplied on a critical hit or by using feats such as Vital Strike, but it is halved if the creature struck is not of the cryptic's active creature type.

Evasion (Ex): At 3rd level and higher, a cryptic can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the cryptic is wearing light armor or no armor. A helpless cryptic does not gain the benefit of evasion.

Rapid Defense (Su): Starting at 4th level, a cryptic can use her altered defense ability as a free action by expending her psionic focus. The cryptic may even do this when it is not her turn.

Swift Trapper (Ex): At 6th level, a cryptic can create traps with astounding speed. It takes a cryptic

half the normal amount of time to create traps.

Enduring Defense: A cryptic of 14th level can choose any option from the Altered Defense ability and always be under that effect. The cryptic can still change the effect as a swift action, but she is no longer limited to how many rounds per day she can have Altered Defense active.

Unchanging Pattern: At 18th level, the cryptic gains power resistance equal to 12 + her class level.

Supreme Insight (Su): At 20th level, the cryptic makes astounding leaps of insight. She immediately learns two normal insights, but also learns a third insight chosen from the list below, representing a truly astounding breakthrough in understanding how patterns work. For many cryptics, the possibility of this sort of discoveries is the driving force for their studying of patterns.

Awakened Insight: The cryptic's constant efforts to understand the patterns of the world around her expanded her mind. Her Intelligence score permanently increases by 2 points.

Discerning Vision: The cryptic sees all things as they truly are and is always treated as if under the effect of *pierce the veils.* In addition, the cryptic automatically succeeds on any saving throw against spells or powers of 8th level or lower that deal with modifying vision or some sort of visual pattern, such as *symbol of pain.*

Eternal Pattern: The cryptic has discovered how to fix her physical pattern into its prime state, and from this point forward she takes no penalty to her physical ability scores from advanced age. If the cryptic is already taking such penalties, they are removed at this time. A cryptic with this insight does not die from old age.

Greater Disruption: The cryptic's ability to disrupt patterns has become exceptionally advanced. When using the disrupt pattern ability, the cryptic adds 1 additional damage per die of damage rolled. In addition, the cryptic has learned how to channel her psionic power into the disruption, allowing her to spend 4 power points and expend her psionic focus when using her disrupt pattern ability to maximize the damage of that attack.

Personal Design: The cryptic increases the maximum number of psionic tattoos she can have on her body to thirty. In addition, the cryptic automatically identifies any visible psionic tattoos on other creatures. Finally, as an immediate action that does not provoke attacks of opportunity, the cryptic can activate any psionic tattoo on her body.

Secret Knowledge (Su): The cryptic discovers a series of patterns previously outside of her perception. The Cryptic learns two powers of 6th level or lower from the cryptic or psion/wilder power list. In addition, the cryptic's Intelligence modifier is treated as 4 higher when determining her power points per day.

Toughened Pattern: The cryptic has learned to solidify her own pattern against physical attacks, gaining a +4 bonus to her natural armor bonus.

Unravel Pattern: Once per day, the cryptic can permanently unravel a creature or object's pattern as a ranged touch attack. The creature or object struck must make a Fortitude save (DC 20 + the cryptic's Intelligence modifier) or be destroyed. The target must have 150 or fewer current hit points or this ability has no effect. Creatures killed in this manner leave behind no trace of their body. This is considered a death effect.

Advanced Core Psionic Classes

Presented below are a variety of new options for the core psionic classes. These options are typically only available to characters taking their first level in the class, as that is when disciplines, warrior paths, and wild surge options are chosen. Existing psychic warriors, however, might make use of these new paths through their secondary path class feature.

PSION ADVANCED DISCIPLINES

Psions of a particular discipline can chose to focus their studies still further within that discipline. Psions who choose an advanced discipline gain all the normal benefits of their discipline, but the advanced discipline changes one or more of the abilities granted by their advanced discipline. A psion must take all of the replacement abilities associated with his advanced discipline. Once an advanced discipline is chosen, it cannot be changed.

Mindbender

Associated Discipline: Telepathy

Replacement Abilities: The following discipline abilities replace the mental intrusion and last respite abilities of the telepathy discipline.

Impose Will: At 2nd level, as long as you maintain psionic focus you treat your psion level as 1 higher when manifesting Charm or Compulsion powers. In addition, you are treated as if affected by *mind link* with any creature currently charmed or dominated by you for the duration of the charm or domination effect.

Enthrall: At 14th level, once per day, you can make one creature your thrall. A Will save (DC 10 + 1/2psion level + key ability modifier) negates the effect. The affected creature will follow any instruction you give, including harming itself, although obviously self-destructive orders give the target an additional save each round it is under those orders. You may only have one thrall at any given time and the thrall gains a new save to negate the effect every 24 hours from the time it became your thrall. This is considered a mind-affecting, compulsion effect.

WILDER SURGE OPTIONS

The wild surge is the defining ability of the wilder class. Presented below are new surge options for the wilder.

Chaotic Surge

Wild Surge and Psychic Enervation: The chaotic wilder unlocks ways to increase her manifester level beyond the dreams of most wilders, but doing so is even more dangerous. When the chaotic wilder invokes a wild surge, she rolls a d4. If the result is a 1, the chaotic wilder's power manifests at one manifester level lower than normal. If this would result in a manifester level too low to manifest the power, the wilder is shaken until the start of her next turn and the power fails, although the chaotic wilder does not spend any power points. If the result is a 2 or 3, the chaotic wilder's manifester level is improved by 1. If the result is a 4, the chaotic wilder's manifester level is improved by 2. When the chaotic wilder's wild surge improves (3rd, 7th, 11th, 15th, and 19th levels), treat each bonus the same way. For example, at 7th level, a result of 1 would mean the manifester level is reduced by 3, a result of 2-3 would mean the manifester level is increased by 3, while a result of 4 would mean the manifester level is increased by 6. Because the chaotic wilder has less control over her wild surge than most wilders, she has a 25% chance of triggering psychic enervation. When the chaotic wilder triggers psychic enervation, she is affected based upon her wild surge roll. On a 1, she is dazed until the start of her next turn. On a 2-3, she is dazed until the end of her next turn and loses a number of power points equal to her manifester level. On a 4, she is dazed until the end of her next turn and loses a number of power points equal to twice her manifester level. The increase in manifester level from her wild surge does not increase the number of power points lost.

Surge Bond: The chaotic wilder gains Endowed Mind as a bonus feat.

Improved Surge Bond: A chaotic wilder of 5th level or higher that is targeted by a mind-affecting power can expend her psionic focus to gain a bonus to the Will save equal to 1d3-1 (minimum 0). At 9th level and every four levels thereafter, the wilder gains an additional 1d3-1 (minimum 0) to the Will save.

Efficient Surge

Wild Surge and Psychic Enervation: An efficient wilder has learned to control her emotions and use

the surge of energy in a more efficient manner, rather than as a huge blast of power. When an efficient wilder invokes a wild surge, she instead reduces the cost of the power manifested by the level of the wild surge (to a minimum cost of 0) instead of increasing her manifester level and adding power points to augment the power. This reduction in cost does not stack with other similar effects, such as that by a *torc of power preservation*. The power is still treated as having spent the full amount of power points the wilder can spend on manifesting it. When an efficient wilder suffers psychic enervation, she loses a number of power points equal to her manifester level and is staggered until the end of her next turn.

Surge Bond: The efficient wilder gains Enervation Fortitude* as a bonus feat at 1st level.

Improved Surge Bond: At 5th level, when the efficient wilder expends her psionic focus to manifest a power without having to spend any power points, the chance for enervation is reduced by 5%. In addition, the time until she can expend her psionic focus to manifest a power without having to spend any power points is reduced by 1 minute. Every 5 levels thereafter (10th, 15th, and 20th), the time between uses is reduced by an additional minute and the chance to enervate is reduced by an additional 5%.

Warping Surge

Wild Surge and Psychic Enervation: A warping wilder channels her emotions into an aura of energy that shifts the flow of psionics around her. When the warping wilder suffers psychic enervation, she is sickened for one round per point of wild surge. She also loses power points equal to her normal manifester level (the increase in manifester level from her wild surge does not increase the number of power points lost).

Surge Bond: After a warping wilder has invoked a wild surge, all creatures within a 5 ft. radius are affected by a warping effect. Allies of the warping wilder can choose to treat their manifester level as one higher for all powers manifested while in the warped area. This does not supply any additional power points to augment the power, but does allow the manifester to spend more power points if he so chooses. All enemies of the warping wilder treat their manifester level as one lower for all powers manifested while in the warped area. If this would reduce the manifester level lower than that required to manifest the power, the effect fails and the enemy wastes the action used, but no power points are spent. Spellcasters are affected in a similar fashion. All affected creatures, both allies who choose the manifester level boost and all enemies, suffer a 30% risk of psychic enervation when manifesting powers or casting spells and suffer the same psychic enervation effects as the warping wilder would. This warping effect lasts for one round per point of the wild surge that invoked the warping effect and does not stack with effects such as Overchannel or wild surge.

Improved Surge Bond: At 5th level, the radius of the warping effect increases by 5 ft. and the increase in manifester level for allies and the penalty to manifester level for enemies increases by 1. Every four levels thereafter (9th, 13th, and 17th), the radius extends by an additional 5 ft. and the bonus and penalty improve by 1.

PSIONIC ARCHETYPES

Archetypes are a quick and easy way to specialize characters of a given class, adding fun and flavorful new abilities to already established adventurers. The class archetypes (and corresponding new abilities) listed below are all included in this chapter. Characters may take more than one archetype if they meet the requirements.

AEGIS ARCHETYPES

Presented below are new archetypes for the aegis, offering new options to accommodate different play styles. From the form-altering aberrant, to the tracking trailblazer, the aegis can be modified to fit a variety of character concepts.

Aberrant

Using ectoplasm is the way a typical aegis protects and enhances the physical body. Others have discovered that by directly altering the body, they can achieve similar results, although they might have a more grisly appearance. These aberrants often have misshapen or twisted forms, yet they are equally deadly.

Transformed Body (Su): An aberrant learns to modify his own form, rather than covering himself in an ectoplasmic suit. The aberrant gains a +1 natural armor bonus to his AC. At 5th level and every 5 levels thereafter (10th, 15th, and 20th), the natural armor bonus increases by 1. An aberrant can modify his form in a fashion similar to the aegis's customization, but his options are more limited. He can choose customizations from the list below, as well as new customizations exclusive to the aberrant. Because the aberrant is modifying his own body, he can wear armor as normal. The aberrant gains Hardened Strikes and Brawn as a free customization. At 2nd level, the aberrant gains Darkvision as a free customization. At 10th level, the aberrant gains Improved Damage Reduction as

a free customization.

This ability replaces Astral Suit.

Vim (Ps): The aberrant gains *vim* as a psi-like ability usable at will at first level as long as he maintains psionic focus. This ability replaces *Astral Repair*.

Intimidate: Beginning at 2nd level, an aberrant gains a +1 bonus to Intimidate checks. At 6th level and every four levels thereafter, this bonus increases by 1. This ability replaces Craftsman.

Psionic Form: At 5th level, the aberrant gains 1 hit point for each psionic feat he has. Whenever he takes a new psionic feat, he gains 1 more hit point. These bonus hit points stack with those gained from the Psionic Body feat. This ability replaces Master Craftsman.

Aberrant Customizations

The new customizations presented below may only be selected by the aberrant archetype. In addition to the new options below, the aberrant can also select any of the customizations from this list.

Adhesive Feet, Blindsense, Blindsight, Brawn, Burrow, Chameleon, Climb, Diehard, Energy Immunity, Energy Resistance, Evasion, Extra Arms, Flight, Fortification, Frightful Presence, Greater Extra Arms, Hardy, Improved Damage, Improved Damage Reduction, Improved Energy Resistance, Improved Evasion, Improved Increased Size, Improved Stalwart, Increased Size, Lesser Extra Arms, Nimble, Power Resistance, Powerful Build, Pull, Push, Quickened Attacks, Ram, Reach, Speed, Spiked Carapace, Stalwart, Swim, Tremorsense, Underwater Breath.

1-point Customizations

Disjointed: The aberrant gains a +2 bonus on Escape Artist checks.

Eyestalks: The aberrant's eyes extend out on a pair of stacks, giving a +2 bonus on Perception checks and low-light vision. The aberrant is also capable of looking around corners while still maintaining cover.

Tearing Sting: When the aberrant makes a successful attack with his stinger, it rips the flesh of the target, causing the target to bleed, taking 1 point of damage each round. The aberrant must have the stinger customization before selecting this customization.

Stinger: The aberrant gains stinger that resembles a scorpion's as a secondary natural attack that deals 1d4 points of piercing damage.

Tentacle: The aberrant grows a tentacle and gains a secondary natural attack with the tentacle that deals 1d4 points of damage. The aberrant also gains the grab ability and gets a +2 bonus to grab for every tentacle beyond the first he has. This customization can be selected up to 4 times; its benefits stack.

2-point Customizations

Improved Natural Armor: The aberrant's natural armor bonus increases by 1. This customization can be taken once for every five levels the aberrant possesses. The aberrant must be at least 5th level before selecting this customization.

Obese: The aberrant's base movement is reduced as if wearing heavy armor (for example, 30 ft. becomes 15 ft), but the aberrant gains extra hit points equal to his aberrant level and the aberrant's damage reduction gained from his transformed body improves by 1.

Poison: The aberrant's stinger attacks deal 1 point of Strength damage (Fortitude negates, DC 10 + 1/2 the aberrant's level + the aberrant's Charisma modifier) on a successful attack. The aberrant must have the stinger customization before selecting this customization.

Spikes: The aberrant gains the ability to loose a volley of two spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment and deals 1d6 points of damage plus the aberrant's Strength modifier (if the aberrant is Medium sized; adjust the damage accordingly if the aberrant is a size other than Medium). All targets must be within 30 feet of each other. The aberrant can launch only 24 spikes in any 24-hour period.

Tear Flesh: When the aberrant has successfully grabbed a creature with its tentacles, he deals 1d6 damage per attached tentacle when target breaks free, The aberrant must have the tentacles customization before selecting this customization.

3-point Customizations

Toxic: A number of times per day equal to the aberrant's Constitution modifier (minimum 1/day), the aberrant can envenom a weapon that he wields or one natural attack with toxic saliva. Applying venom in this way is a swift action and the aberrant is immune to this poison.

Aberrant Saliva: Injury; save Fort DC 10 + 1/2 aberrant level + the aberrant's Constitution modifier; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save.

4-point Customizations

Protective Shell: The aberrant gains the ability to form a protective shell around his entire body, but loses his ability to move while it is active. As a full-round action, the aberrant gains heavy fortitifcation and doubles his damage reduction from transformed body, but he cannot make attacks of opportunity. The

aberrant must be at least 12th level before selecting this customization.

Ectopic Artisan

A shaper and an aegis both use ectoplasm to achieve their desired goals. The rare aegis has learned to blend the tools of the shaper into his own skills, but by doing so he reduces the power of his astral suit. These ectopic artisans gain allies formed of ectoplasm to aid them in battle.

Class Skills: The ectopic adept gains Disable Device as a class skill.

Astral Manipulation (Su): The ectopic artisan can, with a touch, restore an object's hit points or cause damage. As a standard action, the ectopic artisan can touch an object and either deal 2 hit points of damage to the object or heal 2 hit points of damage, although broken objects cannot be repaired in this fashion. Damage dealt to objects is not subject to object hardness.

This ability replaces astral repair.

Ectoplasmic Creation (Ps): An ectopic adept of 2nd level is able to shape ectoplasm for a myriad of uses, gaining the ability to manifest *ectoplasmic creation* as a psi-like ability with a manifester level equal to half his class level a number of times per day equal to his Intelligence modifier.

At 11th level, the ectopic adept can instead manifest *major ectoplasmic creation* as a psi-like ability with a manifester level equal to his class level.

This ability replaces damage reduction.

Astral Warrior (Ps): An ectopic artisan of 3rd level is able to create an ally to aid him in battle. Creating an astral warrior takes one minute of concentration to complete and the astral warrior remains until dismissed by the ectopic artisan.

This astral warrior functions as a summoner's eidolon using the ectopic artisan's class level as the summoner level, with some differences. The astral warrior uses the biped base form of the eidolon, but does not gain any of the natural attacks of the eidolon. Instead, it is created with a masterwork weapon appropriate for its size and is considered proficient with the weapon. The weapon's damage type (bludgeoning, piercing, or slashing) is chosen by the ectopic artisan at the time of creation, but the weapon always deals 1d8 points of damage (for a medium sized creature). The astral warrior receives additional iterative attacks as normal if it has a high base attack bonus.

The ectopic artisan and the astral warrior split the total customization points available to the ectopic artisan, chosen when the ectopic artisan configures his astral suit. The ectopic artisan can split his customization points in any ratio between himself and his astral warrior. The ectopic artisan must choose customizations separately for himself and for his astral warrior, although the ectopic artisan does not need to spend 8 hours separately for himself and for his astral warrior. The ectopic artisan can choose to leave customization points to be selected later as normal, choosing them for either himself or his astral warrior by spending one minute as normal. An astral warrior always forms with full hitpoints, and the astral warrior does not gain any evolutions.

An astral warrior is a mindless construct. Commanding an astral warrior is the same as commanding an astral construct.

An astral warrior disperses if the ectopic artisan is rendered unconscious or dies.

This ability replaces Reconfigure.

Cocooning Strike (Su): The ectopic artisan gains a permanent customization that triggers on a critical hit while his astral suit is active. When triggered, the target is affected by *ectoplasmic cocoon* (Reflex save DC 10 + half the aegis's level + the aegis's Intelligence modifier to negate). This effect only works on Large or smaller creatures. This ability can only be triggered once per round. The ectopic artisan can grant this customization to his astral warrior when it is created, but he loses access to it while the astral warrior is active and has been granted the customization. This ability replaces Master Craftsman.

Astral Swarm (Su): An ectopic artisan of 12th level can create an Astral Swarm once per day. Every even level thereafter (14th,16th, 18th, and 20th), the ectopic artisan gains an additional daily use of this ability. This ability replaces Cannibalize Suit.

ASTRAL SWARM

A shimmering mass swarms across the ground in a deadly wave.

Astral Swarm CR 7 XP 3,200 N Diminutive construct (swarm) Init +4; Senses darkvision 60 ft., low-light vision, Perception +0

DEFENSE

AC 20, touch 18, flat-footed 16 (+4 Dex, +2 natural, +4 size)
hp 77 (14d10)
Fort +4, Ref +8, Will +4
Defensive Abilities construct traits, swarm traits,
Immune weapon damage
OFFENSE
Speed 30 ft.

Melee swarm (4d6 plus ectoplasmic poison) **Space** 10 ft.; **Reach** 0 ft. **Special Attacks** distraction (DC 17), poison

STATISTICS

Str 1, Dex 18, Con -, Int -, Wis 11, Cha 10 Base Attack +14; CMB -; CMD -

ECOLOGY

Environment Any **Organization** solitary **Treasure** none

SPECIAL ABILITIES

Ectoplasmic Poison (Ex) Swarm—injury; *save* Fort DC 17; *frequency* 1/round for 2 rounds; *effect* 1d3 Dexterity drain; *cure* 1 save.

Trailblazer

The trailblazer develops skills to aid him in tracking prey and avoiding obstacles, rather than in the learning how to manipulate and craft psionic items.

Class Skills: A trailblazer adds Survival as a class skill, but Use Magic Device is not a class skill.

Track (Ex): A trailblazer adds half his level (minimum 1) to Survival skill checks made to follow or identify tracks. This ability replaces Craftsman.



Astral swarm

Rapid Adjustment: The trailblazer can, as a swift action, alter his astral suit's customizations to better allow him to follow prey or respond to changing environments, but he is limited to the list of customizations below when doing so. The customization being lost and the customization being gained must both be in the list below. The customizations the trailblazer can select from are Burrow, Chameleon, Climb, Darkvision, Flight, Speed, Swim, Underwater Breath.

This ability replace Reconfigure.

Undetected Tracker (Ex): Starting at 4th level, the trailblazer adds 1/2 his class level to Stealth checks as long as he is maintaining psionic focus and has his astral suit active. This ability replaces Augment Suit.

Trapfinding: A trailblazer of 5th level can find and disable traps, as the rogue class feature of the same name. This ability replaces Master Craftsman.

Trailblazer Customizations

Only the trailblazer can select the customizations below.

2-point Customizations

Favored Terrain: The trailblazer may select a single type of terrain from the Favored Terrains table. While wearing his astral suit, the trailblazer gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when in this terrain. The trailblazer traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses). The trailblazer must be at least 5th level before selecting this customization.

3-point Customizations

Woodland Stride: While wearing his astral suit, the trailblazer may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect him. The trailblazer must be at least 10th level before selecting this customization.

CRYPTIC ARCHETYPES

Presented below is the pattern breaker archetype for the cryptic, who sacrifices the trap-based abilities most cryptics use to gain increased utility and effectiveness with the disrupt pattern ability.

Pattern Breaker

Pattern breakers do not simply see patterns, they focus their skills on destroying them. These cryptics tend to be imposing in demeanor and understand the patterns of their opponents to strike fear into their foes.

Skills: The pattern breaker adds Intimidate (Cha) as a class skill and loses Disable Device.

Intimidating Pattern: A pattern breaker adds 1/2 her level (minimum 1) on Intimidate checks made to demoralize a target. This ability replaces trapfinding.

Unnerving Disruption: Any time the pattern breaker deals damage with her disrupt pattern ability, she can expend her psionic focus to make a free Intimidate check against the affected opponent. This ability replaces Trapmaker.

Channeled Disruption: A 6th level pattern breaker has learned to channel her disrupt pattern ability into her melee attacks. The pattern breaker may use her disrupt pattern ability as part of any or all melee attacks she makes. This is an exception to the rule that disrupt pattern may only be used once per round. The pattern breaker cannot use her disrupt pattern ability as a ranged attack in the same round that she has used it as part of a melee attack. This ability replaces Swift Trapper.

DREAD ARCHETYPES

Presented below is a new archetype for the dread, the fear in flesh, which sacrifices the devastating touch ability to infuse his body with the power of fear.

Fear in Flesh

Fear is a powerful emotion, one which dreads use to great effect. Some dreads learn to use the power of fear to alter their own physical form, becoming nightmares made real.

Weapon Proficiencies: The fear in flesh is proficient in simple weapons.

Fear Made Flesh (Su): The fear in flesh can spend 1 hour in meditation, preparing his body for a physical transformation into a frightening creature. Once the fear in flesh has finished his meditation, he can activate the transformation at any time as a standard action. Once activated, the fear in flesh is under the effects of *bite of the wolf* and *claws of the beast*, with a manifester level equal to his class level. This effect lasts 10 minutes per class level. Once the effect ends, the fear in flesh must spend another hour in meditation before he can transform again. This ability replaces Devastating Touch.

Terrors: The fear in flesh can use his terrors with natural attacks, since he does not have the Devastating Touch ability.

Intimidating Strike (Su): A fear in flesh of 3rd level can expend his psionic focus after making a successful natural attack to gain a free Intimidate check against the creature struck. This ability replaces Channel Fear.

Strengthened By Fear (Su): A fear in flesh of 4th level can channel the fear of those around him into a physical boost to his own form. Once per day as a swift action, the fear in flesh can gain a +1 insight bonus to his natural armor and a +2 insight bonus to one physical ability score (Strength, Dexterity, or Concentration) for a number of rounds equal to his dread level. The fear in flesh can only use this ability if there is a creature within the fear in flesh's line of sight with the shaken, frightened, or panicked condition.

At 8th level, the effect grants a +2 natural armor bonus, a +4 insight bonus to one physical ability score (Strength, Dexterity, or Constitution), and a +2 insight bonus to a second physical ability score.

At 12th level, the effect grants a +3 natural armor bonus, a +6 insight bonus to one physical ability score (Strength, Dexterity, or Constitution), a +4 insight bonus to a second physical ability score, and a +2 insight bonus to the third physical ability score.

At 8th, 12th, 16th, and 20th level, the fear in flesh gains an additional daily use of this ability.

This ability replaces the terror gained at 4th level.

MARKSMAN ARCHETYPES

Presented below are new archetypes for the marksman, including a gun-wielding archetype and a stealthier archetype that turns the marksman into a skilled hunter. In addition, psionic deeds are presented below for both the kaigun and the gunslinger.

Kaigun

Marksmen are known for using all variety of ranged weapons, the rare few of them wielding firearms. Kaiguns are those marksmen who opt to focus their training with firearms, becoming deadly gun-wielders.

Weapon and Armor Proficiency: Kaiguns are proficient with all simple weapons, all light, projectile, and thrown martial weapons, firearms, and light armor.

Gun Wielder: At 1st level, the kaigun gains the Amateur Gunslinger feat and Gunsmithing as a bonus feat. He also gains a battered gun identical

to the one gained by the gunslinger. This ability replaces Point-Blank Shot.

Psionic Deed: At 2nd level, the kaigun gains access to a single 1st-level deed normally available to a gunslinger. This deed works and interacts with grit the same way as gunslinger deeds. If the kaigun also has levels in gunslinger, he can spend grit points from that class to use this deed. This ability replaces Evade Arrows (+1).

Telekinetic Reload (Su): At 6th level, as a swift action the kaigun can expend his psionic focus to reload any one-handed firearm he is currently wielding. This ability replaces the power known normally gained at 6th level.

Mental Grit (Su): Beginning at 7th level, the kaigun learns how to turn his psionic power into grit points. As a swift action, the kaigun can spend 3 power points and expend his psionic focus after making a successful ranged attack with a firearm to gain 1 grit point, although the kaigun cannot exceed his normal maximum grit points. This ability replaces Disengage.

Focused Control (Su): When a kaigun of at least 10th level misfires with a firearm and is maintaining psionic focus, the misfire value of that firearm increases by 2 instead of 4. This ability replaces the power known normally gained at 10th level.

Shroud

The best hunter is one who is not seen before taking down his prey. The shroud is just such a hunter, using her psionic prowess to hide from view and track silently.

Unseen (Su): A shroud can use her heightened awareness of her surroundings and psionic energy to read the environment and blend in so as to be undetectable. While maintaining psionic focus, she can spend a swift action to become invisible for a number of rounds equal to her Wisdom modifier. The invisibility ends as soon as the shroud attacks a creature. She can use this ability a number of times per day equal to 3 + her class level. This ability replaces Wind Reader

Hidden Hunter (Su): Starting at 2nd level, the shroud gains a bonus +1 bonus to Stealth skill checks. At 6th level and every 4 levels thereafter, this bonus increases by 1. This ability replaces Evade Arrows.

Hide in Plain Sight: A shroud of 7th level or higher can use the Stealth skill even when being observed by expending her psionic focus when making her Stealth skill check. This ability replaces Disengage.

Unseen Assault: When the shroud uses her Unseen ability, the effect does not end when she attacks a creature. This ability replaces Defensive Shot.



Marksmen and firearms make for a deadly combination

Psionic Deeds

The deeds below may be selected by any kaigun or any other character who can access deeds and that is of the psionic subtype.

Explosive Shot (Su): At 1st level, when the gunslinger makes a ranged attack with a firearm, she can spend 1 grit point and have the attack deal splash damage to all creatures within a 5 ft. radius of the creature struck. Splash damage from explosive shot is always equal to the attack's minimum damage. Alternatively, the gunslinger can spend 2 grit points to have the radius of the effect be 10 ft. instead of 5 ft. If the attack misses, the effect is wasted.

Energized Ammunition (Su): At 11th level, when the gunslinger makes a ranged attack with a firearm, she can spend 1 grit point as a free action to change the damage of the attack to her active energy type.

PSION ARCHETYPES

Presented below are new archetypes for the psion, offering new options to accommodate different play styles.

Bombardier

Grand displays of psychokinetic energy are not the sole purview of the kineticist. Bombardiers have learned to charge psychokinetic energy into crystalline stones and then hurl them to explode at their opponents.

Class Skills: The bombardier adds Use Magic Device to his class skills.

Scribe Scroll: A bombardier gains Scribe Scroll as a bonus feat to craft the power stones he will use. This replaces the 1st level bonus feat.

Exploding Stone (Su): A bombardier can throw a power stone at an enemy as a standard action. Thrown power stones have a 20 range and use the Throw Splash Weapon special attack. On a direct hit, an exploding stone inflicts 1d6 points of damage of the bombardier's active energy type + additional damage equal to the bombardier's Intelligence modifier and the effect of the power stone affects the struck creature.

The bombardier is capable of empowering mundane crystal to act as an exploding stone in place of using a power stone.

The damage of a bombardier's exploding stone increases by 1d6 points at every odd-numbered bombardier level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from a bombardier exploding stone is always equal to the exploding stone's minimum damage (so if the exploding stone would deal 2d6+4 points of fire damage on a direct hit, its splash damage would be 6 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the bombardier's level + the bombardier's Intelligence modifier.

A bombardier can throw exploding stones a number of times each day equal to his class level + his Intelligence modifier.

This ability replaces discipline.

Talents: A bombardier gains *energy splash* as a talent usable at will as long as the bombardier maintains psionic focus. This ability replaces discipline talents.

Dual Disciple

While most psions are content to focus their study on a single discipline and only dabble in the others, some strive to unlock the secrets of multiple disciplines. These secrets come with a price, for the dual disciple is less skilled in the disciplines he has not chosen as his focus.

Secondary Discipline: When the dual disciple chooses his discipline, he also selects his secondary discipline. The dual disciple can select his powers known from this secondary discipline power list as well as from his normal power lists. However, the dual discipline suffers a -1 penalty to his manifester level when manifesting a power of any discipline other than one of those he has chosen. The dual disciple gains his primary discipline abilities at 2nd, 8th, 14th, and 20th levels as normal. This ability replaces the class skills normally gained when selecting a discipline.

Secondary Discipline Ability: At 10th level, the dual disciple gains the 2nd level discipline ability of his secondary discipline. This replaces the bonus feat normally gained by a 10th level psion.

Secondary Discipline Ability: At 15th level, the dual disciple gains the 8th level discipline ability of his secondary discipline. This replaces the bonus feat normally gained by a 15th level psion.

Mindwright

A psion who chooses to specialize in crafting psionic items is known as a mindwright. While he does not gain the unique abilities of a psion who specializes in a discipline, he is an exceptionally skilled psionic item creator.

Class Skills: At 1st level, a mindwright gains Use Magic Device (Cha) and all Craft and Profession skills as class skills. This replaces the class skills he would gain by choosing a discipline.

Bonus Feat: At 1st level and every five psion levels thereafter, a mindwright gains an item creation feat as a bonus feat. You must still meet all prerequisites for the bonus feat, including minimum manifester level requirements. This ability replaces the Discipline class feature. Because the mindwright does not select a discipline, like the generalist, he is limited to the psion power list when selecting his powers known.

Trained Artisan: A mindwright gains a bonus to Craft and Profession skill checks equal to half his level (minimum +1). This ability replaces discipline talents.

Efficient Artisan: At 2nd level, a mindwright decreases the cost of creating a psionic item by 5%. In addition, the mindwright treats the base price as if it were 5% lower for the purpose of determining the time it takes to create the psionic item. At 6th level and every four levels thereafter, the mindwright decrease the cost and time by an additional 5%. This ability does not stack with other effects that decrease the cost or time of creating a psionic item. This ability replaces the discipline ability normally gained at 2nd level.

Psionic Identification (Ex): At 8th level, the mindwright adds his psion level as a bonus on Spellcraft checks to identify psionic items. This ability replaces the discipline ability normally gained at 8th level.

Greater Ectoplasmic Creation (Ps): At 14th level, the mindwright can use *greater ectoplasmic creation* as a psi-like ability three times per day, but he can only have a number of such objects in existence at any given time up to his Intelligence modifier. This ability replaces the discipline ability normally gained at 14th level.

Psionic Infusion (Su): At 20th level, the mindwright can temporarily add a special ability to a suit of armor, a shield, or a weapon. Doing so takes a full-round action and a Spellcraft check (DC 25 + the manifester level of the special ability). If the check is successful, the mindwright adds the special ability to the item for 1 minute. The item does not need to have a +1 enhancement bonus to add a special ability.

The mindwright must spend 1 power point for every 500 gp of the special ability's base price (rounded up). The mindwright can spend a number of power points up to his psion level. If the mnidwright uses this ability to add a special ability to an existing psionic item, subtract the item's base price from the base price it would have if it had the ability to determine the number of power points needed to spend to add the special ability. If the mindwright fails the Spellcraft check, the power points are not lost.

This ability replaces the discipline ability normally gained at 20th level.

PSYCHIC WARRIOR ARCHETYPES

The psychic warrior is a true hybrid: part manifester, part combatant, all deadly. To suit your own vision of what a psychic warrior can be, new archetypes for the psychic warrior are presented below, including an unarmed archetype.

Martial Kineticist

The martial kineticist eschews mundane weapons to fight using only his psionic prowess. He gives up the advanced combat training of most psychic warriors in order to learn how to use the power of psychokinesis as a weapon.

Class Skills: The martial kineticist adds Use Magic Device (Cha) as a class skill.

Weapon and Armor Proficiency: A martial kineticist loses proficiency with martial weapons, heavy and medium armor and shields.

Powers Known: A martial kineticist selects his powers known from the psychic warrior power list as well as any psychokinesis power from the psion power list or any power from the kineticist power list.

Bonus Feats: A martial kineticist's bonus feats must be drawn from the feats noted as metapsionic or psionic feats. He cannot draw his bonus feats from the feats noted as combat feats.

Martial Psionics (Ex): At 1st level, the martial kineticist learns how to use psionics to fight in melee combat. As long as the martial kineticist has at least one power point remaining or is maintaining psionic focus, he gains a +1 deflection bonus to AC. At 5th level and every five levels thereafter, this bonus increases by 1. He loses this bonus if he wears medium or heavy armor.

In addition, the martial kineticist gains *energy ray* as a power known. This power does not count against his number of powers known. When manifesting this power, the martial kineticist can either choose to manifest it for no cost by expending his psionic focus, in which case it cannot be augmented, or he can choose to manifest it normally, in which case his effective manifester level for this power is treated as one higher than normal.

This ability replaces warrior's path.

Psionic Prowess: A martial kineticist treats his Wisdom score as if it were 2 points higher for the purpose of determining bonus power points. At 10th level, he treats it as if it were 4 points higher. This ability replaces Psionic Proficiency.

Expanded Martial Psionics (Ex): Beginning at 3rd level, while maintaining psionic focus, the martial kineticist can deliver powers that feature a ranged touch attack as melee touch attack powers. He can use a ranged touch attack power that targets more than one creature, but he makes only one melee touch attack to deliver one of these ranged touch effects; additional ranged touch attacks from that effect are wasted and have no effect.

At 8th level and every five levels thereafter, he can

make one additional melee touch attack to deliver one of these ranged touch effects as part of the action he uses to manifest the power.

In addition, the martial kineticist can expend his psionic focus when he manifests a power to gain 1 temporary power point to augment that power. He must use the power point to augment this power, or it is lost. At 11th level and every eight levels thereafter, he gains 1 additional power point when he uses this ability.

This ability replaces expanded path.

Psionic Training: At 4th level, the psychic warrior gains a +2 bonus to Autohypnosis, Spellcraft or Use Magic Device. Every three levels thereafter, he can choose to increase the bonus to one of these skills by +2 (to a maximum of +6 for any one of the three skills). This may be a skill he has already chosen or one of the remaining skills.

This ability replaces Path Skill.

Warrior's Path (Ex): At 9th level, the martial kineticist gets to choose a warrior's path. When first taking a path, the martial kineticist gains one of the two powers associated with that path. Powers gained from a path do not count against his number of powers known. When manifesting this power, called a path power, the martial kineticist can either choose to manifest it for no cost by expending his psionic focus, in which case it cannot be augmented, or he can choose to manifest it normally, in which case his effective manifester level for this power is treated as one higher than normal.

At 11th level, the martial kineticist can choose to use the Trance and Maneuver from his warrior's path, but he does not gain the benefits from Expanded Martial Psionics while doing so. Switching from his warrior's path Trance and Maneuver to Expanded Martial Psionics, and vice versa, is a standard action.

This ability replaces Secondary Path.

Martial Focus (Ex): At 12th level, the martial kineticist is treated as if he is still maintaining his psionic focus even after he has expended it. For effects that require maintaining psionic focus, the martial kineticist is treated as if he is maintaining his psionic focus for a number of rounds equal to his Wisdom modifier after he expended psionic focus. He can use this ability three times per day. This ability replaces Twisting Paths.

Psionic Riposte (Su): At 15th level, the martial kineticist can expend his psionic focus and a number of power points as an immediate action to reflect a power back at its manifester. This functions as *reddopsi*, but only if the martial kineticist spends a number of power points that exceeds or is equal to the number of power points the manifester expended. If insufficient power points are expended,

they instead grant an insight bonus on any saving throws allowed by the power, equal to one-half the number of power points spent. The martial kineticist can only expend a number of power points equal to his martial kineticist level.

This ability replaces Pathweaving.

Meditant

Few manifesters have the tools at their disposal to fight unarmed better than psychic warriors. The meditants are those psychic warriors who have turned this strength into their focus, learning to make deadly strikes without the use of psionic powers or weapons.

Psionic Armor (Su): A meditant who maintains psionic focus and is unarmored and unencumbered adds his Wisdom bonus (if any) to his AC and his CMD. If the meditant gains his Wisdom bonus to his AC or CMD from some other source, it does not stack. In addition, a meditant gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four meditant levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the meditant is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, when he carries a medium or heavy load, or when he is not focused.

This ability replaces all armor and shield proficiencies normally gained by a psychic warrior.

Unarmed and Dangerous: A meditant is a student in the art of fighting without weapons. The meditant gains the Improved Unarmed Strike feat as a bonus feat. In addition, the meditant's unarmed strikes deal 1d6 damage if the meditant is Medium, adjusted accordingly for meditants of other sizes. At 5th level, and every five levels thereafter, the meditant's unarmed strike damage improves based upon the chart below (adjust accordingly for meditants that are not Medium size). This ability replaces the martial weapon proficiencies normally gained by a psychic warrior and the bonus feat normally gained by a 1st level psychic warrior.

MEDITANT UNARMED DAMAGE PROGRESSION

Unarmed Damage
1d6
1d8
1d10
2d6
2d8

Flurry of Strikes (Su): A meditant of 6th level can make a flurry of strikes as a full-attack action

as long as he is maintaining psionic focus. When doing so he may make one additional attack using unarmed strikes as if using the Two-Weapon Fighting feat (even if the meditant does not meet the prerequisites for the feat). For the purpose of these attacks, the meditant's base attack bonus from his psychic warrior class levels is equal to his meditant level. For all other purposes, such as qualifying for a feat or a prestige class, the meditant uses his normal base attack bonus.

At 11th level, the meditant can make two additional attacks when he uses flurry of strikes, as if using Improved Two-Weapon Fighting (even if the meditant does not meet the prerequisites for the feat).

At 16th level, the meditant can make three additional attacks using flurry of strikes, as if using Greater Two-Weapon Fighting (even if the meditant does not meet the prerequisites for the feat).

A meditant applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of strikes. A meditant may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of strikes. A meditant cannot use any weapon other than an unarmed strike



Protectors are skilled at guarding their allies

as part of a flurry of strikes. A meditant with natural weapons cannot use such weapons as part of a flurry of strikes unless he expends his psionic focus, but he cannot make natural attacks in addition to his flurry of strikes attacks.

This ability replaces Martial Power.

Unarmed Fighting Style: A meditant of 8th level can choose whether to focus his fighting style to take advantage of natural attacks or to use specialized weapons. The meditant gets his choice of proficiency with all monk weapons or the Feral Combat Training* feat as a bonus feat. If the meditant selects monk weapon proficiency, he can use flurry of strikes with monk weapons, making any or all of the attacks with the monk weapon in place of an unarmed strike. If the meditant selects the Feral Combat Training feat, he does not need to meet the prerequisites. This replaces the bonus feat normally gained at 8th level.

Protector

The protector trains in unique tactics to protect his allies from harm and to absorb their damage. Rarely without traveling companions or someone to protect, guardians make excellent bodyguards.

Resilience (Su): As an immediate action, the protector may reduce the damage he is about to take by 2 hit points for every 1 power point he spends. The protector may not spend more power points than his manifester level per effect being reduced. If the protector already has the resilience ability (such as that possessed by an elan), the hit point reduction improves by 1 hit point per power point spent. This ability replaces the 1st level bonus feat normally gained by a psychic warrior.

Swap Places (Su): As an immediate action and by expending his psionic focus, a protector of 5th level or higher can swap places with an adjacent ally who is about to get attacked. Neither activating this ability nor the movement of the protector or his ally from this ability provoke attacks of opportunity. This occurs before the attack and the attacker must resolve the attack against the protector instead of the original target. At 9th level and every 4 levels thereafter, the protector gains a +1 Dodge bonus to his AC against this attack. This ability replaces the 5th level bonus feat normally gained by a psychic warrior.

Dual Effect: Once a protector has reached 6th level, his resilience ability has become almost second nature. Any time the protector uses Swap Places or In Harm's Way (see below), he can also use Resilience in the same immediate action. This ability replaces Martial Power.

In Harm's Way (Su): A protector of 12th level can empathically absorb effects that would affect

an ally within his reach. The protector may expend his psionic focus as an immediate action to take the effect of an area effect that would have hit his ally, although he is affected as normal if he is also in the area of effect. This ability replaces Twisting Paths.

Soulknife Archetypes

Although the quintessential soulknife wields a mind blade and is a master of melee combat, there are others who have learned to harness psionic energy into psionic weapons. From those who focus on ranged combat to those who have learned to manifest psionic powers, these alternate soulknives are just as deadly as their traditional counterparts.

Presented below are new archetype for the soulknife which provide different play styles for this iconic class.

Cutthroat

With the ability to create a blade from thin air, soulknives can be extremely effective assassins.

Cutthroat soulknives work to be even better at infiltration as well as how to perfectly place strikes against their opponents.

Covert Training (Ex): A cutthroat gains 6 skill points + a number of skill points equal to his Intelligence modifier at each level, instead of the normal 4 skill points + Intelligence modifier at each level. This ability replaces the medium armor proficiency and shield proficiency normally gained by soulknives.

Cunning (Su): A cutthroat of 2nd level gains a +1 competence bonus on Bluff and Stealth skill checks made while maintaining psionic focus. Furthermore, Bluff is a class skill for the cutthroat. At 6th level and every four soulknife levels thereafter, this bonus increases by 1 (to a maximum of +5 at 18th level).

The cutthroat can expend his psionic focus to double this bonus for a single Bluff or Stealth skill check.

This ability replaces the bonus feat gained at first level.

Sneak Attack: A cutthroat of 3rd level gains the sneak attack ability as a rogue of half his soulknife level (rounded down) as long as he is maintaining



COMPREHENSIVE WEAPON ABILITIES LIST

The weapon special abilities list released for the soulknife's mind blade, as well as the ranged options for the soulbolt, were originally created using only those options available in the Pathfinder Core Rulebook and Psionics Unleashed. These charts give an advanced listing. Additional options may be available at your GM's discretion.

Ranged Weapon Special Ability	Enhancement Bonus Value	Required Level
Allying ^{APG}	+1	5
ConductiveAPG	+1	5
Corrosive	+1	5
Cunning	+1	5
Distance	+1	5
Flaming	+1	5
Frost	+1	5
Ghost Touch	+1	5
Huntsman ^{APG}	+1	5
Keen**	+1	5
Lucky*	+1	5
Merciful	+1	5
Psychokinetic*	+1	5
Seeking	+1	5
Shock	+1	5
Sundering*	+1	5
Thundering	+1	5
Anarchic	+2	7
Axiomatic	+2	7
Collision*	+2	7
Corrosive burst ^{APG}	+2	7
Flaming burst	+2	7
Frost burst	+2	7
Holy	+2	7
Linked Striking PE	+2	7
Mindcrusher*	+2	7
Psychokinetic burst*	+2	7
Shocking burst	+2	7
Suppression*	+2	7
Unholy	+2	7
Wrenching PE	+2	7
Dislocator PE	+3	9
Brilliant energy	+4	12
Great dislocator PE		
Greater energy PE	+4	12
Coup de grace*	+5	15

Melee Weapon Special Ability	Enhancement Bonus Value	Required Level
Agile PE	+1	5
Allying ^{APG}	+1	5
Conductive ^{APG}	+1	5
Corrosive	+1	5
CunningApg	+1	5
Defending	+1	5
Distance	+1	5
Dueling PE	+1	5
Flaming	+1	5
Frost	+1	5
Furious ^{APG}	+1	5
Ghost touch	+1	5
Huntsman ^{APG}	+1	5
Keen**	+1	5
Lucky*	+1	5
Menacing ^{APG}	+1	5
Merciful	+1	5
Mighty cleaving	+1	5
Psychokinetic*	+1	5
Shock	+1	5
Sundering*	+1	5
Vicious	+1	5
Anarchic	+2	7
Axiomatic	+2	7
Collision*	+2	7
Corrosive Burst ^{APG}	+2	7
Flaming burst	+2	7
Frost burst	+2	7
Holy	+2	7
Mindcrusher*	+2	7
Psychokinetic burst*	+2	7
Shocking burst	+2	7
Suppression*	+2	7
Unholy	+2	7
Wounding	+2	7
Bodyfeeder*	+3	9
Mindfeeder*	+3	9
Soulbreaker*	+3	9
Brilliant energy	+4	12
Coup de grace*	+5	15

*Option detailed in Psionics Unleashed

**Å keen mind blade gains its benefits no matter the assigned damage type ^{APG} Option detailed in the *Advanced Player's Guide*

PE Option detailed in Psionics Expanded

*Option detailed in *Psionics Unleashed*

**A keen mind blade gains its benefits no matter the assigned damage type

APG Option detailed in the Advanced Player's Guide PE Option detailed in Psionics Expanded

psionic focus. If a character already has sneak attack from another class, the levels from the classes that grant sneak attack stack to determine the effective rogue level for the sneak attack's extra damage dice (so a soulknife 3/rogue 1 has a +1d6 sneak attack like a 2nd-level rogue, a soulknife 8/rogue 1 has a +3d6 sneak attack like a 5th-level rogue, and so on). This ability replaces psychic strike.

Nimble Blade

Raw power is not the only way to overcome enemies in melee, and nimble blades are the proof of that. These soulknives value finesse instead of power to make deadly melee attacks.

Weapon Finesse: A nimble blade gains the Weapon Finesse feat as a bonus feat at 1st level. This replaces the bonus feat normally gained at 1st level.

Mind Blade Finesse: A 1st level nimble blade gains the Mind Blade Finesse blade skill*. This replaces proficiency with shields and heavy armor.

Piranha Strike: A 2nd level nimble blade gains the Piranha Strike* feat as a bonus feat. This replaces the blade skill normally gained at 2nd level.

Agile Blade: A nimble blade of 7th level treats her mind blade as if it had the agile weapon special ability. This does not count toward the nimble blade's mind blade's enhancement bonus. This replaces the mind blade enhancement increase gained at 7th level.

Adaptive Form: Once a nimble blade has reached 10th level, she has learned how to rapidly alter her use of the mind blade to adapt to any particular situation. As an immediate action and by expending psionic focus, the nimble blade can select any one blade skill whose requirements she meets and be treated as having that blade skill. The effect of the blade skill selected lasts until she expends her psionic focus as an immediate action to change it. This replaces the blade skill normally gained at 10th level.

Blade Skills

Presented below are several new blade skills for use with the soulknife class.

Evasion: The soulknife can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the soulknife is wearing light armor, medium armor, or no armor. A helpless soulknife does not gain the benefit of evasion. The soulknife must have the Covert Training class feature to select this blade skill.

Improved Evasion (Ex): This works like evasion, except that while the soulknife still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless soulknife does not gain the benefit of improved evasion. A soulknife must have the Evasion blade skill, the Covert Training class feature, and be at least 10th level before selecting this blade skill.

Rogue Talent: The soulknife can select a rogue talent from the following list. Befuddling Strike, Fast Stealth, Slow Reactions, Sniper's Eye, Surprise Attack. The soulknife can select this blade skill multiple times. The soulknife must have the Covert Training class feature to select this blade skill.

Advanced Talents: The soulknife can select an advanced rogue talent from the following list. Confounding Blades, Crippling Strike, Stealthy Sniper. The soulknife can select this blade skill multiple times. The soulknife must have the Covert Training class feature and be at least 10th level before selecting this blade skill.

Trapfinder: The soulknife gains the Trapfinding ability of a rogue of his level. In addition, the soulknife treats Disable Device as a class skill. The soulknife must have the Covert Training class feature to select this blade skill.

TACTICIAN ARCHETYPES

Presented below are new archetypes for the tactician, offering new options to accommodate different play styles.

Battle Medic

Getting wounded allies back into the fight is a part of combat that some tacticians embrace, sacrificing some of their strategic options to learn techniques to mend wounds and guard against attacks. These battle medics are not as skilled at healing as vitalists, but offer a mixture of tactical and healing abilities to help turn the tide of battle.

Powers Known: The combat medic selects his powers from the Tactician power list, but may also select powers from the Vitalist power list if they are of the Healing subdiscipline.

Medic Tricks (Ps): Battle medics of all forms learn to manipulate the energy of body and mind in minor ways. A battle medic selects three 0th level powers from the Vitalist power list. This ability replaces the Lesser Strategies class feature.

Transfer Wounds (Su): Battle medics learn how to transfer wounds with but a touch. As a standard action that does not provoke attacks of opportunity, a battle medic may touch a target and heal it for 1d6 points of damage. The battle medic suffers the same number of points of non-lethal damage (up to the amount the target is actually healed) At 4th level and every 3 levels thereafter, the damage healed to the target and non-lethal damage taken by the battle medic increases by 1d6. A battle medic may use this ability a number of times per day equal to 3 + his Intelligence modifier. A battle medic may not use this ability upon himself.

This ability replaces the Coordinated Strike ability.

Healing Bond: A battle medic of 4th level has learned how to share healing over his network. When manifesting a power of the Healing subdiscipline with a range of personal, the battle medic can choose to change the target to a member of his collective. This replaces the strategy normally gained at 4th level.

Back Into the Fray: A battle medic of 6th level has learned to channel additional healing energy when it is most needed. When manifesting a power of the Healing subdiscipline on a member of his collective, and the target is below 50% of its total hit points, the battle medic can expend his psionic focus to treat that power as if affected by the Empower Power feat. This ability replaces Coordinate.

Cushion the Blow: A battle medic gains the Cushion the Blow feat as a bonus feat at 6th level. At 12th level, the battle medic gains the Improved Cushion the Blow feat as a bonus feat. At 18th level, the battle medic gains the Greater Cushion the Blow feat as a bonus feat. The battle medic does not need to meet the prerequisites of these feats to gain their benefits. This ability replaces Teamwork Feats.

VITALIST ARCHETYPES

Although the different vitalist methods allow for varied styles of psionic healing, there are other options to turn this psionic healer into a more unique member of a party. Presented below are new archetypes for the vitalist, offering new options to accommodate different play styles.

Life Leech

Life leeches know that there is more potential from the collective bond than simply transferring healing energy and sharing psionic enhancements. They recognize that the collective can be used to share virtually any debilitating effect, even redirecting the damage of a strike at the moment of impact.

Transfer Ailment: A 1st level life leech can transfer the dazed, dazzled, shaken, or staggered condition from one member of his collective to another as a standard action. At 4th level, the life leech can transfer the fatigued, shaken, and sickened condition. At 7th level, the life leech can transfer the dazed and staggered condition. At 10th level, the life leech can transfer the exhausted, frightened, or nauseated condition. At 13th level, the life leech can transfer the blinded, deafened, paralyzed, or stunned condition. At 17th level, the life leech can transfer the unconscious condition (although a creature that receives the unconscious condition from this ability is not reduced to negative hit points by this effect, nor is the original creature brought automatically to

positive hit points; such a creature would still have 0 or negative hit points, but would become conscious, stable, and likely given the disabled condition) If this ability is used on an unwilling target and the recipient of the effect makes a successful save (see the Unwilling Participant* feat), the creature with the condition being transferred still suffers from the condition. A life leech may use this ability a number of times per day equal to 3 + his Wisdom modifier. This ability may only be used on creatures with a Constitution score and may not be used against creatures with a total number of hit dice less than half the life leech's level. This ability can only be used to transfer temporary conditions. For example, a life leech could not transfer blindness from a creature that has somehow lost its eyes permanently. This ability replaces Transfer Wounds and the accompanying benefits from the vitalist's selected method.

Unwilling Participant: A life leech of 2nd level gains the Unwilling Participant feat as a bonus feat. In addition, when any creature in the collective against their will makes a save against an effect from over the collective, they suffer a -2 penalty on the save to resist the effect. This ability replaces Health Sense

Drain Health: A life leech of 3rd level can steal hit points from members of his collective and transfer them as healing to other members of the collective. As a standard action, one member of the collecgtive takes damage equal to double the life leech's class level + the life leech's Wisdom modifier and another member of the collective heals the same amount. This ability may only be used on creatures with a Constitution score and may not be used against creatures with a total number of hit dice less than half the life leech's level. This ability replaces Steal Health.

Transfer Attack: A 9th level life leech can expend his psionic focus as an immediate action to redirect damage being taken by one member of the collective to another member of the collective. Calculate the damage as if the original target would have taken it. The damage transferred is empathic in nature, so damage reduction or other means to block the damage to the final target are not effective. This ability replaces the Expanded Knowledge feat normally gained at 9th level.

Miasmic

Most vitalists have some understanding of how to cure poisons or diseases, but there are some vitalists that take a unique interest in understanding poisons and diseases and how to use these afflictions in a more offensive nature. These miasmic vitalists can then use this knowledge to cause sickness instead of curing it.

Noxious Talent: The miasmic gains *sense poison** and *sicken body** as 0th level talents. This ability replaces knacks.

Sickening Touch: A miasmic can cause a living creature to be sickened with just a touch. As a melee touch attack, the creature touched must make a Fortitude save (DC 10 + 1/2 the miasmic's class level + the miasmic's Wisdom modifier) or be sickened for a number of rounds equal to the miasmic's Wisdom modifier. A successful save negates this effect. A miasmic may use this ability a number of times per day equal to 3 + his Wisdom modifier.

At 5th level, this touch nauseates the creature touched instead of sickens. At 9th level, the creature is sickened even on a successful save, or nauseated on a failed save. At 13th level, if the miasmic absorbs a disease through his disease mastery ability (see below), for a number of rounds after absorbing the disease equal to his Wisdom modifier, the miasmic can transfer the disease through this ability, infecting the touched creature with the disease absorbed.

This ability replaces Transfer Wounds and the accompanying benefits from the vitalist's selected method.

Disease Mastery: At 3rd level, a miasmic is immune to all diseases, including supernatural, magical, and psionic diseases, including mummy rot.

At 7th level, with a touch and by expending his psionic focus, the miasmic can absorb any mundane or supernatural disease affecting the target. The miasmic immediately suffers the effect of the disease unless he makes a successful save against the diseases's save (if a save is normally allowed). A successful save negates the disease's effect, while on a failed save, the miasmic suffers the effects of the disease until the end of his next turn, after which he becomes immune to that application of the disease.

This ability replaces Steal Health.

Block Toxin: Starting at 5th level, members of the miasmic's collective can request assistance against poisons or diseases. As an immediate action, the collective member can request the miasmic grant immunity to a specific disease or poison that they are currently affected by. The miasmic can grant this immunity by spending 5 power points as a free action even if it is not his turn and making a manifester level check agains the save DC of the poison or disease. If the check is successful, the collective member is treated as immune to that specific application of poison or disease. This does not cure any damage suffered prior to the request being made. A miasmic can do this a number of times per day equal to 3 + his Wisdom modifier.

This ability replaces Request Aid.

WILDER ARCHETYPES

Presented below are new archetypes for the wilder, offering new options to accommodate different play styles.

Battle Wilder

The battle wilder channels her emotions not into her manifesting ability, but into her combat prowess. While the battle wilder is still capable of and effective at using powers, she also gains improved battle capacity, as well as expanded training in weapons.

Weapons and Armor Proficiency: Battle wilders are proficient with all simple and martial weapons, with light armor, and with shields (except tower shields).

Combat Surge (Su): A battle wilder channels her emotions into a physical boost of energy that strengthens her body. A battle wilder can invoke a combat surge in two possible manners. She can invoke a combat surge while manifesting a power or by spending 1 power point as a swift action. In either case, the battle wilder gains a +2 enhancement bonus to her Strength for one round after invoking a combat surge.

At 3rd level, the enhancement bonus to Strength increases to +4. At 7th level, the battle wilder also gains a +2 enhancement bonus to Constitution during a combat surge. At 11th level, the enhancement bonus to Constitution increases by +2. At 15th level, the enhancement bonus to Strength increases to +6. At 19th level, the enhancement bonus to Constitution increases to +6.

This ability replaces Wild Surge. The battle wilder does not get to select a surge type.

Psychic Enervation (Ex): Pushing oneself by invoking a combat surge is dangerous. Immediately following each combat surge, a batgtle wilder may be overcome by the strain of her effort, causing her to take 2 hit points of damage per battle wilder level and dazing the battle wilder for one round. The chance of suffering psychic enervation is 15%.

Surging Assault (Su): A battle wilder can expend her psionic focus as part of a full attack to gain one additional attack at her highest attack bonus. This ability replaces Surge Blast.

Toughness: The battle wilder gains the Toughness feat as a bonus feat at 1st level. This ability replaces Surge Bond.

Combat Euphoria: At 4th level. when a battle wilder uses her combat surge ability, she gains a +1 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to the battle wilder's Charisma modifier (minimum 1).

If a battle wilder is overcome by psychic enervation following her combat surge, she does not gain the morale bonus for this use of her combat surge ability.

At 12th level, the morale bonus on a battle wilder's attack rolls, damage rolls, and saving throws increases to +2. At 20th level, the bonus increases to +3. This ability replaces Surging Euphoria.

Combat Fortitude: Starting at 5th level, the battle wilder gains a +1 bonus to Fortitude saves as long as she is maintaining psionic focus. Every four levels beyond 5th (9th, 13th, and 17th level), this bonus improves by +1.

Starting at 17th level, whenever the battle wilder is subject to an effect that allows a Fortitude save, the battle wilder receives a second Fortitude save to negate the effect in addition to any save the effect may allow; if the spell or power already allows a Fortitude save to negate, the battle wilder makes a second one, and would need to fail both to be affected.

This ability replaces Improved Surge Bond.

Physical Overload: A battle wilder of 20th level is able to push herself and greatly increase her combat ability. Once per day, the battle wilder can invoke a combat surge and gain a +8 enhancement bonus to both Strength and Constitution for a number of rounds equal to the battle wilder's Charisma modifier (minimum 1). In addition, while under the affects of physical overload, the battle wilder treats her base attack bonus as equal to her battle wilder level, which may grant additional iterative attacks. Invoking a physical overload comes with it a guaranteed psychic enervation that does double the normal effect when the physical overload ends and this psychic enervation cannot be modified by feats or other abilities that would mitigate or otherwise alter it. This ability replaces Perfect Surge.

Blasting Wilder

Wilders are known for invoking dangerous surges of psionic power, yet some have learned to turn that power into an actual weapon. These blasting wilders can attack their enemies with surging blasts of psionic energy, raining devastation from afar, although doing so poses just as much of a risk to psionic overload. These wilders give up their ability to improve their manifesting ability and instead improve the ferocity of these blasts.

Wild Surge: A blasting wilder uses her wild surge not to improve her psionic powers, but to enhance her surge blast ability. Any time the blasting wilder invokes a wild surge, she gains no increase to her manifester level, but adds one die of damage to her surge blast for each point of the wild surge and can expend her psionic focus to use her surge blast as a free action in the same round she used her wild surge, although she may only do this once per round, even if wild surging more than once per round. This ability functions in all other ways as Wild Surge, including the risk of psychic enervation, and is modified by the wilder's surge choice as normal. Wild surges that do not increase the manifester level, such as Efficient Surge, cannot be used with this archetype.

Modified Blast: The blasting wilder of 2nd level gains the Modified Blast* feat as a bonus feat. This ability replaces Elude Attack (+1).

Psionic Meditation: The blasting wilder gains Psionic Meditation as a bonus feat at 6th level even if she does not meet the prerequisites. This replaces Elude Attack (+2).

Chained Blast: A blasting wilder of 10th level can chain the effect of her surge blast to another nearby target at a reduced capacity. Any time the blasting wilder uses her surge blast, she can select a secondary target within 15 ft. of the original target. The secondary target takes half the damage of the original target if the blasting wilder makes a successful ranged touch attack against the secondary target. If the original target took no damage, the blasting wilder cannot chain the blast. This replaces Elude Attack (+3).

Perfect Blast: A blasting wilder of 20th level has learned how to make efficient use of her surge blasts. When the blasting wilder invokes a wild surge, she may expend her psionic focus to make one surge blast for each of her iterative attacks. The blasting wilder is still subject to the normal risk of psychic enervation for invoking the wild surge. This ability replaces Perfect Surge.

CORE BASE CLASSES

Although much of the material found in this book deals with the psionic classes, the core base classes, such as the fighter, rogue, or ranger, could also be modified to be psionic. In this section are psionic options for the core base classes.

CORE BASE CLASS ARCHETYPES

Presented below are new archetypes for the core classes to give them a psionic feel. Characters may take more than one archetype if they meet the requirements.

MONK ARCHETYPES

Presented below is a psionic archetype for the monk, to give a psionic feel to this master of the unarmed strike.

Enlightened Monk

A monk's ki and psionic power have long thought to be linked. Enlightened monks learn how to use their ki to fuel their psionic abilities and ways to harness their psionic power.

Class Skills: The enlightened monk adds Autohypnosis (Wis) as a class skill.

Psionic Training: An enlightened monk unlocks his psionic power and learns to use it in combat. The enlightened monk gains the Wild Talent and Psionic Fist feats as bonus feats. This ability replaces the bonus feat gained at 1st level.

Stunning Fist: When an enlightened monk uses his Stunning Fist ability, he can choose to expend his psionic focus to gain a +1 bonus to the save DC of that Stunning Fist attack. If the enlightened monk expends his psionic focus for the Psionic Fist feat as part of a Stunning Fist attack, he gains this bonus in addition to the bonus damage from Psionic Fist.

Ki Psionics: An enlightened monk can use his Ki points in place of power points for special abilities including manifesting powers (such as those that might be gained from multiclassing) or racial abilities like the elan's resilience ability. In addition, the enlightened monk can spend 1 ki point to use *catfall* as a psi-like ability with a manifester level equal to his class level. This ability replaces the slow fall ability.

Augmented Stunning Fist (Su): An enlightened



monk of 6th level can channel power points into his Stunning Fist attacks to make them more devastating. When the enlightened monk uses his Stunning Fist attack, he may choose to spend up to his class level in power points on the attack. If he does, he gains an insight bonus to the damage if the attack is successful equal to the number of power points spent. For every two power points spent adding damage, the save DC of the Stunning Fist attack increases by 1. The enlightened monk cannot spend more power points on this ability than his monk level. This ability the bonus feat gained at 6th level.

ROGUE OPTIONS

Presented below are new character options for the rogue, including a new psionic archetype and a variety of new rogue talents.

Cerebral Infiltrator

Tapping into psionic power can give rogues insight into the behavior of others as well as the ability to assault the sensory input of their opponents. Cerebral infiltrators focus more on dealing with people and less on dealing with traps and mechanical devices.

Skills: A cerebral infiltrator adds Autohypnosis as a class skill.

Enhanced Senses: A cerebral infiltrator unlocks his psionic talent and gains additional insight into interactions with others. The cerebral infiltrator gains the Wild Talent feat as a bonus feat and gains a bonus on Sense Motive checks equal to half his class level (minimum +1). This ability replaces trap finding.

Cripple Senses: A cerebral infiltrator of 3rd level gains the ability when making a sneak attack to blind and deafen the struck creature for a number of rounds equal to the cerebral infiltrator's Intelligence modifier once per day. At 6th level and every six levels thereafter, the cerebral infiltrator gains an additional daily use of this ability. This ability replaces trapsense.

Recommended Talents: Major psionics*, minor psionics*, psionic feat*

Recommended Advanced Talents: Slippery mind, vanish*

Psionic Rogue Talents

The following rogue talents are only available to rogues with the psionic subtype.

Major Psionics (Ps): A rogue with this talent gains the ability to manifest a 1st-level power from the psion/wilder power list two times a day as a psi-like ability. The manifester level for this ability is equal to the rogue's level. The save DC for this power is 11 + the rogue's Intelligence modifier. The rogue must have an Intelligence of at least 11 to select this talent. A rogue must have the minor psionics rogue talent before choosing this talent.

Minor Psionics (Sp): A rogue with this talent gains the ability to manifest a 0-level power from the psion/ wilder power list. This spell can be cast three times a day as a psi-like ability. The manifester level for this ability is equal to the rogue's level. The save DC for this power is 10 + the rogue's Intelligence modifier. The rogue must have an Intelligence of at least 10 to select this talent.

Psionic Feat: Select any psionic feat whose prerequisites you meet.

Psionic Advanced Rogue Talents

The following advanced rogue talents are only available to rogues with the psionic subtype of at least 10th level.

Dazing Shot (Su): A rogue with this talent can expend his psionic focus to daze the target when he makes a successful sneak attack on a ranged attack. The rogue must have the Psionic Shot feat to select this talent.

Vanish (Su): As long as a rogue with this ability is maintaining psionic focus, as a swift action he can become invisible as long as he does not move from his location. If the rogue moves while under this effect, he instead is treated as having 50% concealment if he moves less than half his movement, or 20% concealment if he moves more than half his movement. The rogue can use this ability for a number of rounds per day equal to his rogue level. These rounds do not need to be consecutive.

Feats

Along with the new class options presented in this book, a variety of new feats are detailed that expand upon those that already exist in the *Pathfinder Roleplaying Game*, as well as those that exist in *Psionics Unleashed*. Feats denoted by a * are new feats presented here.

TYPES OF FEATS

Many of the feats presented below are psionic feats, although some purely combat-oriented feats are also presented that are accessible to non-psionic characters.

PSIONIC FEATS

Psionic feats are available only to characters and creatures with the ability to manifest powers or with a reservoir of psionic power. (In other words, they either have a power point reserve or have psi-like abilities.) Because psionic feats are supernatural abilities—a departure from the general rule that feats do not grant supernatural abilities—they cannot be disrupted in combat (as powers can be) and generally do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to power resistance and cannot be dispelled; however, they do not function in areas where psionics is suppressed, such as a *null psionics field*. Leaving such an area immediately allows psionic feats to be used.

Many psionic feats can be used only when you are psionically focused; others require you to expend your psionic focus to gain their benefit. Expending your psionic focus does not require an action; it is part of another action (such as using a feat). When you expend your psionic focus, it applies only to the action for which you expended it.

METAPSIONIC FEATS

As a manifester's knowledge of psionics grows, he can learn to manifest powers in ways slightly different from how the powers were originally designed or learned. Of course, manifesting a power while using a metapsionic feat is more expensive than manifesting the power normally.

Manifesting Time: Powers manifested using metapsionic feats take the same time as manifesting the powers normally unless the feat description specifically says otherwise.

Manifestation Cost: To use a metapsionic feat, a psionic character must typically both expend his psionic focus (see above) and pay an increased power point cost as given in the feat description.

Limits on Use: As with all powers, you cannot spend more power points on any power than your manifester level. Metapsionic feats merely let you manifest powers in different ways; they do not let you violate this key rule.

Effects of Metapsionic Feats on a Power: In all ways, a metapsionic power operates at its original power level, even though it costs additional power points. The modifications to a power made by a metapsionic feat have only their noted effect on the power. A manifester can't use a metapsionic feat to alter a power being manifested from a power stone, dorje, or other device.

Some metapsionic feats apply only to certain powers, as described in each specific feat entry.

FEAT DESCRIPTIONS

The following format is used for all feat descriptions.

Feat Name: The feat's name also indicates what subcategory, if any, the feat belongs to, and is followed by a basic description of what the feat does.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisites. A feat may have more than one prerequisite.

Benefit: What a feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

CUSHION THE BLOW [PSIONIC]

You reduce the damage of an attack on an ally.

Prerequisite: Wisdom 15, collective class feature, manifester level 6th.

Benefit: As long as you are maintaining psionic focus, as an immediate action, you can minimize the damage of a single attack with a ranged, melee, or natural weapon or unarmed strike (treat all dice rolled as 1s) on any member of the collective. This ability must be used in response to an attack on a member of the collective.

In addition, if you expend your psionic focus, you can reduce any additional damage on the attack (such as bonus damage from a high Strength or sneak attack damage) by your key ability modifier.

ELEMENTAL BLAST [PSIONIC]

You have learned how to convert your surge blast into elemental damage.

Prerequsite: Wild Surge +1, Surge Blast class feature

Benefit: Your surge blast deals damage of your active energy type instead of force damage. In addition, your surge blast is modified based upon your active energy type.

Cold: A surge blast of this energy type deals +1 point of damage per die.

Electricity: A surge blast of this energy type provides a +3 bonus on your attack roll if the target is wearing metal armor.

Fire: A surge blast of this energy type deals +1 point of damage per die.

Sonic: A surge blast of this energy type deals -1 point of damage per die and ignores an object's hardness.

ENERVATION FORTITUDE [PSIONIC]

You have learned how to better handle psychic enervation.

Prerequisite: Psychic enervation class feature. **Benefit:** When you suffer psychic enervation, the

penalties are calculated as if your wilder level were reduced by half (to a minimum of 1).

EXTRA DISRUPTION TYPE [PSIONIC]

You can have more active creature types with your disrupt pattern.

Prerequisite: Disrupt pattern class feature.

Benefit: When you gain psionic focus, you can select one additional creature type as your active type.

EXTRA INSIGHT [PSIONIC]

You have unlocked a new insight.

Prerequisite: Insight class feature.

Benefit: You gain one additional insight. You must meet all of the prerequisites for this insight.

Special: You can gain Extra Insight multiple times.

EXTRA TRANSFER [PSIONIC]

You can use transfer wounds more often. **Prerequisite**: Transfer wounds or sickening touch class feature.



Benefit: You can use transfer wounds or sickening touch two additional times per day.

Special: If you have both transfer wounds and sickening touch, choose which ability this feat affects when you take this feat. You may take this feat multiple times, once for each ability.

FERAL COMBAT TRAINING [COMBAT]

You were taught a style of martial arts that relies on the natural weapons from your racial ability or class feature.

Prerequisites: Improved Unarmed Strike, Weapon Focus with selected natural weapon, proficiency with selected weapon, base attack bonus +1.

Benefit: Choose one of your natural weapons. While using the selected natural weapon, you can apply the effects of feats that have Improved Unarmed Strike as a prerequisite, as well as effects that augment an unarmed strike.

Special: If you are a monk, you can use the selected natural weapon with your flurry of blows class feature.

GREATER CUSHION THE BLOW [PSIONIC]

Your damage prevention protects your ally for longer.

Prerequisite: Wisdom 17, Cushion the Blow*, Improved Cushion the Blow*, Collective class feature, manifester level 18th.

Benefit: When using the Cushion the Blow feat, the effect applies to all damage for that collective member until the beginning of your next turn.

IMPROVED CUSHION THE BLOW [PSIONIC]

Your damage prevention blocks multiple attacks.

Prerequisite: Wisdom 15, Cushion the Blow*, Collective class feature, manifester level 12th.

Benefit: When using the Cushion the Blow feat, the effect can be applied to an additional attack with a melee, ranged, or natural weapon in the same round.

IMPROVED DISRUPTION [PSIONIC]

Your disrupt pattern attacks are more destructive. **Prerequisites:** Disrupt pattern ability.

Benefit: Your disrupt pattern ability deals one additional point of damage per die of damage.

IMPROVED PSI-LIKE ABILITY [PSIONIC, RACIAL]

You can manifest your racial psionic abilities more often.

Prerequisite: Racial psi-like ability.

Benefit: Choose one psi-like ability gained from your race. You can use that racial psi-like ability an additional two times per day.

Special: You can take this feat multiple times, either choosing an additional psi-like ability or to gain an additional two uses per day of the same psi-like ability.

MERGE DESIGNS [PSIONIC]

Your tattoo designs are altered to disguise their nature and to be more compact.

Prerequisites: Scribe Tattoo, pattern designs class feature.

Benefit: Your tattoos cannot be interpreted to determine your powers known. In addition, you can safely wear one additional psionic tattoo on your body.

Normal: Tattoos for the pattern designs class feature can be identified by a Spellcraft check. A character can only safely wear twenty psionic tattoos.

MODIFIED BLAST [PSIONIC]

You have learned to alter the nature of your surge blast by spending your psionic power.

Prerequisites: Surge blast class feature, manifester level 3rd.

Benefit: When you activate your surge blast, you gain the following augment options. Like augmenting a power, augmenting a surge blast is limited to your manifester level. You can also choose to invoke a wild surge when using your surge blast, using the power from the wild surge to pay for augments to the surge blast, but suffer the standard risk of psychic enervation for invoking a wild surge.

Augment: You can augment your surge blast in one of the following ways.

1. If you spend 2 additional power points, your surge blast deals splash damage.

2. If you spend 3 additional power points, your surge blast is instead a 5 ft. emanation centered on you and creatures in the affected area gain a Reflex save (DC 10 + 1/2 your manifester level + your Charisma modifier) to take half damage.

3. If you spend 4 additional power points, your surge blast deals half damage, but damages all creatures in a 30 ft. line.

4. If you spend 4 additional power points, your surge blast is empowered, dealing 50% additional damage.

5. If you spend 4 additional power points, your surge blast is a 15 ft. cone effect instead of a ranged touch attack, and creatures in the affected area gain a Reflex save (DC 10 + 1/2 your manifester level + your Charisma modifier) to take half damage.

6. If you spend 4 additional power points, your surge blast affects all creatures within a 10 ft. radius of the targeted creature and creatures in the affected area gain a Reflex save (DC 10 + 1/2 your manifester level + your Charisma modifier) to take half damage.

7. If you spend 6 additional power points, your surge blast is instead a 10 ft. emanation centered on you and creatures in the affected area gain a Reflex save (DC 10 + 1/2 your manifester level + your Charisma modifier) to take half damage.

PIRANHA STRIKE [COMBAT]

You make a combination of quick strikes, sacrificing accuracy for multiple, minor wounds that prove exceptionally deadly.

Prerequisites: Weapon Finesse, base attack bonus +1.

Benefit: When wielding a light weapon, you can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and for every 4 points thereafter, the penalty increases by -1 and the bonus on damage rolls increases by +2. You must choose to use this feat before the attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage. This feat cannot be used in conjunction with the Power Attack feat.

UNWILLING PARTICIPANT [PSIONIC]

You are able to force others into your collective. **Prerequisite:** Collective class feature.

Benefit: You may attempt to force a living creature into your collective. The target may attempt a Will save (DC 10 + half manifester level level + Wisdom modifier) to resist. If the target fails the save, it may attempt another Will save at the same DC every 24 hours thereafter, but is otherwise unable to leave the collective unless you allow it.

Normal: Only willing creatures may be added to a collective. Creatures may leave the collective as a free action.

Special: Creatures forced into your collective using Unwilling Participant are considered willing members for any collective-related effects unless they succeed on another Will save at the same DC to resist being forced into the collective. A successful save means the creature resisted the specific effect but is still a member of the collective.

PSIONIC POWERS

As well as the power list and new powers for the dread, presented below are a variety of new psionic powers for manifesters of all types. In addition, the trigger descriptor is detailed, detailing how this descriptor interacts with manifesters. These new powers and the trigger descriptor are detailed below.

Powers denoted by a * are new powers presented here. An ^A appearing at the end of a power's name in the power lists denotes an augmentable power.

The remainder of the chapter contains power descriptions in alphabetical order by power name.

Power Chains: Some powers reference other powers that they are based upon. Only information in a power later in the power chain that is different from the base power is covered in the power being described. Header entries and other information that are the same as the base power are not repeated.

Order of Presentation: In the power lists and the power descriptions that follow them, the powers are presented in alphabetical order by name—except for those belonging to certain power chains. When a power's name begins with "lesser," "greater," "mass," or a similar kind of qualifier, the power description is alphabetized under the second word of the power description instead.

Manifester Level: A power's effect often depends on the manifester level, which is the manifester's psionic class level. A creature with no classes has a manifester level equal to its Hit Dice unless otherwise specified. The word "level" in the power lists always refers to manifester level.

Creatures and Characters: "Creatures" and "characters" are used synonymously in the power descriptions.

Augment: Many powers vary in strength depending on how many power points you put into them. The more power points you spend, the more powerful the manifestation. However, you can spend only a total number of points on a power equal to your manifester level, unless you have an ability that increases your effective manifester level.

Many powers can be augmented in more than one way. When the Augment section contains numbered paragraphs, you need to spend power points separately for each of the numbered options. When a paragraph in the Augment section begins with "In addition," you gain the indicated benefit according to how many power points you have already decided to spend on manifesting the power.\

TALENTS

Talents are 0th-level psionic powers that are

powered by psionic focus, rather than power points. These abilities give manifesters minor abilities that can be used at-will, but typically have very limited functionality or use. Talents are typically used as a way to train manifesters to avoid depleting the power point reserve.

A manifester may manifest any talent that he knows without paying power points as long as he maintains psionic focus. However, if the talent has a duration longer than instantaneous, he can only have one such talent active at a time; manifesting another talent without paying power points in this manner causes the original talent to immediately expire.

A manifester may also manifest a talent by paying one power point, regardless of whether psionic focus is held; these do not cause any other active talents to lapse and may be augmented if the power description indicates such.

Talents can only be augmented if the manifester spends 1 power point on the manifestation in addition to any power points spent augmenting the power.

Manifesters select talents from their class's power list (see below).

CRYPTIC POWERS

OTH LEVEL CRYPTIC POWERS (TALENTS)

(IALENIS)

Create Sound: Create the sound you desire. **Detect Psionics:** You detect the presence of psion-

ics.

- **Distract:** Target gets –4 bonus on Perception and Sense Motive checks.
- Ectoplasmic Repair: Makes minor repairs on an object.
- Ectoplasmic Trinket: Create a small, fragile, temporary object.

Empathy^A: You know the subject's surface emotions.

Far Hand^A: Move small objects at a limited distance.

Fortify, Lesser*: Gain a +1 bonus on saving throws. **Missive**^A: Send a one-way telepathic message to subject.

My Light^A: Your eyes emit 20-ft. cone of light. **Psionic Repair*:** Mend an object.

Telekinetic Punch: Deal 1 force damage to target. Vim: Gain 1 temporary hit point.

1ST LEVEL CRYPTIC POWERS

Absorb Weapon*: Merge a weapon within your body, concealing it from view.

- **Call to Mind**^A: Gain additional Knowledge check with +4 competence bonus.
- **Chameleon**^A: Gain +10 enhancement bonus on vision-based Stealth checks.
- Conceal Thoughts: You conceal your motives.
- **Déjà Vu**^A: Your target repeats his last action.
- **Elfsight:** Gain low-light vision, +2 bonus on Perception checks, and notice secret doors.
- **Float**^A: You buoy yourself in water or other liquid.
- **Fortify**^A: You gain a +2 resistance bonus on saves. **Hidden Pocket**^{*A}: Transport a small item into an

extradimensional space.

Inevitable Strike^{A*}: Gain an insight bonus on your next attack.

Kinetic Legerdamain*A: Make Disable Device checks without the need for a toolkit.

- **Locate Secret Doors*:** Reveals hidden doors within 60 ft.
- Know Direction and Location^A: You discover where you are and what direction you face.
- Metamorphosis, Minor^A: Change your physical form to a minor degree.
- **Precognition, Defensive**^A: Gain +1 insight bonus to AC and saving throws.

Precognition, Offensive^A: Gain +1 insight bonus on your attack rolls.

Precognition, Tactical^{A*}: Gain +2 enhancement bonus to combat maneuvers.

Prescience, Offensive[▲]: Gain +2 insight bonus on your damage rolls.

Vigor^A: Gain 5 temporary hit points.

2ND LEVEL CRYPTIC POWERS

Animal Affinity^A: Gain +4 enhancement to one ability.

Body Adjustment[▲]: Heal 1d12 damage.

Body Equilibrium: You can walk on nonsolid surfaces.

Breach: Opens locked or psionically sealed door.

Cloud Mind^A: You erase knowledge of your presence from target's mind.

Concealing Amorpha^A: Quasi-real membrane grants you concealment.

Control Sound: Create very specific sounds.

- **Defy Gravity:** You move up and down via mental support.
- **Detect Hostile Intent:** You can detect hostile creatures within 30 ft. of you.

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

- Energy Adaptation, Specified^A: Gain resistance 10 to one energy type.
- **Everyman**^{A*}: Gain +10 to Disguise checks to appear ordinary.

Heightened Vision: See 60 ft. in total darkness.

Natural Linguist[▲]: Communicate even if you do not understand a language.

Psionic Scent: Gain the scent ability.

Resist Toxin^A*: Your body becomes temporarily immune to poison.

Wall Walker: Grants ability to walk on walls and ceilings.

3RD LEVEL CRYPTIC POWERS

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

Danger Sense^A: Gain +4 bonus against traps.

Dispel Psionics^A: Cancels psionic powers and effects.

Ectoplasmic Grapnel*A: Use a ray of ectoplasm to perform a variety of functions.

- **Escape Detection:** You become difficult to detect with clairsentience powers.
- **Evade Burst**^A: You take no damage from a burst on a successful Reflex save.
- **Sharpened Edge:** Doubles normal weapon's threat range.

Ubiquitous Vision: You have all-around vision.

4TH LEVEL CRYPTIC POWERS

Disrupting Strikes*: You can use disrupt pattern as part of a full attack.

Energy Adaptation^A: Your body converts energy to harmless light.

Fold Space^A: Teleports you short distance.

- Hidden Body*A: Hide one creature within the body of another.
- **Slip the Bonds:** You cannot be held or otherwise rendered immobile.

Steadfast Perception: Gain immunity to illusory effects, +6 bonus on Perception checks.

Vanishing Strike*: Make a single melee attack and then become invisible and teleport away.

5TH LEVEL CRYPTIC POWERS

- Adapt Body: Your body automatically adapts to hostile environments.
- **Bonding Strike***A: Empathically bond two struck creatures together.

Parasitic Position*A: Hide within the body of a creature, experiencing all of its activities.

Pierce the Veils: See all things as they really are. **Retrieve**^A: Teleport to your hand an item you can see.

6TH LEVEL CRYPTIC POWERS

Aura Alteration^A: Repairs psyche or makes subject seem to be something it is not.
Cosmic Awareness^A: You gain insight bonus on



Cryptics learn to open locks with but a thought

single attack roll, check, or save.

Ethereal Passage: Invisible passage through wood or stone.

MARKSMAN POWERS

2ND-LEVEL MARKSMAN POWERS Kinetic Reload*A: Use telekinesis to reload your firearm.

PSION/WILDER POWERS

OTH-LEVEL PSION POWERS (TALENTS) Fortify, Lesser*: Gain a +1 bonus on saving throws.

Psionic Repair*: Mend an object.

Sense Poison*: Detect the presence of poison in a creature.

1ST-LEVEL PSION/WILDER POWERS Locate Secret Doors*: Reveals hidden doors within 60 ft.

4TH LEVEL PSION/WILDER POWERS Psychokinetic Charge*: Telekinetically launch an ally across the battlefield.

PSION DISCIPLINE POWERS

EGOIST (PSYCHOMETABOLISM)

DISCIPLINE POWERS

4 Hide Body*A: Hide one creature within the body of another.

PSYCHIC WARRIOR POWERS

OTH-LEVEL PSYCHIC WARRIOR POWERS (TALENTS)

Fortify, Lesser*: Gain a +1 bonus on saving throws. Sense Poison*: Detect the presence of poison in a creature.

1ST-LEVEL PSYCHIC WARRIOR POWERS

Absorb Weapon*: Merge a weapon within your body, concealing it from view.

TACTICIAN POWERS

4TH LEVEL TACTICIAN POWERS

Psychokinetic Charge*: Telekinetically launch an ally across the battlefield.

VITALIST POWERS

0TH LEVEL VITALIST POWERS (TALENTS)

Dazzle*: Temporarily disrupt your enemy's vision. **Disruptive Touch*:** Your touch staggers enemies.

- **Hinder*:** Cause your target to take a -1 penalty to a single attack roll, saving throw, or skill check.
- Induce Pain*: Deal 1d3 points of damage to a nearby creature.
- **Sense Poison*:** Detect the presence of poison in a creature.
- **Sicken Body*:** Cause a creature to be sickened for a brief time.

Vim*: Gain 1 temporary hit point.

2ND LEVEL VITALIST POWERS

Preserve Psyche^A: Contain the mind of a recently slain creature so that it can be affected by *psionic revivify*.

VITALIST METHOD POWERS

GUARDIAN METHOD POWERS

0 Toughen*: Grant +1 natural armor to collective member.

Fortify, Lesser*: Gain a +1 bonus on saving throws.

MEDIC POWERS

Psionics Expanded: Mind Over Body introduced the vitalist base class, which included knacks: psi-like abilities that could be used at will. Later, *Psionics Expanded: Unlimited Possibilities* introduced the concept of talents, or 0th-level powers, which were also usable at will. Because these two parts of Psionics Expanded were designed at different stages of the project, the vitalist has something akin to 0th-level powers that don't work like 0thlevel powers. To resolve this, the vitalist's knacks should be treated as 0th level powers, which are listed below. In addition, the *vim* talent replaces the *invigorate* knack, as they both serve the same function.

MENDER METHOD POWERS

0 Halt Death*: Automatically stabilize a dying creature.

SOULTHIEF METHOD POWERS

0 Fatigue*: Cause a creature to be fatigued. **Siphon*:** Deal 1d3 points of damage and gain 1 temporary hit point.

Powers

The powers presented below are in alphabetical order, with the exception of those whose names begin with a qualifier (see Order of Presentation, above).

Absorb Weapon

Discipline: Psychometabolism; Level: Cryptic 1, psychic warrior 1 Display: Olfactory, Visual Manifesting Time: 1 standard action Range: Touch Target: One weapon weighing up to 15 lbs. Duration: Until discharged; up to 24 hours Saving Throw: None (object); Power Resistance: Yes (object) Power Points: 1

You can absorb one weapon of up to 15 lbs into your body and a small tattoo that resembles the item absorbed appears on the skin of your arm. The absorbed item is undetectable by normal means, although the effect is detectable via *detect psionics*. The item can be discharged as a standard action and the weapon is automatically equipped. You must be capable of holding the weapon or it falls to your feet (such as if you had no hands free). If the effect ends without being discharged, the item falls to your feet.

The weight of the item still counts toward your encumbrance even when absorbed.

Augment: This power can be augmented in one or more of the following ways.

1. For every additional power point spent the weight limit of the item to be absorbed increases by 5 lbs.

2. If you spend two additional power points, you can absorb a shield or armor instead of a weapon. You do not suffer any applicable armor check penalty of the shield or armor absorbed and when discharged, you automatically equip the shield or armor as long as you are capable of equipping the item.

3. If you spend two additional power points, you can store one additional item, although all stored items are discharged at the same time and are added together when determining the total weight.

Dazzle

Discipline: Psychometabolism; Level vitalist 0 Manifesting Time 1 standard action Display Visual Range 30 ft. Target One living creature Duration 1 round Saving Throw No; Power Resistance yes Power Points: Psionic focus or 1

You attempt to disrupt the vision of the targeted creature by making a ranged touch attack. If the attack is successful, the creature is dazzled until the beginning of your next turn.

Disrupting Strikes

Discipline: Clairsentience; Level: Cryptic 4 Display: Material, Visual Manifesting Time: 1 swift action Range: Personal Target: You Duration: 1 round Power Points: 7

You can use your disrupt pattern ability as part of a full attack sequence instead of as a standard action. Any or all of the attacks in the full attack sequence can be your disrupt pattern ability in place of a normal attack. This is an exception to the rule that disrupt pattern may only be used once a round.

Disruptive Touch

Discipline: Psychometabolism; Level vitalist 0 Manifesting Time 1 standard action Display Auditory Range Touch Target One living creature touched Duration 3 rounds Saving Throw Fortitude negates; Power Resistance yes Power Points: Psionic focus or 1

Your touch disrupts the natural energy of the creature's body, causing them to be staggered unless they make a successful Fortitude save.

Ectoplasmic Grapnel

Discipline: Metacreativity (Creation) **Level:** Gifted blade 3, marksman 3, psychic warrior 3, tactician 3 **Display:** Material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature, object, or structure

Duration: Instantaneous
Saving Throw: None; Power Resistance: Yes Power Points: 5

A blob of malleable, adhesive ectoplasm shoots out from your outstretched hand, attached by an ectoplasmic cord. Upon hitting its target, this ectoplasmic grapnel reels in, pulling the target to you - or you to it.

When manifesting this power, you must have a hand free, and must make a ranged touch attack against the target; a miss causes the grapnel to retract instantly without attaching to anything. Alternately, you may have it shoot out from your shield instead of a free hand; you still get your shield's AC bonus against the target, but lose it against anyone else for the duration of the power.

If you target a creature no more than one size category larger than you, you may attempt a drag combat maneuver check. If successful, you move the creature 5 feet closer to you. For every 5 by which your attack exceeds your opponent's CMD, you can drag the target an additional 5 feet toward you. If the creature is willing, you may drag it up to 30 feet closer to you.

If you target an unattended object, you may pull it up to 30 feet towards you; if this moves it into your square, you may grasp the item immediately as a free action, although you must have a free hand to do so. If you target an attended object, the ranged touch attack is made against the opponent, and you must succeed at a disarm or steal (your choice) combat maneuver check to wrest the item free.

If you fail at the combat maneuver check (or if you target an immovable object such as a creature more than one size category larger than you, an object bolted to the floor, or a building wall, floor, or ceiling), you are instead moved up to 30 feet towards the target. This movement provokes attacks of opportunity. Alternately, you may choose to relinquish your grip on the ectoplasmic cord, knocking you prone and ending the power immediately rather than moving you towards the target. If you end your movement at a climbable location (such as a wall or ledge), you must attempt a Climb check (at normal DC) to grab hold (or pull yourself over the edge, in the case of a ledge); failure means you begin falling, and must make a second Climb check with +20 DC to catch yourself.

If you spend a full-round action bracing yourself before manifesting this power, you get a +2 bonus on the above combat maneuver checks. Each adjacent ally that spends an Aid Another action to grab hold of you also adds a +2 bonus to your combat maneuver check, but also suffers the consequence of being dragged or knocked prone with you should the check fail. If the power duration should be extended beyond instantaneous (see augment below), each ally holding onto you must spend an Aid Another action each turn to maintain their hold. If you end your movement at a climbable location, each ally may make a Climb check to grab the wall, or may instead continue holding onto you; your own Climb check is penalized as normal if their combined weight drops your encumbrance into a category with a worse armor check penalty.

If you manifest this power while engaged in a grapple that you are in control of, you immediately make a grapple combat maneuver check; failure means you are no longer grappling the creature, while success means you gain a +2 bonus to your drag combat maneuver check for each creature (besides yourself) participating in the grapple. If the drag combat maneuver check fails, you and everyone in the grapple are dragged (or knocked prone) accordingly.

If you manifest this power while engaged in a grapple that you are not in control of, you immediately make a grapple combat maneuver check; success means you have broken free of the grapple, while failure means you are still grappling (but gain a +2 bonus to your drag combat maneuver check for each creature (besides yourself) participating in the grapple). If the drag combat maneuver check fails, you and everyone in the grapple are dragged (or knocked prone) accordingly, unless the creature grappling you is too large for you to drag (in which case the cord snaps and the power fails). The grappling creature may voluntarily release you from the grapple to avoid being dragged or knocked prone, but must do so before the drag combat maneuver check is rolled.

Augment: You can augment this power in one or more of the following ways:

1. If you spend 2 additional power points, the duration increases to 1 round/level if the ranged touch attack hits. The cord does not automatically retract: you may choose to retract or extend the cord up to 30 feet (to the limit of the power's range) as a standard action, and must succeed at a combat maneuver check each time you attempt to drag an unwilling creature in this manner. Other creatures may climb or manipulate the cord as they would a rope, but it is as strong as a chain. An unwilling creature attached to the grapnel must cut (5 hp, hardness 10, AC 10) or burst (Str DC 26) the cord to move away from you, unless he succeeds at a drag combat maneuver check to pull you behind him. If the cord is cut or burst, or if you let go of the cord (a free action), the power ends immediately.

2. If you spend 2 additional power points, the range of the power increases to Medium (100 ft. + 10 ft./level).

3. If you spend 4 additional power points, the cord retracts the full length instantly. A successful combat maneuver check, by any margin, pulls the target adjacent to you, while a failed combat maneuver check pulls you adjacent to the target (unless you relinquish the cord and go prone instead).

4. For every 4 additional power points you spend, this power can drag creatures an additional size category larger than you, and the cord's hardness increases by 2, hit points increases by 10, and break DC increases by 2.

5. If you spend 4 additional power points, you can manifest this power as a move action.

In addition, for every 2 additional power points you spend to achieve any of these effects, you also gain a +1 bonus on any combat maneuver checks or Climb checks you make for this power.

Everyman

Discipline: Psychometabolism Level: Cryptic 2, psion/wilder 2, psychic warrior 2, sighted seeker 2 Display: Visual Manifesting Time: 1 standard action Range: Personal Target: You Duration: 1 hour/level Power Points: 3

You subtly shift your features and voice, making you less noticeable and granting you a +10 circumstance bonus to Disguise checks, although you may not attempt to appear as a certain individual or another race.

This is a minor physical transformation, not an illusion, and as such fools touch as well as sight.

You may alter any skin or facial features to be anything normally possible for the race you appear as. Birthmarks, moles, tattoos, piercings, and other distinguishing features are not visible unless you specifically will it. Psionic tattoos may still be tapped while hidden.

At any point during the power's duration, you may concentrate as a standard action to change your appearance again, including to resemble yourself.

Your clothing and gear are not changed.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 1 additional power point, you may use this power to disguise yourself as particular individuals.

2. If you spend 2 additional power points, you may alter your smell to blend in with creatures using the scent ability or who identify individuals by pheromones or other chemical senses.

Fatigue

Discipline: Psychometabolism; Level Soulthief 0 Manifesting Time 1 standard action Display Display Range 30 ft. Target One living creature Duration 1 round / level Saving Throw Fortitude negates; Power Resistance yes

Power Points: Psionic focus or 1

As a ranged touch attack, you may cause a target to be fatigued for a number of rounds equal to your manifester level. A successful Fortitude save negates this effect. This ability has no effect on a creature that is already fatigued.

Fortify, Lesser

Discipline: Psychometabolism [network] Level: Guardian 0, psion/wilder 0, psychic warrior 0, tactician 0 Display: Mental Manifesting Time: One standard action Range: Personal Target: You Duration: One minute Power Points: Psionic focus or 1

You imbue yourself with psionic energy that protects you from harm, granting yourself a +1 resistance bonus on saves.

Halt Death

Discipline: Psychometabolism; Level Mender 0 Manifesting Time 1 standard action Display Display Range 30 ft. Target One living creature Duration Instantaneous Saving Throw Will negates (harmless); Power Resistance yes (harmless) Power Points: Psionic focus or 1

You can target one member of your collective that is dying (at -1 hp or less). That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Hidden Body

Discipline: Psychometabolism; Level: Cryptic 4, egoist 4 Manifesting Time: 1 round Display: Olfactory, Visual Range: Touch



A cryptic that has hidden away can be quite a surprise when he reappears

Target: Willing living creature touched Duration: 1 hour / level (D) Saving Throw: None (harmless); Power Resistance: No (harmless) Power Points: 7

You meld into the touched creature, psionically fusing with their form. At the time of manifesting, it is decided if you or the creature touched are the host and the other is the passenger. While fused, the passenger is dormant and unaware. Any other effects that were on the passenger do not affect the host, and vice versa, while the power is in effect. The passenger does not need to eat, drink, or sleep, has no concept of time, and is not aware of surroundings or anything that occurs to the host. The host can discharge the passenger as a standard action that does not provoke attacks of opportunity. If the host is killed or the power ends, the passenger is immediately discharged adjacent to the host (or the host's last location for effects such as disintegration). You cannot be under the effect of hidden body and *fusion* at the same time.

Augment: This power can be augmented in one of

the following ways.

1. If you spend 4 additional power points, the passenger is aware of everything the host is aware of, although the passenger can still take no actions while fused.

2. If you spend 8 additional power points, the passenger is aware of everything the host is aware of and can take purely mental actions such as manifesting powers, although the passenger is restricted to the senses of the host unless using some other means of senses. The power's duration changes to 1 round / level (D).

Hidden Pocket

Discipline: Psychoportation; Level: Cryptic 1 Display: Material, Mental Manifesting Time: 1 standard action Range: Touch Target: One unattended object, weighing up to 1 lb./ level Duration: 1 hour/4 levels (D) Saving Throw: None; Power Resistance: No Power Points: 1

You transfer one touched object to an extradimensional pocket of space in the palm of your hand. This extradimensional space is invisible and weightless, regardless of the weight of the item inside it. When the power ends, the object returns to your hand, although if your hand is not free, the object instead falls to the ground at your feet. You may only have one such extradimensional pocket active at any given time.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, the object being stored can weigh an additional pound per level.

2. For every 2 additional power points you spend, you can have one additional item in your extradimensional pocket, although you are still restricted to the weight limit for all of the items combined.

3. If you spend 4 additional power points, the duration increases to one day.

Hinder

Discipline: Psychometabolism; Level vitalist 0 Manifesting Time 1 standard action Display Display Range 30 ft. Target One living creature Duration 1 minute or until discharged; see text Saving Throw none; Power Resistance yes

Power Points: Psionic focus or 1

If you make a successful ranged touch attack against the target, it takes a -1 penalty on the next attack roll, saving throw, or skill check. You must choose which type of roll the penalty applies to at the time you manifest the power. If the target does not make that type of roll before ethe power ends, it has no effect.

Induce Pain

Discipline: Psychometabolism; Level vitalist 0 Manifesting Time 1 standard action Display Display Range 30 ft. Target One living creature Duration Instantaneous Saving Throw none; Power Resistance yes Power Points: Psionic focus or 1

You attempt to cause a creature to feel pain. If you make a successful ranged touch attack at the target, it takes 1d3 points of damage.

Kinetic Legerdemain

Discipline: Psychokinesis; Level: Cryptic 1 Display: Visual Manifesting Time: 1 standard action Range: Touch Duration: 1 round/level Saving Throw: None (object); Power Resistance: Yes (object) Power Points: 1

You can use telekinesis to make Disable Device checks without a toolkit without suffering the increase to the check DC.

Augment: This power can be augmented in one or both of the following ways.

1. For every additional 2 power points you spend, you gain a +1 competence bonus on your Disable Device checks made with this power.

2. If you spend 6 additional power points, the range changes to Close (25 ft. + 5 ft./2 levels) instead of Touch.

Kinetic Reload

Discipline: Psychokinesis; Level: Marksman 2 Display: Auditory, Visual Manifesting Time: 1 swift action Range: Personal Target: One firearm Duration: Instantaneous Saving Throw: none; Power Resistance: no Power Points: 3

You telekinetically reload a single one-handed or two-handed firearm you are currently wielding.

Augment: If you spend 6 additional power points, you can manifest this power as part of a full attack sequence, reloading your firearm to allow it to make each attack.

Locate Secret Doors

Discipline Clairsentience; Level cryptic 1, psion/wilder 1
Manifesting Time 1 standard action
Display Auditory, Mental
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)
Saving Throw none; Power Resistance no
Power Points: 1

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this power. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to locate secret doors in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Parasitic Possession

Discipline: Telepathy [mind-affecting]; **Level:** Cryptic 5

Manifesting Time: 1 standard action

Display: Olfactory, Visual

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour / level (D)

Saving Throw: Fortitude negates; Power Resistance: Yes

Power Points: 9

You transform into telepathic energy patterns and infect a living creature. While inside, you do not need to sleep, eat, or breathe and experience everything the target experiences, but you are unable to take any actions aside from dismissing the power. The target creature is unaware that you are within it unless it made a successful Spellcraft check to identify the power when you manifested it. When the power ends or is dismissed, you materialize at a location of your choosing within 30 ft. of the target.

Augment: If you spend 6 additional power points,

the subject is under your control as if under the effect of *mind control*.

Preserve Psyche Discipline: Telepathy [mind-affecting, network] Level: Vitalist 2 Display: Mental Manifesting Time: 1 immediate action Range: Touch Target: One slain creature Duration: 1 day/level Saving Throw: Will negates; Power Resistance: No Power Points: 3

You preserve the mind of the slain creature, keeping it from permanently departing from its body. This power must be manifested as soon as the creature is slain, although subsequent manifestations can be used to extend the duration of the effect. This effect takes place before the creature is removed from the collective from dying. For the duration of this effect, the slain creature can be affected by *psionic revivify* as if it had died within 1 round, but *psionic revivify* must be channeled through specially-treated crystals similar to *cognizance crystals* that cost 5,000 gp. The psionic energy in the crystal is consumed in the manifestation and the crystal becomes inert and has no value.

Augment: If you spend 6 additional power points, you can affect a creature that was in your collective

when it died for up to 24 hours after its death.

Psychokinetic Charge

Discipline Psychokinesis[force]; Level psion/wilder 4, tactician 4 ManifestingTime 1 standard action Display Auditory, Mental Range Close (25 ft. + 5 ft./2 levels) Target one willing creature Duration instantaneous Saving Throw Will negates (harmless); Power Resistance yes (harmless)

You telekinetically launch an ally (or yourself) across the battlefield to anywhere within this power's range. While moving, your ally is flying just above the ground unless you wish otherwise. Movement from this power provokes attacks of opportunity as normal, although you can lift your ally over objects or out of enemy reach, as long as your ally remains within range. If your ally lands adjacent to an opponent, he can spend an immediate action to make a melee attack against that opponent with a +2 bonus on the attack roll.

Psionic Repair

Discipline: metacreativity; **Level:** cryptic 0, psion/ wilder 0

Manifesting Time: 10 minutes Display: Material, Olfactory



Psychokinetic charge launches an ally across a battlefield

Range: 10 ft.
Target: one object of up to 1 lb./level
Duration: instantaneous
Saving Throw: Will negates (harmless, object);
Power Resistance: yes (harmless, object)
Power Points: Psionic focus or 1

This power repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this power to function. Magic items can be repaired by this power, but you must have a manifester level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this power, but this power does not restore their magic abilities. This power does not affect creatures (including constructs). This power has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Sense Poison

Discipline: clairsentience; Level: psion/wilder 0, psychic warrior 0, vitalist 0 Manifesting Time: 1 standard action Display Material, Visual Range: Close (25 ft. + 5 ft./2 levels) Target or Area: One creature, one object, or a 5-ft. cube Duration: Instantaneous Saving Throw: None; Power Resistance: No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Sicken Body

Discipline: Psychometabolism; Level Vitalist 0 Manifesting Time 1 standard action Display Display Range 30 ft. Target One living creature Duration 1 round Saving Throw Will negates; Power Resistance yes Power Points: Psionic focus or 1

You cause the target to be sickened until the start of your next turn unless the creature makes a successful Will save.

Siphon

Discipline: Psychometabolism; Level Soulthief 0 Manifesting Time 1 standard action Display Display Range 30 ft. Target One living creature Duration Instantaneous; see text Saving Throw none; Power Resistance yes Power Points: Psionic focus or 1

You direct a ray of psionic energy at a target as a ranged touch attack. If it hits, the target suffers 1d3 points of damage, and you, or a member of your collective, gain 1 temporary hit point for 1 minute.

Toughen

Discipline: Psychometabolism; Level Guardian 0 Manifesting Time 1 standard action Display Display Range 30 ft. Target One living creature Duration 1 minute Saving Throw Will negates (harmless); Power Resistance yes (harmless) Power Points: Psionic focus or 1

You grant one member of your collective a +1 natural armor bonus for 1 minute.

Vim

Discipline: Psychometabolism Level: Psion/wilder 0, psychic warrior 0, vitalist 0 Display: Material and olfactory Manifesting Time: 1 standard action Range: Personal Target: You Duration: 1 min./level Power Points: Psionic focus or 1

You suffuse yourself with power, gaining 1 temporary hit point. This temporary hit point overlaps (does not stack) with temporary hit points from any source, including previous manifestations of this power.

Advanced Rules

The Advanced Player's Guide implemented a variety of new rules to give new options to your game. *Psionics Expanded* does the same. In this section, you will find alternate racial traits for the psionic races, alternate favored class options for the psionic classes and the psionic races, and psionic traits.

Racial Favored Classes

Each race's entry also contains a section detailing favored class options. This section describes alternative benefits for members of the different races taking certain classes as a favored class. The normal benefit of having a favored class is simple and effective: your character gains one extra hit point or one extra skill rank each time she gains a level in that class (or a power point in the case of the psionic races). The alternate favored class abilities listed here may not have as broad an appeal as the standard choices. They are designed to reflect flavorful options that might be less useful in general but prove handy in the right situations or for a character with the right focus. Most of them play off racial archetypes, like a half-orc's toughness and proclivity for breaking things or elven grace and finesse.

In most cases, these benefits are gained on a levelby-level basis—your character gains the specified incremental benefit each time she gains a level. Unless otherwise noted, these benefits always stack with themselves. For example, a human with paladin as a favored class may choose to gain 1 point of energy resistance each time she gains a level; choosing this benefit twice increases this resistance bonus to 2, 10 times raises it to 10, and so on.

In some cases this benefit may eventually hit a fixed numerical limit, after which selecting that favored class benefit has no effect. Of course, you can still select the bonus hit point or skill rank as your favored class benefit, so there is always a reward for sticking with a favored class.

Finally, some of these alternate favored class benefits only add +1/2, +1/3, +1/4, or +1/6 to a roll (rather than +1) each time the benefit is selected; when applying this result to the die roll, round down (minimum 0). For example, a dwarf with rogue as his favored class adds +1/2 to his trap sense ability regarding stone traps each time he selects the alternate rogue favored class benefit; though this means the net effect is +0 after selecting it once (because +1/2 rounds down to +0), after 20 levels this benefit gives the dwarf a +10 bonus to his trap sense (in addition to the base value from being a 20th-level rogue). As in the previous section, what is presented here is a set of alternative benefits that characters of each race may choose instead of the normal benefits for their favored class. Thus, rather than taking an extra hit point or an extra skill rank, players may choose for their characters to gain the benefit listed here. This is not a permanent or irrevocable choice; just as characters could alternate between taking skill ranks and hit points when they gain levels in their favored class, these benefits provide a third option, and characters may freely alternate between them.

As with any alternate or optional rule, consult with your GM to determine whether exchanging normal favored class benefits for those in this chapter will be allowed.

Blue

Monstrous in appearance, but exceptionally intelligent, blues are known for their natural psionic ability. While most blues develop manifesting ability, some focus on combat skills, seeking to protect themselves from the harsh world, or stealth, using their natural agility to avoid predators and instead seek out prey.

Some blues are naturally skilled at altering the opinions of others, whether it is through natural charm and personality, or through the ability to bend the thoughts of others to their will. Other blues are simply born with an innate ability to manifest powers. These blues represent the various tribes of blues, particularly as they seek to infiltrate and supplant the goblins within a given tribe.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, blues have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to all blues who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Cryptic: Add +1 to Craft checks.

Dromite

Insectile and genderless, dromites are an interesting paradox of a race, where the individual is celebrated, yet the community is given extreme importance and castes are still used. Skilled and quick, many dromites take up crafting.

Dromites who choose to leave the hive and explore the world have been known to merge the defensive abilities of the aegis with their own chitin. Others seek to bind creatures into a greater consciousness using the abilities of the tactician or vitalist.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, dromites have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to all dromites who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Cryptic: Add +1/2 to Disable Device checks the cryptic makes against traps.

Elan

With bodies built by and infused with psionic energy, elans are most commonly found as manifesters of psionic power. Due to their efforts to remain unknown to other races, some elans become better at stealth and avoiding detection, while others strive to fit in better and hide in plain sight.

Because elans are created by a psionic process, a rare few suffer from inconsistencies or failures with this process, while others discover they are more adept at healing their body, rather than protecting themselves from damage.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, elans have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to all elans who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Cryptic: Add +1 to the damage of the cryptic's disrupt pattern ability.

Half-giant

Known mostly for their impressive physical presence, half-giants have a tendency to become psychic warriors or other melee-oriented combatants. Yet there are some who channel their emotions through the wild surge of the wilder. Although most half-giants are from hot climates, some tribes have instead adapted to colder regions.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, half-giants have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to all half-giants who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Cryptic: Add +1 to the cryptic's CMD when resisting

a grapple or trip.

Maenad

Tempestuous in emotions, yet cold in demeanor, maenads most often find the calling of the barbarian or wilder as the most fitting. Some, however, seek to use their abilities to control their demeanor and hide their emotions to become leaders or perfomers.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, maenads have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to all maenads who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Cryptic: Add +1 ft. to the range of the cryptic's disrupt pattern ability.

Xeph

Perhaps the most likely race to choose the path of the soulknife, there are many xephs who use their natural psionic talent to become manifesters. Quick in body as well as mind, it is not uncommon for xephs to be natural explorers and crafters.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, xephs have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to all xephs who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Cryptic: Add +1 to the xeph's saving throws and AC against traps.

Core Races

Although most of the material presented in this section is aimed at the psionic races, there are some options for the core races as well. Presented below are alternate favored class options for the seven core races.

Human

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, humans have the option of choosing from a number of other bonuses, depending upon their favored class. The following options are available to all humans who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Cryptic: The cryptic gains +1/6 of a new insight.

PRESTIGE CLASSES

Prestige classes, unlike base classes, are specialized individuals who study a narrow range of abilities and techniques. These individuals thereby gain special abilities that most characters could only hope to poorly mimic. Detailed below are new psionic prestige classes.

BODY SNATCHER

A body snatcher is a telepath of no small skill, capable of jumping from body to body with the ease an actor shifts between roles. Although the discipline developed as a way to truly know other's minds, it rapidly developed into a means of "borrowing" another's body and eventually progressed to more permanent means. Most body snatchers are telepaths, although occasionally other manifesters will spend the time to learn the techniques to become a body snatcher.

Role: With their ability to switch bodies with others, body snatchers can make for difficult opponents to defeat. The biggest threat to a body snatcher is an opponent who is immune to mind-affecting powers, so constructs, undead, and similar enemies can be particularly difficult foes.

Alignment: Although the act of stealing a body has an evil connotation, body snatchers can be of any alignment.

Hit Die: d6

Entry Requirements:

To qualify to become a body snatcher, a character must fulfill the following criteria.

Skills: Bluff 10 ranks, Perform (Acting) 3 ranks, Sense Motive 3 ranks

Feats: Extend Power, any other metapsionic feat.

Psionics: Manifester level 10th and ability to manifest *brain lock* and *conceal thoughts*.

Class Skills

The body snatcher's class skills are Autohypnosis, Bluff, Diplomacy, Perform, Sense Motive, and Spellcraft.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the body snatcher.

Weapons and Armor Proficiency: Body snatchers



A body snatcher can take over anyone

do not gain proficiency with any additional weapons or armor.

Manifesting: When indicated, the character gains additional power points per day and access to new powers as if he had also gained a level in any one manifesting class he belonged to previously. He does not, however, gain any other benefit a character of that class would have gained (bonus metapsionic or item creation feats, and so on). This essentially means that he adds that level of body snatcher to the level of whatever other manifesting class the character has, and then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before he became a body snatcher, he must decide to which class he adds the level of body snatcher for purpose of determining power points per day, powers known, and manifester level.

Body Thief (Ex): At 1st level, a body snatcher adds *mind switch* to her powers known. A body snatcher's manifester level for *mind switch* is equal to her normal manifester level plus her class level, which may allow her to manifest it even if she could not normally do so. This improves its level-dependent parameters, including the limit on Hit Dice it can

affect and the amount of power points that can be spent manifesting it. For example, Valis, a telepath 11 / body snatcher 4, has a manifester level of 14 normally, but manifests *mind switch* in all ways as if her manifester level were 18.

Extended Transfer (Ex): A body snatcher may apply her Extend Power feat to her *mind switch* power without spending additional power points. She still needs to expend her psionic focus to use this ability.

Melding Exchange (Su): During a *mind switch,* a body snatcher's mind briefly interfaces with that of her target, resulting in a one-way exchange of information. In addition to rudimentary or instinctive knowledge of the subject as normal for the power, she also learns the subject's name, where he lives, and who his principle associates and enemies are. While she remains in the subject's body, she also gains knowledge of all of the subject's languages (written and spoken), treats any Knowledge check made with a skill with which the subject had ranks as a trained check, and gains a +2 competence bonus per class level on any skill check used to impersonate the subject.

The Flesh Remembers (Ex): At 2nd level, a body snatcher can connect with a host's kinaesthetic memories ("muscle memories") and draw upon learned physical capabilities. While under the influence of *mind switch*, she gains the host body's weapon and armor proficiencies. Additionally, she may choose to use her host's ranks in skills keyed to Strength, Dexterity, or Constitution instead of her own. Her training limits how completely she can draw upon her host, though - she cannot emulate a higher rank than her class level + her Intelligence modifier. For instance, Valis (a 4th level body snatcher with an Intelligence modifier of +6) could use her host's ranks in a physical skill such as Climb, but if the host has more than 10 ranks in Climb, she behaves as if the host had only 10 ranks.

Traumatic Transfer (Ex): When manifesting mind

switch, a body snatcher of 2nd level or higher may elect to make the process traumatic and disorienting to the other mind. The subject is stunned for 1 round upon arriving in the body snatcher's body, and is dazed for 1d4 rounds thereafter.

Mimic Mind (Su): A 3rd-level body snatcher may use *conceal thoughts* to create a false set of surface thoughts appropriate for the body she currently occupies. If the body snatcher succeeds on a saving throw against an attempt to read her mind while under *conceal thoughts*, the intruder reads only the decoy thoughts. While the body snatcher does not need to specify the nature of these thoughts (although she may choose to do so), they will reflect what the prying party might expect to find were the body's normal mind in residence. In addition, while under *conceal thoughts*, a body snatcher may emulate the alignment of the subject for purposes of fooling abilities that detect alignment.

At 5th level, this ability extends to include false memories, foiling effects such as *mind probe*.

Rapid Transfer (Ex): At 4th level, a body snatcher manifests *mind switch* as a standard action instead of a full-round action.

Seal the Host: At 4th level, a body snatcher learns to augment her *mind switch* power in a unique fashion, potentially sealing the subject's higher mind from taking control of her body. She adds the following augment to *mind switch*:

If you spend 2 additional power points, the subject's higher mind may be sealed away when it arrives in your body. If your *mind switch* is successful, the subject must make a second Will save or be dazed for as long as it remains in your body, similar to the *brain lock* power. This is in addition to your traumatic transfer ability.

Mindleap Contingency (Su): At 5th level, a body snatcher unlocks the ability to use a unique metapsionic effect known as a mindleap contingency. Powers that specify a single target and can affect the body snatcher's current form can be made into

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1	+0	+0	+0	+1	Body thief, extended transfer, melding exchange	
2	+1	+0	+0	+1	The flesh remembers, trau- matic transfer	+1 level of existing class
3	+1	+1	+1	+2	Mimic mind	+1 level of existing class
4	+2	+1	+1	+2	Rapid transfer, seal the host	+1 level of existing class
5	+2	+1	+1	+3	Mindleap contingency, greater melding exchange	+1 level of existing class
6	+3	+2	+2	+3	Death is only the beginning	

TABLE: THE BODY SNATCHER

mindleap contingent powers. A mindleap contingent power, once manifest, lies dormant, undetectable and undispellable, for up to five minutes (after which time it fades harmlessly), or until the body snatcher leaves her current body via *mind switch* (either to return to her original body or to possess another). Immediately after the switch occurs, the mindleap contingency triggers, and the linked power takes effect on the body she was in when she established the contingency. Any choices to be made about the effect must be made when the power is manifest, not when it triggers. Saving throws made against a mindleap contingent power suffer a -5 penalty due to the sudden shift in bodies.

For example, Valis the telepath/body snatcher has already *mind switched* with a subject and is about to shift her mind back to her body. She manifests *memory modification* (opting to erase the memory of her time in the body) on her current (host) body as a mindleap contingency, after which she returns her mind to her native body. The subject, upon return to its body, is affected by the *memory modification* power, and must make a Will save (at -5) or be forced to forget the experience.

Using this ability is akin to using a metapsionic feat – a body snatcher must expend her psionic focus when establishing a mindleap contingency, and establishing one increases the power's power point cost by 4.

Greater Melding Exchange (Su): When a 5th level body snatcher uses her melding exchange ability, she draws far more knowledge from her target than usual. She may use the subject's ranks in Knowledge skills in place of her own, and she learns the command words or thoughts for any items the subject has (provided they were known to the subject). Additionally, as a standard action, she may expend her psionic focus to mentally "ask" her newfound memories one question, typically about the subject's past or personality. She learns the answer to that question to the best of the subject's knowledge. Asking about rote facts is often unnecessary, due to the granting of Knowledge ranks – this ability extends beyond the Knowledge skill.

Death is Only the Beginning (Su): Common folklore suggests that many people see their lives flash before their eyes just before they die. In some ways, this is literal truth for a body snatcher, although she tends to see only opportunity. Immediately upon being reduced to -1 hit points or lower, or failing a saving throw against an effect that would kill her, a 6th level body snatcher may expend her psionic focus to manifest *true mind switch* as an immediate action at the same manifester level she manifests *mind switch*. She may only target her killer with this effect (thus, if the killer is out of range, this ability is worthless), and the save DC is reduced by 4 due to the desperate nature of this technique. If successful, her mind switches places with her killer's just before dying. She suffers level loss as normal for losing her previous body after a *true mind switch*. A body snatcher also adds *true mind switch* to her powers known at 6th level, even if she is incapable of manifesting 9th level powers. She may apply all her body snatcher class features (except seal the host) to any manifestation of *true mind switch*, even one made at the moment of death.

SOUL ARCHER

Although the typical soulknife wields a melee weapon from distilled psychic energy, there are some who choose to develop skills with ranged attacks. These soul archers, as they are sometimes known, excel at turning the power of their mind into arrows of energy.

Role: Soul archers are best suited as ranged combatants, although they have the durability to handle enemies directly for long enough to get back to a safe distance. Soul archers are at their best when they have companions to distract or block enemies from approaching, so that they can hurl death from afar.

Alignment: There are all variety of soul archers, and thus a soul archer can be of any alignment.

Hit Die: d10

Requirements

To qualify to become a soul archer, a character must fulfill all the following criteria.

Base attack bonus: +5

Feats: Point-Blank Shot, Precise Shot

Special: Enhanced Mind Blade or Enhanced Mind Bolt class feature.

Note: Although the class features mentioned below mention the mind blade, for characters who form a mind bolt, such as the soulbolt archetype, the effects apply equally to them as well.

Class Skills

The soul archer's class skills (and the key ability for each skill) are Perception (Wis) and Survival (Wis). **Skill Ranks at Each Level:** 4 + Int modifier.

Class Features

All of the following are class features of the soul archer.

Weapon and Armor Proficiency: Soul archers gain no proficiency with any weapon or armor.

Mind Blade: At each level indicated, the soul archer increases his soulknife level for the purposes

of his Enhanced Mind Blade class feature. This does not grant the soul archer increased soulknife level for any other purposes (qualifying for blade skills, psychic strike, etc.), but see below.

Form Mind Arrow: A soul archer can choose to shape her mind blade as a semisolid arrow of psychic energy and forms a mind arrow as a free action. If the soul archer has the ability to make multiple attacks, he can create multiple mind arrows as part of an attack. The soul archer must have one hand free to create and fire a mind arrow.

The arrow is identical in all ways (except visually) to an arrow shot from a composite longbow of a size appropriate to the soul archer. The soul archer adds his Wisdom modifier to the damage for attacks made with mind arrows, instead of his Strength modifier. The mind arrow receives all the benefits normally applied to the mind blade, including the ability to use psychic strike, any enhancement bonus or weapon special abilities, or feats that apply to the mind blade, although any melee-specific options are nonfunctional while in mind arrow form. Ranged feats that apply to ranged attacks, such as Point-Blank Shot, apply to the mind arrow. Any weapon special abilities that apply to the mind blade are inactive while in mind arrow form until the soulknife spends the normal amount of time to reassign the special abilities of the mind blade.

Ranged Blade Skill: At 1st level and every two levels thereafter, the soul archer gains a blade skill. This blade skill can be selected from any blade skill that the soulbolt archetype can select for the mind bolt, except for the Alter Mind Bolt blade skill. When selecting this blade skill, the soul archer's level is treated as his soulknife level plus his soul archer level.

Ranged Feat: A 2nd level soul archer gains a bonus feat. The feat must have Point-Blank Shot as a



prerequisite in order to be selected.

Ranged Psychic Strike: At 4th level and again at 8th level, the soul archer's psychic strike damage when his mind blade is in mind arrow form increases

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Mind Blade
1st	+1	+0	+1	+0	Form mind arrow, ranged blade skill	-
2nd	+2	+0	+1	+0	Ranged feat	+1 Level
3rd	+3	+1	+2	+1	Ranged blade skill	+1 Level
4th	+4	+1	+2	+1	Ranged psychic strike	+1 Level
5th	+5	+1	+3	+1	Ranged blade skill	+1 Level
6th	+6	+2	+3	+2	Reflexive shot	+1 Level
7th	+7	+2	+4	+2	Ranged blade skill	+1 Level
8th	+8	+2	+4	+2	Phasing shot	+1 Level
9th	+9	+3	+5	+3	Ranged blade skill	+1 Level
10th	+10	+3	+5	+3	Empowered shot	+1 Level

TABLE: THE SOUL ARCHER

by one die of damage.

Reflexive Shot (Ex): At 6th level, a soul archer can make attacks of opportunity with his mind arrows. The soul archer still threatens squares he could reach with his mind blade or unarmed strikes, and can still only make one attack of opportunity per round (unless he has additional sources of attacks of opportunity such as the Combat Reflexes feat).

Phasing Shot (Su): Once a soul archer has achieved 8th level, he can expend his psionic focus and make a single ranged touch attack as a standard action and launch a mind arrow at a target within range. The mind arrow travels to the target in a straight path, passing through any nonmagical or nonpsionic barrier or wall on its way. (A *wall of force, wall of fire, wall of ectoplasm*, or the like stops a mind arrow.) This ability negates cover and concealment, but otherwise the attack is rolled normally.

Empowered Shot (Su): At 10th level, the soul archer can expend his psionic focus to grant the effect of a single feat that requires focus expenditure to apply to all attacks in a full attack sequence that round. The feat must only work on ranged attacks.

PSIONIC ITEMS

Not only do psionic individuals need to select the right character options, but they need the right tools to get the job done. Presented below are several new psionic items for use.

PSIONIC WEAPONS

The new psionic weapon option presented below follows the same rules as all psionic weapon options.

PSIONIC WEAPON SPECIAL ABILITY

DESCRIPTIONS

Weapons or ammunition with a special ability must have at least a +1 enhancement bonus.

Agile: This enhancement can only be placed on a melee weapon which is usable with the Weapon Finesse feat. Agile weapons are unusually well balanced and responsive. A wielder with the Weapon Finesse feat can choose to apply her Dexterity modifier to damage rolls with the weapon in place of her Strength modifier. This modifier to damage is not increased for two-handed weapons, but is still reduced for off-hand weapons.

Moderate transmutation; ML 7th; Craft Magic Arms and Armor, *animal affinity*; Price +1 bonus.

Dueling: This ability can only be placed on a melee weapon.

A dueling weapon bears magical enhancements that makes it particularly effective at performing certain combat maneuvers. When a dueling weapon is used to perform a combat maneuver that utilizes the weapon only (see below), it grants a luck bonus equal to twice its enhancement bonus on the CMB check made to carry out the maneuver. The dueling weapon also grants this same luck bonus to the wielder's CMD score against these types of combat maneuvers. These combat maneuvers include disarm and trip maneuvers, but not bull rush, grapple, or overrun maneuvers. If you're using the additional combat maneuvers in the Advanced Player's Guide, this also includes any dirty trick maneuvers that utilize the weapon, as well as reposition combat maneuvers, but not drag or steal combat maneuvers. Note that this luck bonus stacks with the weapon's enhancement bonus, which in and of itself adds to CMB checks normally.

Aura Moderate transmutation; CL 7th; Craft Magic Arms and Armor, cat's grace; Price +1 bonus.

Guardian: A guardian weapon infuses its wielder with protective wards and great resistance to danger, allowing the wielder to transfer some or all of the weapon's enhancement bonus to his saving throws as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the bonus on all saving throws lasts until his next turn. The weapon must be wielded in order for this bonus to apply—it does not function while the weapon is sheathed or otherwise stowed.

Moderate enchantment; ML 9th; Craft Magic Arms and Armor, *fortify*; Price +1 bonus.

UNIVERSAL ITEMS

Comparable to wondrous magical items, the universal items category holds a wide assortment of different psionic items. Presented below are a few new universal items for use in your games.

AURA MONOCLE

Aura moderate clairsentience; ML 7th Slot eyes; Price 23,520 gp; Weight .5 lbs

DESCRIPTION

Three times per day, the wearer of this goldrimmed monocle can activate the monocle while looking at a creature and discern if the creature is of good or evil alignment. Alternative versions of this monocle instead detect if the creature is of lawful or chaotic alignment.

CONSTRUCTION

Requirements Craft Wondrous Item, aura sight

Cost 11,760 gp

AURA MONOCLE, GREATER

Aura moderate clairsentience; ML 7th Slot eyes; Price 47,040 gp; Weight .5 lbs

DESCRIPTION

This bifocal lens functions as an *aura monocle*, but shows if the creature is of good or evil and of lawful or chaotic alignments. The lens can be used three times per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *aura sight* **Cost** 23,520 gp

BRACERS OF DISRUPTION

Aura moderate clairsentience ML 12th Slot wrist; Price 20,000 gp; Weight -

DESCRIPTION

These black silk bands increase the damage of the wielder's disrupt pattern ability by 2d6 points of damage.

If the character does not have the Disrupt Pattern class feature, he gains no benefit.

CONSTRUCTION

Requirements Craft Wondrous Item, disrupt pattern class feature, Cost 10,000 gp

CACOPHONOUS BELL

Aura moderate psychokinesis; ML 10th Slot none; Price 10,500 gp; Weight 3 lbs

DESCRIPTION

This heavy iron bell is inscribed with distorted musical symbols. When its wielder rings the bell and expends psionic focus, any bardic performance used within 30 feet of the bell costs three rounds for each round of the performance due to the sonic energy being given off by the bell. Each round, the wielder can spend a move action to continue ringing the bell, although if a round is missed, the wielder must once again expend psionic focus to reactivate the bell.

CONSTRUCTION

Requirements Craft Wondrous Item, *create sound* **Cost** 5,250 gp

CHARM OF PRESERVATION

Aura faint telepathy; ML 3rd Slot none; Price 250 gp; Weight -

DESCRIPTION

This small golden charm resembles the outline of a head, although other forms have been known to exist and in psionic societies, they tend to be a sign of affluence among the populace. When the wearer of this charm is slain, it dissolves into a soft yellow nimbus that surrounds the wearer. For one week, the wearer can be affected by the *psionic revivify* power as if he had just died that round, but *psionic revivify* must be channeled through specially-treated crystals similar to *cognizance crystals* that cost 5,000 gp. The psionic energy in the crystal is consumed in the manifestation and the crystal becomes inert and has no value. These crystals are not provided by the charm. After being used, the charm is destroyed.

CONSTRUCTION

Requirements Craft Wondrous Item, *preserve psyche*; **Cost** 125 gp

COIN OF BROTHERHOOD

Aura faint telepathy; ML 5th Slot none; Price 5,000 gp; Weight -

DESCRIPTION

This small disk of silver is held in the palm during a handshake. When the wielder expends his psionic focus during the handshake, he gains a +10 competence bonus to a Diplomacy check against the person whose hand he is shaking to improve their attitude.

CONSTRUCTION

Requirements Craft Wondrous Item, *attraction* **Cost** 2,500 gp

EARRINGS OF RESISTANCE

Aura faint telepathy; ML 12th

Slot none; **Price** 700 gp (+1), 2,800 gp (+2), 6,300 gp (+3), 12,200 gp (+4), 17,500 gp (+5); **Weight** -

DESCRIPTION

These golden metal studs can go in virtually any piercing and are not restricted to the ear. In addition, a character can wear multiple *earrings of resistance* and gain the benefits of all, similar to *ioun stones*. *Earrings of resistance* grant a competence bonus on saves against a single psionic power, chosen at the time the earring is created. The wearer may, as an immediate action. expend psionic focus to double the competence bonus granted by the earring for a single save against that power.

CONSTRUCTION

Requirements Craft Ring, *fortify* **Cost** 350 gp (+1), 1,400 gp (+2), 3,150 gp (+3), 6,100 gp (+4), 8,750 gp (+5) gp

EMPATHIC MONOCLE

Aura faint telepathy; ML 5th Slot eyes; Price 1,750 gp; Weight .5 lbs

DESCRIPTION

This crystal monocle is tinged red and can give the wearer the ability to interpret the emotional aura of a specific creature. When the wearer expends his psionic focus while looking at a single creature, he gains a +5 insight bonus to Diplomacy and Sense Motive checks against that creature for one round.

CONSTRUCTION

Requirements Craft Wondrous Item, *empathy;* **Cost** 875 gp

EMPATHIC MONOCLE, GREATER

Aura faint telepathy; ML 5th Slot eyes; Price 8,400 gp; Weight .5 lbs

DESCRIPTION

This stronger version of the *empathic monocle* is typically more elaborate in design and grants the wearer improved knowledge about the creature being viewed. When the wearer expends his psionic focus while looking at a single creature, he learns the surface thoughts of that creature unless it makes a successful Will save (DC 12).

CONSTRUCTION

Requirements Craft Wondrous Item, *read thoughts*; **Cost** 4,200 gp

GLADIATOR'S GAUZE

Aura faint psychometabolism; ML 1st Slot -; Price 35 gp; Weight .5 lbs

DESCRIPTION

This small bundle of gauze is typically attached to the wearer's belt. When the wearer expends his psionic focus as a swift action, the satchel automatically stops any bleed effect on the wearer and is consumed. If the wearer is reduced to below 0 hit points, the bundle immediately is consumed and automatically stabilizes the wearer.

CONSTRUCTION

Requirements Craft Wondrous Item, *halt death;* Cost 18 gp

PATTERN BREAKER'S GLOVES

Aura faint clairsentience; ML 5th Slot hands; Price 2,000 gp; Weight 1 lb

DESCRIPTION

These black leather gloves allow the wielder to use the disrupt pattern ability with unarmed strikes or natural attacks, rather than as ranged attacks.

CONSTRUCTION

Requirements Craft Wondrous Item, disrupt pattern ability; **Cost** 1,000 gp

RING OF ALTERED PERCEPTION

Aura faint telepathy; ML 7th Slot finger; Price 12,000 gp; Weight -

DESCRIPTION

This embellished golden ring protects its wearer against information-gathering effects. Any time the wearer is the subject of a clairsentience power that would give the manifester information about the wearer, the ring alters the effects of the power to give back false information. The wearer is not affected by the ring on powers he manifests himself. The ring is effective only if the manifester level of the effect is lower than the manifester level of the ring. For example, if *detect psionics* was used on the wearer, he would detect as not being psionic, as long as the manifester level of *detect psionics* was lower than that of the ring.

CONSTRUCTION

Requirements Craft Wondrous Item, *aura alteration*; Cost 6,000 gp

SHIMMERING VEST

Aura faint psychokinesis; ML 10th Slot body; Price 12,500 gp; Weight .5 lbs

DESCRIPTION

This vest is made of an unusual material that seems to change color and pattern constantly, causing it to be difficult to focus on the wearer of the vest. A cryptic who wears the vest is treated as if having the light-bending pattern insight. If the wearer already has the light-bending pattern insight, the duration of the benefit is increased to 1 minute per level instead of 1 round per level.

CONSTRUCTION

Requirements Craft Wondrous Item, *chameleon;* **Cost** 6,250 gp

SHIMMERING VEST, GREATER

Aura moderate psychokinesis; ML 15th Slot body; Price 25,000 gp; Weight .5 lbs

DESCRIPTION

This vest functions as the *shimmering vest*, except if the wearer has the light-bending pattern insight,

the benefits of the insight do not end if the wearer makes an attack.

CONSTRUCTION

Requirements Craft Wondrous Item, *chameleon;* **Cost** 12,500 gp

SURVIVOR'S SLEEPING BAG

Aura faint psychometabolism; ML 3rd Slot -; Price 1,400 gp; Weight 3 lbs

DESCRIPTION

While in this heavy sleeping bag, the owner suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between –50 and 140 degrees Fahrenheit without having to make Fortitude saves. Any of the creature's equipment in the sleeping bag is likewise protected.

The bag doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

CONSTRUCTION

Requirements Craft Wondrous Item, *adapt body;* **Cost** 700 gp

WARRIOR'S SCABBARD

Aura faint clairsentience; ML 5th Slot none; Price 1,000 gp; Weight 1 lb

DESCRIPTION

When the wearer of this scabbard draws his sword and is maintaining psionic focus, he gains a +1 insight bonus on attack rolls made with that weapon for 1 turn.

CONSTRUCTION

Requirements Craft Wondrous Item, *offensive precognition*, **Cost** 500 gp

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